

IMMOLATOR

In places of suffering and anguish, where people once human have been tormented, are where immolators are found. Born of contempt and pure rage, they are the risen corpses of those who were tortured, wrongly persecuted, or publicly executed. Fiery deaths and false accusations of witchcraft made by overzealous prophets using superstition as a mask for personal vendettas are the core of what reanimates thm.

The charred remains of those filled with hate rise again via the shadow that's settled into the very fibers of Urth. Their skin is leathery and cracked like fowl bacon, beneath wich pulses a roiling inner flame, pressurized and waiting to burst out of any puncture.

In combat, if fended off with fists or blunt blows they prove to be rather easy targets, albeit a bit sturdier than a typical animated corpse. If they erupt however, the ensuing shriek they let out is arguably just as loud as the explosion and gouts of flame that constantly spurt from their bodies. Flailing wildly and chasing their foes with supernatural speed, if an immolator can't reach their target in time they'll find the nearest flammable or explosive obstacle to attack, causing as much damage as possible before their conflagration expires.

IMMOLATOR

DIFFICULTY 25

Size 1 frighening undead

Perception 10 (+0); shadowsight

Defense 11; **Health** 32

Strength 12 (+2), **Agility** 11 (+0), **Intellect** 6 (-4), **Will** 14 (+4)

Speed 10

Immune damage from disease and poison and fire; gaining insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned.

Eruption The immolator bursts into flames if dealt any damage that would pierce its thin flesh, resulting in an explosion in a 1-yard-radius sphere centered on the immolator, setting on fire and dealing 3d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll. This effect only takes place once.

Conflagratiuous Fervor Once the immolator has erupted its speed increases to 14, melee attacks against it cause its attacker to be set on fire if they do not succeed an Agility challenge roll, and a 1-yard-wide trail of fire is left on the ground behind it as it moves.

Once the immolator has erupted, it will burn out after 5 rounds, at which point it collapses into a flaming pile of ash and bone.

Indomitable If any attack that pierces the skin were to inflict instant death on the immolator it remains alive for 1 round, after which it dies.

ATTACK OPTIONS

Searing Rake (melee) +2 with 1 boon (1d6 + 2) and the target catches fire.

SPECIAL ACTIONS

Ignus Flurry The immolator attacks twice with Searing Rake, this action may only be taken after Eruption has occurred.



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