

MAGMA BRUTE

Earth elementals are stubborn, powerful brutes, but slow to act. Fire elementals are flighty and impulsive, but lack the raw strength of the earth elementals. Magma brutes—elemental creatures who possess the worst traits of both types of elementals—are extraordinarily dangerous creatures whose wrath knows no bounds and whose unbridled strength can overtake even the most powerful giants.

A plague in both the Planes of Earth and Fire, magma brutes are ferocious warlords possessed with a desire to destroy all who cross their paths. Even those who pay fealty to these monstrosities may not completely avoid their ire.

Elemental Nature. A magma brute does not require air, food, drink, or sleep.

MAGMA BRUTE

Huge elemental, neutral neutral

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Dex +6, Con +9
Skills Athletics +10, Perception +5
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Ignan, Terran
Challenge 11 (7,200 XP)

Death Burst. When the magma brute dies, it explodes in a burst of fire and magma. Each creature within 30 feet of it must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magma brute can set itself ablaze or extinguish its flames. While ablaze, the magma brute sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Multiattack. The magma brute makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) plus 10 (3d6) fire damage.

MAGMA TYRANT

Huge elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +8, Con +12, Wis +8, Cha +6
Skills Athletics +12, Perception +7
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Ignan, Terran
Challenge 20 (25,000 XP)

Death Burst. When the magma brute dies, it explodes in a burst of fire and magma. Each creature within 30 feet of it must make a DC 19 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magma brute can set itself ablaze or extinguish its flames. While ablaze, the magma brute sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Legendary Resistance (3/Day). If the magma tyrant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The magma brute makes three handaxe attacks.

Handaxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) plus 10 (3d6) fire damage.

Magma Breath (Recharge 6). The magma tyrant breathes a spray of magma in a 60-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw. A creature takes 56 (16d6) fire damage on a failed saving throw or half as much damage on a successful one.

Reactions

Parry. The magma tyrant adds 5 to its AC against one melee attack that would hit it. To do so, the magma tyrant must see the attacker and be wielding a melee weapon.