



BENEOS TOKENS

MAGMATIC COREBORN



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

MAGMATIC COREBORN

Coreborn rise from fissures or smoldering calderas as a result of increased volcanic activity. Combining aspects of both fire and earth elementals, they differ from their kin due to their amiable disposition towards humanoids. A Magmatic Coreborn may choose to protect a village built on the slope of a volcano or at the heart of a high island, using its dominance over earth and fire to ward off both natural and unnatural disaster from their chosen people. Many Coreborn are worshipped as minor deities by their tribes, growing in power through veneration.

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This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

MAGMATIC COREBORN

Huge elemental, neutral good

Armor Class 18 (Natural armor)

Hit Points 271 (17d10+119)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	24 (+7)	8 (-1)	14 (+2)	7 (-2)

Damage Resistances Cold, Bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 Ft., Tremorsense 60 Ft., passive Perception 10

Language Terran, Ignan, Primordial
Challenge 12

Molten Tunnels. The Magmatic Coreborn can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake, the walls glowing red-hot and dripping with molten rock.

Magmatic Core. As the Magmatic Coreborn takes damage, its molten stone core is partially laid bare, unleashing devastating heat upon its surroundings. When a creature comes within 10 ft. of the Coreborn for the first time on a turn or starts its turn there, it must make a DC 17 Constitution saving throw. On a failed save, the creature takes 1d6 fire damage. On a successful save, the creature takes half as much damage. If the Coreborn is below half of its hit point maximum, the area of effect increases to 20 ft. and the damage increases to 2d6 fire damage.

Cooling the Core. If the Magmatic Coreborn takes 25 or more cold damage in a single turn, it has to succeed on a DC 25 Constitution saving throw or suffer the following effects: Its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. It also can't make more than one melee or ranged attack during its turn.

Inducing Hibernation. If the Magmatic Coreborn is fully submerged in water for a number of consecutive turns, it returns to an immobile state. At the end of its first turn fully submerged in water, the Coreborn is restrained. At the end of the second turn, the Coreborn is incapacitated. If the Magmatic Coreborn is fully submerged in water for three consecutive turns, it enters a state of suspended animation and becomes a lifeless rock formation, only to awaken once sufficient heat reignites its core.

Actions

Multiattack. The Magmatic Coreborn makes two Tectonic Smash attacks. It can replace each Tectonic Smash attack with a Volcanic Shardburst attack.

Tectonic Smash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+6) bludgeoning damage plus 7 (2d6) fire damage. If the Coreborn is below half of its hit point maximum, the fire damage is increased to 12 (3d6) fire damage. Creatures within 10 ft. of the target creature must succeed on a DC 17 Strength saving throw or fall prone.

Volcanic Shardburst. A sharp-edged shard from the Coreborn's craggy hide flies in a straight line up to 60 feet in a direction of its choice, stopping early if it impacts against a target, object or surface. If the shard would strike a creature, that creature must make a DC 17 Dexterity saving throw. On a failed save, the shard impacts, dealing 9 (2d8) piercing damage and 4 (1d6) fire damage. Creatures within 10 ft. of the impact must succeed on a DC 17 Dexterity saving throw, taking 4 (1d6) piercing damage on a fail or half as much on a successful save, due to shrapnel.

Volcanic Eruption (1/Day). Lava erupts from three 10-foot-radius, 15-foot-high cylinders, each centered on a point within 30 ft. of the Coreborn. Each creature within the area must make a DC 17 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save and half as much on a successful one. The floor in the affected area is covered in lava, becoming difficult terrain for the 1 minute. When a creature moves into or within the area, it takes 6 (1d10) fire damage for every 5 feet it travels.

Cinderbreath (Recharge 6). The Magmatic Coreborn releases a concentrated torrent of blazing heat from its core. Each creature in a 20-foot cone must make a DC 17 Constitution saving throw. A creature takes 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.