

THE LAVA FIELDS



HOME BREW

A fantasy biome including 4 hazards,
11 creature statblocks, 5 plants, and 4 battlemaps

LAVA FIELDS

A dark, hostile wasteland permeated by lava rivers, rising sulfur vapors, and towering basalt columns. Countless volcanoes rumble ominously; a steady stream of magma runs down the mountains. The dust hanging in the air makes breathing difficult, brings tears to the eyes, and reduces visibility to a few feet. It's a dangerous quality of the soot as it prevents travelers from noticing the deep fissures, hot vapors, and deadly creatures of the lava fields until they are face to face with them. Or even later. Too late...

Creatures. The creatures living here are unique and rarely found in other biomes. Over thousands of years, they have evolved in the dark wasteland of the lava fields or found their home here. You should, therefore, not underestimate them and avoid them whenever possible.

Plants. Despite the nutrient-rich soil, only a few plants have established themselves in this area. In doing so, it is not uncommon for them to take on characteristics of their surroundings, merging perfectly with their environment. To hold their own, the survival mechanisms of the plants are as aggressive and dangerous as the volcanic landscape around them. Travelers should therefore not be deceived by the fascinating beauty of these lifeforms.

BATLEMAPS

Timothy from [@onestoponeshots](#) created four battlemaps specifically made for this biome. At the end of the PDF you can find low-resolution versions of them. Contact Timothy directly on Twitter or Instagram to get the full-resolution 4k versions of the maps.

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LAVA FIELDS

Dark Smoke. The smoke and particles floating all throughout the lava fields make it hard to see far. Everything beyond 30 feet is *lightly obscured* (imposing disadvantage on Wisdom (Perception) checks that rely on sight) and everything beyond 60 feet is *heavily obscured* (a creature effectively suffers the blinded condition while trying to see something in that area).

Heavy Particles. The particles in the air are only just light enough to fill it, but heavy enough to make it hard to breath. At the end of every eight hours exposed to the dusty air, a creature must succeed on a DC 15 Constitution saving throw or lose one hit die. If the creature has no more hit dice left, they instead gain one level of exhaustion.

WEATHER

At the start of each day, roll a d12 to determine the day's weather. Follow the instructions of your result in the table below. The previous weather can have an influence on the rolled total.

7 or less. Heavy smoke, sulfur vapors, and dark clouds drift across the plains. Visibility is poor, breathing is difficult. You can hear the rumbling of volcanoes all over. Sometimes the earth trembles slightly. There's no sign of any improvement or change to come.

8-10. A strong wind has arisen and is driving the soot clouds across the plain. Visibility improves, but the blazing fires and lava flows are further fanned, radiating even greater heat. The distances of the lava field's *dark smoke* trait are doubled. Add 2 to the next result when rolling for weather.

11 or more. The dark smoke that stretches across the plain is replaced by a heavy downpour. The rain blurs the surroundings; loud hissing can be heard next to the pattering of the raindrops. Hot steam rises from the lava rivers and scalds anyone who gets too close. The lava field's *dark smoke* and *heavy particles* traits are inactive. Creatures have disadvantage on Wisdom (Perception) checks.

Don't roll for the next day's weather. Instead, use this description: It is an unusual view: no dust clouds or acrid vapors, allowing you a vast panorama over the lava fields. The sun is shining and lighting up the shiny basalt columns. The volcanos rising high up in the sky, red lava rivers flowing through the plain. It's a beautiful day. The lava field's *dark smoke* and *heavy particles* traits are inactive. Subtract 2 from the following day's result.

NATURAL HAZARDS

THE FLOOR IS LAVA

Magma Flow Width 248 (16d10 + 160) ft.

Challenge 14

Lava. This natural hazard is designed under the assumption that exposed lava is treated like the *Lava* combat hazard outlined in this document.

Flowing Platforms. The platforms follow the flow of the underlying magma river. All creatures on a floating platform must make a DC 16 Dexterity saving throw. On a failure, randomly choose one of the following events:

Lose balance. The creature falls prone, occupying twice as much area on the ground, possibly getting closer to exposed lava.

Tilting platform. The creature caused the platform to tilt slightly, giving it a 75 percent chance to become fully submerged when the hazard's *flowing platforms* trait triggers next round.

Dangerous Position. The creature has disadvantage on the next Dexterity saving throw or ability check it makes, unless it first spends 15 feet of movement to carefully move 5 feet out of its current space.

Reveal River. For every platform formed on the magma flow, roll a d6 to see what happens:

1. Submerge. The platform starts slowly submerging. The available area of the platform is halved. Each creature on the platform must make a DC 18 Dexterity saving throw or fall prone, occupying twice as much space.

2-4. Split. The platform splits into two. Each creature on the platform must make a DC 18 Dexterity saving throw, coming within 5 feet of lava on a failure, as the platform splits right below it. The creature can decide which half it wants to move onto.

5-6. Nothing. This platform seems stable for now.

Appearance. This hazard is hard to notice and, therefore, hard to avoid. Anyone who isn't native to the local terrain or very experienced with it will likely have no chance to notice that anything is wrong until it's too late. A successful DC 20 Wisdom (Survival) check by a creature with proficiency in the Nature or Survival skill will allow a creature to see minuscule cracks forming and feel a slight rumble in the ground, more local than usual. A ranger whose favored terrain is mountains, or another relevant terrain, can make the check with advantage.

Avoiding. If - against all odds - a party successfully notices that something is wrong and quickly, but without sprinting or otherwise strongly impacting the ground, moves away from their current location, they will be outside the hazard's area and safe, possibly having to cross the resulting river if it's now in their path.

Running the Encounter. The party is assumed to be above ground, positioned at the center of an underground magma flow at the beginning of the encounter, though you might want to randomly offset them slightly. Describe how cracks start forming in the ground, each one releasing hot air. The ground starts moving in one direction, cracks get wider, and platforms start forming, drifting on the lava below. Each platform has a starting area of 11 (2d10) by 11 (2d10) feet. Unless you are using this hazard in combination with a combat encounter, all players act on the same initiative count and may split their actions, bonus actions and movement however they want between one another. After all players have ended their turn, the hazard's *flowing platforms* and *reveal river* abilities trigger, concluding the round.

Moving between Platforms. Any creature can attempt to move between platforms. If the gap between them is more than 5 feet, the creature has to jump. Any jump requires a DC 13 Dexterity saving throw upon landing. On a failure, one of the events from the hazard's *flowing platforms* trait happens.

Dashing. Whenever a creature moves more than its normal movement speed over the magma, trigger the hazard's *flowing platforms* trait.

Combat. When using this hazard in combat, assign an initiative to both the *flowing platforms* and the *reveal river* traits (for example 20 and 10 respectively).

GM Tip. When playing in person, paper is a great representation of the moving platforms. You can easily fold it or cut it to represent the breaking and submerging of platforms. For extra feel, use black paper.

COMBAT HAZARDS

Combat in a square room or flat plain is boring. By adding in little hazards, positioning can become very important.

SULFUR FUMES

Warning. On initiative count 20, little cracks start forming in the ground in 3 (1d6) random locations. Any creature may use its action to spot cracks like this by succeeding on a DC 13 Wisdom (Perception) check. Creatures with a passive Perception of 13 or more are immediately aware of the cracks.

Effect. Next round, on initiative count 20, the cracks grow, releasing sulfur fumes trapped below. Any creature within 10 feet of a crack must make a DC 15 Constitution saving throw. On a failure, a creature takes 7 (2d6) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and is not poisoned.

GEYSER

Warning. A geyser always has steam rising from it, making it easily noticeable.

Permanent Effect. Any creature that comes within 5 feet of a geyser for the first time on a turn or starts its turn there takes 3 (1d6) fire damage.

Effect. At initiative count 20, roll a d6. On a 6 or more, the geyser erupts. Each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage from the strong water hitting them directly. Additionally, each creature within 20 feet of the geyser must succeed on a DC 12 Dexterity saving throw or take 9 (3d6) fire damage from the boiling water spraying onto them, or half as much damage on a success.

LAVA

Scorching Heat. When a creature starts its turn within 5 feet of open lava, it takes 11 (2d10) fire damage.

Searing Rock. When a creature touches lava for the first time on a turn, it takes 55 (10d10) fire damage.

Moving over Lava. Due to the density of lava, it is possible to walk across. For every 5 feet of lava crossed in this way, a creature takes 55 (10d10) fire damage.

PLANTS IN COMBAT

The *flying dustball* and *puff mushroom* are plants native to the lava fields that can also be used as a combat hazard. See their details for statistics.

PLANTS

PUFF MUSHROOM

Well camouflaged between the gray stone hides the puff mushroom. Practiced eyes can spot it by its yellow spots caused by the sulfurous air. The small, roundish mushroom periodically opens a small hole in its cap, emitting toxic vapors. These vapor clouds also spell doom for careless travelers who accidentally (or intentionally) step on one of the mushrooms. Harvested at the right time, the mushroom remains sealed and can be used as a poisonous projectile in combat.

Damage. When a puff mushroom takes damage, it releases the gases within it. Trigger the mushroom's *puff* trait.

Puff. Sometimes, the mushrooms releases some of the gases within. Each creature within 10 feet of it must make a DC 15 Constitution saving throw. On a failure, a creature takes 5 (2d4) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and is not poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Harvesting. A creature can spend 1 minute with a dagger or similar tool to make a DC 12 Dexterity (Sleight of Hand) check. On a failure, the creature accidentally causes the mushroom to puff and release the gases within. Trigger the mushroom's *puff* trait. On a success, roll a d6. On a 5 or more, the mushroom triggers its *puff* trait through no fault of the harvesting player. Otherwise, the creature successfully harvested a *puff mushroom*.

USE AS COMBAT HAZARD

You can use the puff mushroom as a combat hazard. To do so, roll a d6 for every puff mushroom on initiative count 20. On a 6, the mushroom's *puff* trait triggers.

Groups. You can place multiple mushrooms in a group. If you do so, only roll one d6 for the whole group. For each mushroom in the group beyond the first, the saving throw DC increases by 1 and the damage dealt increases by 2 (1d4), otherwise acting like a single mushroom.

PUFF MUSHROOM

Wondrous item

When a creature consumes this mushroom, it must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failure, or half as much damage on a success. Additionally, if the creature failed the saving throw its Constitution score is reduced by 2 until it finishes a short or long rest.

If the mushroom takes damage, for example, due to impacting a creature after being thrown as an improvised weapon, it releases the gases within. Each creature within 10 feet of the mushroom must make a DC 15 Constitution saving throw. On a failure, a creature takes 5 (2d4) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and is not poisoned. The mushroom then loses this property.

FLYING DUSTBALL

The flying dustball has adapted perfectly to the environmental conditions of the lava fields and uses them to its advantage. The black, fist-sized ball is covered with many thin hairs that are kept moist by a strongly alkaline liquid. As a result, dust from the air sticks to them, and the plant can convert it into nutrients. The ball is hollow on the inside and filled with very light gas, causing it to float on the heated, rising air. Once at a high altitude, the plant slowly sinks because its weight is too heavy in the cooler air.

Drifting on the Wind. On initiative 20, each flying dustball moves 21 (4d10) feet in a random direction, including vertically.

Sticky Hairs. When a flying dustball comes into contact with a creature or object, its hairs attach to it. A creature takes 2 (1d4) acid damage at the beginning of each of its turns for every flying dustball attached to it. A creature may spend an action to rid themselves of a flying dustball.

Explosive Gas. When a flying dustball takes fire damage, the gases inside it ignite, causing it to explode. Any creature within a 20-foot-radius sphere centered on the flying dustball must make a DC 13 Dexterity saving throw or take 14 (4d6) fire damage, or half as much on a success.

IGNIS FLOS

As beautiful as it is dangerous, this lily-like flower's blossom consists of lambent flames that produce severe burns when touched. However, should anyone dare to pick it, the flames extinguish, and nothing but a charred black stem remains. Therefore, to make use of the magical properties of this plant, crafting must be done on the spot.

Harvesting and Refinement. The powerful magic of this plant can be collected into a vial by a capable and careful alchemist who is not afraid of fire. A creature with proficiency with *alchemist's supplies* can spend 10 minutes carefully transferring the flaming blossom into a vial. The creature must succeed on a DC 16 Dexterity (Sleight of Hand) check, or take 7 (2d6) fire damage. A spellcaster must expend a spell slot of any level to keep the magical fire burning inside the vial for another 10 minutes per spell slot level. A character with proficiency in *Arcana* can spend 10 minutes stabilizing the magic by binding it into a liquid by succeeding on a DC 16 Intelligence check using *alchemist's supplies*. On a success, a *potion of fire-veins* is created. On a failure, the creature takes 7 (2d6) fire damage and the blossom extinguishes.

POTION OF FIRE-VEINS

Wondrous item

When you drink this potion, your blood turns a bright red, shining through your skin, heating you from inside. Make a DC 12 Constitution saving throw, taking 7 (2d6) fire damage on a failure. On a success, you gain the following benefits for 1 hour:

- You shed dim light in a 5-foot radius.
- When you deal fire damage, the damage increases by 1d6.
- You gain resistance against fire damage.

BASALT FLOWER

The basalt flower can be found frequently and in large occurrences along smaller lava flows. As the name suggests, the plant is made of basalt, causing it to be very hard and resistant. This makes it challenging to harvest. The flower is small, black, and shiny and consists of five round petals. The stem is short and leafless but still difficult to break.

Harvesting. A creature can spend three hours with a basalt flower to make a DC 13 Dexterity check using *jeweler's tools*. On a success, the creature carefully separated a single basalt flower leaf. On a failure, the creature destroyed all leaves it attempted to harvest.

Refinement.

Filing. A creature with proficiency with *jeweler's tools* can spend 6 hours to make a DC 16 Dexterity check using *jeweler's tools* filing a harvested basalt flower leaf. On a success, the creature successfully creates an amulet from the leaf. A spellcaster can then spend 1 hour imbuing the amulet with some of its magic by expending one spell slot of any level, which causes the amulet to become an *amulet of elemental detection*.

Brewing. A creature can spend 2 hours to create an alchemical concoction able to extract some of the magical properties from a basalt flower leaf. The creature makes a DC 16 Intelligence check using *alchemist's supplies* and expending 25gp worth of herbs. On a success, the creature successfully crafts a concoction that will keep its properties for 7 (2d6) days. When a basalt flower leaf is placed within an unused concoction while the concoction is kept boiling for a total of 24 hours, the leaf dissolves into the liquid. If the liquid was kept boiling for the full 24 hours, it is successfully turned into a *potion of the hardened*. If the concoction was too old or did not boil, both concoction and leaf are lost in the process.

AMULET OF ELEMENTAL DETECTION

Wondrous item

This black amulet in the form of a round leaf is completely black and barely brightens in the light. When an elemental is within 240 feet of the amulet, it glows a soft red.

POTION OF THE HARDENED

Wondrous item

This black, opaque liquid shimmers in the light. When you drink this potion your Constitution score changes to 21 for 1 hour. The potion has no effect on you if your Constitution is equal or greater than that score.

LAVA TREE

At first glance, this tree may appear dead, with its gnarled branches, peeling bark, and missing leaves. But the red pulsating lava streams under the wood suggest otherwise. Like blood, the hot rock flows through the tree, giving it not only magical properties but making any attempt to harvest timber from it a dangerous endeavor.

Harvesting. A creature may spend 10 minutes using an adamantine sword, saw, or similar tool, attempting to separate a branch or carve some bark from the tree. The creature must make a DC 16 Dexterity (Sleight of Hand) check. On a success, the creature has successfully gathered a piece of lava tree bark or a single small lava tree branch. On a failure the creature takes 27 (5d10) fire damage, as it nearly comes into contact with the lava flowing from the tree, dropping the resource into the lava and losing it.

Refinement.

Crafting. A spellcaster may spend eight hours steadying the magical energy stored within a lava tree's branch to create a *wand of lava shield* by expending spell slots with a minimum combined level of 5 and succeeding on a DC 17 Intelligence (Arcana) check. On a failure, the spellcaster must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) fire damage, as the branch uncontrollably releases the remaining heat, losing any magical potential.

Brewing. A creature with proficiency in *alchemist's supplies* may spend 4 hours grinding a piece of lava tree bark and mixing it with various other chemicals. By doing so and succeeding on a DC 15 Intelligence check using *alchemist's supplies*, the creature can create a single *potion of fire resistance*. On a failure, the piece of lava tree bark is lost.

WAND OF LAVA SHIELD

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lava shield* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

LAVA SHIELD

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a fist-sized basalt stone)

Duration: Concentration, up to 1 minute

A thin shield of molten rock surrounds you, granting you half cover for the duration.

If a creature hits you with a melee attack, the creature takes 1d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Classes. Druid, Wizard, Sorcerer

CREATURES

SOOTLINGS

Sootlings are tiny, flying elementals. They appear in large groups that are hard to spot in the dense smoke of the lava fields with their black, humanoid bodies. In combat, they first send their smallest to enter their enemies' mouths, noses, and ears, from where they cause respiratory distress and eventually suffocate the victim. Sometimes, they ignite themselves, causing burns inside and outside their victim's body.

SWARM OF SOOTLINGS

Medium swarm of tiny elementals

Armor Class 13

Hit Points 32 (6d8 + 6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	1 (-5)	7 (-2)	2 (-4)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 8

Proficiency Bonus +2

Challenge 1

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny elemental. The swarm can't regain hit points or gain temporary hit points.

Dust Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in dark dust clouds.

Actions

Multiattack. The swarm makes one burn and one suffocate attack.

Burn. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d4 +2) fire damage.

Suffocate. Some of the sootlings try to invade one target creature's body in the swarm's space. The target must succeed on a DC 12 Constitution saving throw or the sootlings manage to invade the target, dealing 5 (2d4) bludgeoning damage to it. The target starts to suffocate. A suffocating creature can use its action to try to cough up the sootlings by making a DC 12 Constitution saving throw, allowing the creature to breath again on a success.

GIANT SKELETON SNAKE

Large Undead

Armor Class 15

Hit Points 152 (16d10 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Dex +9

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 14

Proficiency Bonus +4

Challenge 9

Actions

Multiattack. The snake makes one bite and one tailswipe attack. If the snake is within 5 feet of a prone creature, it can constrict that creature as a bonus action.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage and 5 (2d4) necrotic damage.

Tailswipe. The snake swipes its tail in a 15-foot cone. Each target in that area must make a DC 16 Dexterity saving throw. On a failure, a target takes 15 (3d6 + 5) bludgeoning damage and falls prone. On a successful save a target takes half as much damage and does not fall prone.

Poison breath (Recharge 5-6). The snake exhales poison in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 32 (6d8 + 5) poison damage on a failed save, or half as much damage on a successful one.

Bonus Action

Constrict. The snake coils around a prone creature within 5 feet of it and constricts it, trying to break its bones. The creature must make a DC 16 Strength saving throw. On a failure the creature takes 10 (2d4 + 5) bludgeoning damage and is restrained until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success.

SKELETON SNAKE

Hidden between rocks and gray dust clouds, this giant snake lurks for easy prey. Long dead, it was brought back to life, or rather undeath, by necromantic powers, crawling across the plains as a skeleton ever since. The snake reaches a length of up to 33 feet. Since it can no longer eat its victims, after a short, painful fight, it quickly drains them of their life energy and feeds on it.

SKELETON SNAKE

Medium Undead

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Dex +5

Skills Perception +1

Damage Vulnerabilities bludgeoning

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 11

Proficiency Bonus +2

Challenge 3

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and 5 (2d4) necrotic damage.

Poison Breath (Recharge 5-6). The snake exhales poison in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (4d8 + 3) poison damage on a failed save, or half as much damage on a successful one.

BOLVAATH

Bolvaaths are nasty foes. The very intelligent fiends live in volcanoes and are highly territorial. Their lairs include several interconnected volcanoes, and they often claim the surrounding land. The reptilian humanoids have goat hooves for feet in addition to a goblin-like head, red scales, and a long, fiery tail. The 7 to 10 feet tall behemoth typically uses a nine-tailed whip as a weapon. To strangers, bolvaaths are usually aggressive, especially to invaders of their territory. But those who know of the fiends' weakness for spicy foods may have an easier time dealing with them.

BOLVAATH

Large Fiend (Devil), typically Lawful Evil

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Str +10, Int +9, Cha +8

Skills Insight +7, Deception +8, Intimidation +8, Perception +8

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal, Abyssal

Proficiency Bonus +5

Challenge 15 or 17 when encountered in its lair

Magma Regeneration. The bolvaath regains 20 hit points at the start of its turn if it has at least 1 hit point and is covered by or standing in magma, lava, or fire. If the bolvaath takes cold damage, this trait doesn't function at the start of its next turn.

Magic Resistance. The bolvaath has advantage on saving throws against spells and other magical effects.

Devil's Sight. Magical darkness doesn't impede the bolvaath's darkvision.

Actions

Multiattack. The bolvaath makes three attacks. Two with its claws and one with its fiery cat o' nine tails.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) force damage.

Fiery Cat o' nine Tails. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 7 (1d4 + 5) force damage. The target must make a DC 19 Strength saving throw or be grappled (escape DC 15) by the whip.

Magma Wave (Recharge 5-6). The bolvaath uses its power to create an enormous wave of magma. Each creature in a 60-foot cone must succeed on a DC 19 Dexterity saving throw or take 27 (5d10) fire damage and be restrained by the magma until it is freed. A creature restrained in this way takes 27 (5d10) fire damage at the start of each of its turns. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success.

Legendary Actions

The bolvaath can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The bolvaath regains spent legendary actions at the start of its turn.

Attack. The bolvaath makes one claw or one fiery cat o' nine tails attack.

Fire Explosion (Costs 2 Actions). A bright streak flashes from the bolvaath's hand to a point it chooses within 150 feet of it and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Summon Hell Hounds (Costs 3 Actions). The bolvaath summons 2 (1d4) *hell hounds*.

Lair Actions

On initiative count 20 (losing initiative ties), the bolvaath takes a lair action to cause one of the following effects; the bolvaath can't use the same effect two rounds in a row:

Storm of Flames. The bolvaath conjures a storm of roaring flames in a location within 150 feet of it. The area of the storm consists of up to ten 10-foot cubes, which the bolvaath can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 19 Dexterity saving throw. It takes 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Hot Steams. The bolvaath chooses a point on the ground within 120 feet of it. A 15-foot-radius hot steam forms, centered on that point. Each creature on the ground above the steam must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage and is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature moves to the nearest unoccupied space instead.

Vulcanic Tremors. The bolvaath causes the ground to tremble. New lava streams appear, cracks form, and rocks fall from the ceiling. Each creature within 120 feet of the bolvaath must make a DC 19 Dexterity saving throw. A creature takes 13 (3d8) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

LAVA ELEMENTAL

Large elemental

Armor Class 13
Hit Points 133 (14d10 + 56)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Con +7
Skills Perception +3
Damage Vulnerabilities cold
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, fire
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Terran, Ignan
Proficiency Bonus +3
Challenge 5

Lava Form. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.

Solidify. If the elemental takes at least 20 cold damage in one attack, it starts to solidify; its speed is reduced by 10 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d8) fire damage at the start of each of its turns.

Lavadrift (Recharge 4–6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 15) and takes an additional 5 (1d8) fire damage, as the elemental moves into the creature's space. A creature grappled in this way takes 9 (2d8) fire damage at the start of each of its turns.

GREAT LAVA ELEMENTAL

Huge elemental

Armor Class 15
Hit Points 207 (18d12 + 90)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	8 (+1)	12 (+1)	8 (-1)

Saving Throws Con +9
Skills Perception +5
Damage Vulnerabilities cold
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, fire
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages Terran, Ignan
Proficiency Bonus +4
Challenge 12

Lava Form. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 9 (2d8) fire damage at the start of each of its turns.

Solidify. If the elemental takes at least 40 cold damage in one attack, it starts to solidify; its speed is reduced by 10 feet until the end of its next turn.

Actions

Multiattack. The elemental makes three touch attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (1d8 + 3) fire damage at the start of each of its turns.

Lavadrift (Recharge 4–6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or be grappled (escape DC 18) and takes an additional 9 (2d8) fire damage, as the elemental moves into the creature's space. A creature grappled in this way is restrained and takes 13 (3d8) fire damage at the start of each of its turns.

Summon Sootlings (1/Day). The elemental summons 4 (1d6 + 1) swarms of sootlings.

LAVA ELEMENTAL

Wherever the lava elemental goes, it leaves a trail of devastation: scorched earth, molten rock, and the acrid smell of ash and sulfur. The elemental, which itself looks like a lava flow, lives in the lava rivers around active volcanoes. Like a fiery wave, the creature piles up, its merciless eyes like black holes directed at its victims before it drops down, melting them beyond recognition.

ELEMENTAL DRAGONS

THE DEAFENING ROAR OF THE BLUE DRAGON COULD BE heard for miles as the golden dragon lunged at him and bored its teeth, long as swords, into his neck. One last time, the outmatched dragon reared back, its mouth wide open, gathering deadly energy inside. There was an explosion of light as lightning met fire. The walls shook, and a blast wave so strong that the foundations of reality began to tremble spread out to the horizon. That's when I knew: something new was born.

– Folas Farrel

THE BUTTERFLY IN THE WEAVE

The battle between two dragons is a rare and terrible spectacle that leaves behind death and devastation, as well as an echo that ripples through the weave like a wave, spreading through time and space. From this anomaly, something new and unpredictable emerges.

Powerful, magical effects and events can create a minor anomaly in the weave, growing over time and discharging suddenly, like a butterfly rising from its flower with its tiny wings in one place, causing fortresses to collapse in another. The discharge can cause various unpredictable effects, including the creation of an Elemental Dragon: magical incarnations of the forces of nature.

It is unknown under what conditions and influences which elemental dragon is created. However, it is known that in addition to the pure elements (fire, water, air, and earth), there are combinations, giving the dragons different and possibly more powerful abilities. Thus, a magma dragon is the fusion of a fire and earth dragon and combines their capabilities into a more powerful union. The pure elements are themselves made up of different, weaker dragons. Thus, an earth dragon is the synthesis of all the stone dragons.

MAGMA DRAGON

As a very patient listener who loves to tell and be told stories, the magma dragon sits in its volcano and ensures peace and order, both of which are sacred to it. While it may be difficult to enrage the dragon and get it moving due to its mass, once it does, its wrath is unstoppable.

Young Magma Dragons are fiery red, but as they grow older, they become darker and darker until, at some point, they consist of gray-black scales with pulsating magma flowing between them. Large rocky spikes protrude from their necks, backs, and tails. Their wings seem to be made of liquid magma, with some molten rock dripping occasionally.

MAGMA DRAGON LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

Stories of Old. The dragon starts telling a grand tale, its voice reverberating through its lair. Each creature within 120 feet of it must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Planar Silencing. One creature the dragon can see within 120 feet of it must succeed on a DC 15 Wisdom saving throw or be banished to the elemental plane of fire or earth. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

ADDITIONAL LAIR ACTION

At your discretion, a legendary (adult, ancient, or greatwyrms) magma dragon can use the following additional lair action while in its lair:

Earth Tremors. A tremor shakes the lair, originating from the dragon. Each creature on the ground within 60 feet of the dragon must succeed on a DC 15 Dexterity saving throw or be knocked prone.

MAGMA DRAGON REGIONAL EFFECTS

The region containing a legendary magma dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

Liquid Fire. Open fire within 6 miles of the dragon's lair moves slowly, with some flames flowing across the ground like a thick liquid.

Grand Dreams. Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within 6 miles of the dragon's lair, the dragon can establish telepathic contact with that creature, forming the creature's dreams to show the dragon's favorite tales.

Magma Ears. The dragon can hear up to 30 feet through any exposed lava within 1 mile of the dragon's lair.

Bardic Urges. Creatures within 10 miles of the dragon's lair feel a constant urge to tell or listen to tales, legends, and life stories. Creatures that spend a year within 6 miles of the dragon's lair start collecting tales in any form to the best of their ability.

If the dragon dies, these effects fade over the course of 1d10 days.

MAGMA GREATWYRM

Gargantuan Dragon (elemental)

Armor Class 23 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 60 ft., burrow 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	30 (+10)	22 (+6)	29 (+9)	25 (+7)

Saving Throws Str +19, Con +19, Wis +18, Cha +16

Skills Insight +18, Perception +27, Performance +16

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 37

Languages Common, Draconic, Primordial

Proficiency Bonus +9

Challenge 29

Mythic Resistance. Up to 2 times, when the greatwyrms fails a saving throw, it can choose to succeed instead. When it does so, the damage of its *scorching aura* trait is halved until the start of its next turn. The greatwyrms regains spent uses of this trait at the start of its turn.

Elemental Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 600 hit points, it recharges its *Breath Weapon*, and it regains any expended uses of *Mythic Resistance*. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour.

Unusual Nature. The greatwyrms doesn't require food or drink.

Scorching Aura. When a creature comes within 60 feet of the greatwyrms for the first time on a turn or starts its turn there, it must succeed on a DC 27 Constitution saving throw or take 55 (10d10) fire damage. Once the creature comes within 30 feet of the greatwyrms, or if it starts its turn there, the creature takes the damage if it hasn't already, regardless of whether it succeeded on the saving throw.

Actions

Multiattack. The greatwyrms makes one Tail attack, one Claw attack, and one Bite attack.

Bite. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. **Hit:** 36 (4d12 + 10) piercing damage plus 22 (4d10) fire damage, and the target must make a DC 27 Dexterity saving throw. On a failure, the greatwyrms devours the target. A devoured target is blinded and restrained, it has total cover against attacks and other effects outside the greatwyrms. At the start of each of the greatwyrms's turns, a devoured target has its hit point maximum reduced by 50. This reduction lasts until the affected creature finishes a long rest. A creature that has its hit point maximum reduced to 0 by this effect is incinerated and cannot be returned to life until the greatwyrms is slain.

If the greatwyrms takes 50 damage or more on a single turn from a creature inside it, the greatwyrms must succeed on a DC 29 Constitution saving throw at the end of that turn or regurgitate all devoured creatures, which fall prone in a space within 10 feet of the greatwyrms. If the greatwyrms dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Tail. The greatwyrms thrashes its tail back and forth. Every creature in a 30-foot cone must make a DC 27 Dexterity saving throw, taking 19 (2d8 + 10) bludgeoning damage and 11 (2d10) fire damage on a failed save, or half as much on a successful one. Additionally, a creature that failed its save is knocked prone.

Claw. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. **Hit:** 34 (7d6 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The greatwyrms can have only one creature grappled this way at a time.

Breath Weapon (Recharge 5-6). The greatwyrms exhales lava in a 300-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 38 (11d6) bludgeoning damage and 55 (10d10) fire damage on a failed save, or half as much damage on a successful save. A creature that failed the saving throw is buried under hot and heavy rock until it is freed. A buried creature is restrained and takes 21 (6d6) bludgeoning and 55 (10d10) fire damage at the start of each of its turns. A creature can use its action to make a DC 20 Strength check, freeing itself or another creature within its reach on a success.

Legendary Actions

The greatwyrms can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The greatwyrms regains spent legendary actions at the start of its turn.

Attack. The greatwyrms makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The greatwyrms beats its wings, spraying molten rock around it. Each creature within 60 feet of it must make a DC 27 Dexterity saving throw, taking 65 (10d12) bludgeoning damage and 55 (10d10) fire damage on a failure, or half as much damage on a success. Additionally, if the creature failed its saving throw, it is knocked prone. The greatwyrms can then fly up to half its flying speed.

Mythic Actions

If the greatwyrms's Elemental Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Elemental Shield (Costs 3 Actions). The greatwyrms manifests 5 (2d4) great lava elementals around itself that protect it; it gains 82 (4d20 + 40) temporary hit points until the start of its next turn.

Blazing Orbs (Costs 3 Actions). The greatwyrms launches orbs of blazing molten rock into the air that explode at four different points it can see within 500 feet of it. Each creature in a 40-foot-radius sphere centered on each point must make a DC 27 Dexterity saving throw. The sphere spreads around corners. A creature takes 78 (12d12) bludgeoning damage and 82 (15d10) fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once. Objects in the area are damaged and flammable objects that aren't being worn or carried are ignited.

ANCIENT MAGMA DRAGON

Gargantuan Dragon (elemental)

Armor Class 22 (natural armor)

Hit Points 624 (32d20 + 288)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 16 (+3) 29 (+9) 19 (+4) 27 (+8) 24 (+7)

Saving Throws Str +18, Con +17, Wis +16, Cha +15

Skills Insight +16, Perception +24, Performance +15

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34

Languages Common, Draconic, Primordial

Proficiency Bonus +8

Challenge 25

Mythic Resistance. Up to 2 times, when the dragon fails a saving throw, it can choose to succeed instead. When it does so, the damage of its *scorching aura* trait is halved until the start of its next turn. The dragon regains spent uses of this trait at the start of its turn.

Scorching Aura. When a creature comes within 30 feet of the dragon for the first time on a turn or starts its turn there, it must succeed on a DC 25 Constitution saving throw or take 55 (10d10) fire damage. Once the creature comes within 10 feet of the dragon, or if it starts its turn there, the creature takes the damage if it hasn't already, regardless of whether it succeeded on the saving throw.

Actions

Multiattack. The dragon makes one Tail attack, one Claw attack, and one Bite attack.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 22 (4d10) fire damage, and the target must make a DC 25 Dexterity saving throw. On a failure, the dragon devours the target. A devoured target is blinded and restrained, it has total cover against attacks and other effects outside the dragon. At the start of each of the dragon's turns, a devoured target has its hit point maximum reduced by 40. This reduction lasts until the affected creature finishes a long rest. A creature that has its hit point maximum reduced to 0 by this effect is incinerated and cannot be returned to life until the dragon is slain.

If the dragon takes 45 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 27 Constitution saving throw at the end of that turn or regurgitate all devoured creatures, which fall prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 25 feet of movement, exiting prone.

Tail. The dragon thrashes its tail back and forth. Every creature in a 20-foot cone must make a DC 25 Dexterity saving throw, taking 12 (1d4 + 10) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, a creature that failed its save is knocked prone.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 15 (2d4 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The dragon can have only one creature grappled this way at a time.

Breath Weapon (Recharge 5-6). The dragon exhales lava in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and 55 (10d10) fire damage on a failed save, or half as much damage on a successful save. A creature that failed the saving throw is buried under hot and heavy rock until it is freed. A buried creature is restrained and takes 10 (3d6) bludgeoning and 55 (10d10) fire damage at the start of each of its turns. A creature can use its action to make a DC 20 Strength check, freeing itself or another creature within its reach on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Attack. The dragon makes one Claw or Tail attack.

Elemental Shield (Costs 2 Actions). The dragon manifests 1 (1d3) lava elemental around itself that protect it; it gains 46 (3d20 + 30) temporary hit points until the start of its next turn.

Wing Attack (Costs 3 Actions). The dragon beats its wings, spraying molten rock around it. Each creature within 15 feet of it must make a DC 25 Dexterity saving throw, taking 55 (10d10) fire damage on a failure, or half as much damage on a success. Additionally, if the creature failed its saving throw, it is knocked prone. The dragon can then fly up to half its flying speed.

ADULT MAGMA DRAGON

Huge Dragon (elemental)

Armor Class 19 (natural armor)

Hit Points 405 (30d12 + 210)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

27 (+8) 16 (+3) 25 (+7) 17 (+3) 25 (+7) 20 (+5)

Saving Throws Str +14, Con +13, Wis +13, Cha +11

Skills Insight +13, Perception +19, Performance +11

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic, Primordial

Proficiency Bonus +6

Challenge 18

Mythic Resistance. Up to 1 time, when the dragon fails a saving throw, it can choose to succeed instead. When it does so, the damage of its *scorching aura* trait is halved until the start of its next turn. The dragon regains spent uses of this trait at the start of its turn.

Scorching Aura. When a creature comes within 10 feet of the dragon for the first time on a turn or starts its turn there, it must succeed on a DC 22 Constitution saving throw or take 27 (5d10) fire damage. Once the creature comes within 5 feet of the dragon, or if it starts its turn there, the creature takes the damage if it hasn't already, regardless of whether it succeeded on the saving throw.

Actions

Multiattack. The dragon makes three attacks: two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage, and the target must make a DC 22 Dexterity saving throw. On a failure, the dragon devours the target. A devoured target is blinded and restrained, it has total cover against attacks and other effects outside the dragon. At the start of each of the dragon's turns, a devoured target has its hit point maximum reduced by 5. This reduction lasts until the affected creature finishes a long rest.

If the dragon takes 35 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all devoured creatures, which fall prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. The dragon thrashes its tail back and forth. Every creature in a 15-foot cone must make a DC 22 Dexterity saving throw, taking 19 (2d10 + 8) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, a creature that failed its save is knocked prone.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18) and is restrained until this grapple ends. The dragon can have only one creature grappled this way at a time.

Breath Weapon (Recharge 5-6). The dragon exhales lava in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and 27 (5d10) fire damage on a failed save, or half as much damage on a successful save. A creature that failed the saving throw is buried under hot and heavy rock until it is freed. A buried creature is restrained and takes 7 (2d6) bludgeoning and 27 (5d10) fire damage at the start of each of its turns. A creature can use its action to make a DC 18 Strength check, freeing itself or another creature within its reach on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Attack. The dragon makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings, spraying molten rock around it. Each creature within 10 feet of it must make a DC 22 Dexterity saving throw, taking 27 (5d10) fire damage on a failure, or half as much damage on a success. Additionally, if the creature failed its saving throw, it is knocked prone. The dragon can then fly up to half its flying speed.

YOUNG MAGMA DRAGON

Large Dragon (elemental)

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

23 (+6) 16 (+3) 21 (+5) 17 (+3) 23 (+6) 16 (+3)

Saving Throws Str +10, Con +9, Wis +10, Cha +7

Skills Insight +10, Perception +14, Performance +7

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, Primordial

Proficiency Bonus +4

Challenge 11

Scorching Aura. When a creature comes within 5 feet of the dragon for the first time on a turn or starts its turn there, it must succeed on a DC 17 Constitution saving throw or take 27 (5d10) fire damage.

Actions

Multiattack. The dragon makes three attacks: two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The dragon can have only one creature grappled this way at a time.

Tail. The dragon thrashes its tail back and forth. Every creature in a 10-foot cone must make a DC 17 Dexterity saving throw, taking 9 (1d6 + 6) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, a creature that failed its save is knocked prone.

Breath Weapon (Recharge 5-6). The dragon exhales burning hot stones in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and 27 (5d10) fire damage on a failed save, or half as much damage on a successful save.

MAGMA DRAGON

WYRMLING

Medium Dragon (elemental)

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., burrow 30 ft., fly 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 16 (+3) 17 (+3) 15 (+2) 21 (+5) 12 (+1)

Saving Throws Str +6, Con +5, Wis +7, Cha +3

Skills Insight +7, Perception +9, Performance +3

Damage Vulnerabilities cold

Damage Immunities fire

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Primordial

Proficiency Bonus +2

Challenge 4

Scorching Aura. When a creature comes within 5 feet of the dragon for the first time on a turn or starts its turn there, it must succeed on a DC 13 Constitution saving throw or take 2 (1d4) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Tail. The dragon thrashes its tail back and forth. Every creature in a 10-foot cone must make a DC 13 Dexterity saving throw, taking 6 (1d4 + 4) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, a creature that failed its save is knocked prone.

Breath Weapon (Recharge 5-6). The dragon exhales burning hot stones in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage and 5 (1d10) fire damage on a failed save, or half as much damage on a successful save.

APPENDIX

ENCOUNTERS 4 PLAYERS LEVEL 4-6

d4 Encounter

- 1 1 Lava Elemental, 1 (1d2) Swarm of Sootlings
- 2 1 Magma Dragon Wyrmling, 2 (1d4) Swarm of Sootlings
- 3 2 (1d3 + 1) Skeleton Snake
- 4 1 (1d3) Skeleton Snake, 3 (1d4 + 1) Swarm of Sootlings

ENCOUNTERS 4 PLAYERS LEVEL 10-12

d6 Encounter

- 1 1 Great Lava Elemental, 1 (1d3) Swarm of Sootlings
- 2 1 Young Magma Dragon, 2 (1d4) Swarm of Sootlings
- 3 1 Giant Skeleton Snake, 2 (1d4) Skeleton Snake
- 4 1 Magma Dragon Wyrmling, 3 (1d4 + 1) Lava Elemental
- 5 1 Young Magma Dragon, 1 (1d2) Lava Elemental
- 6 The Floor is Lava, 1 (1d4 - 1) Swarm of Sootlings

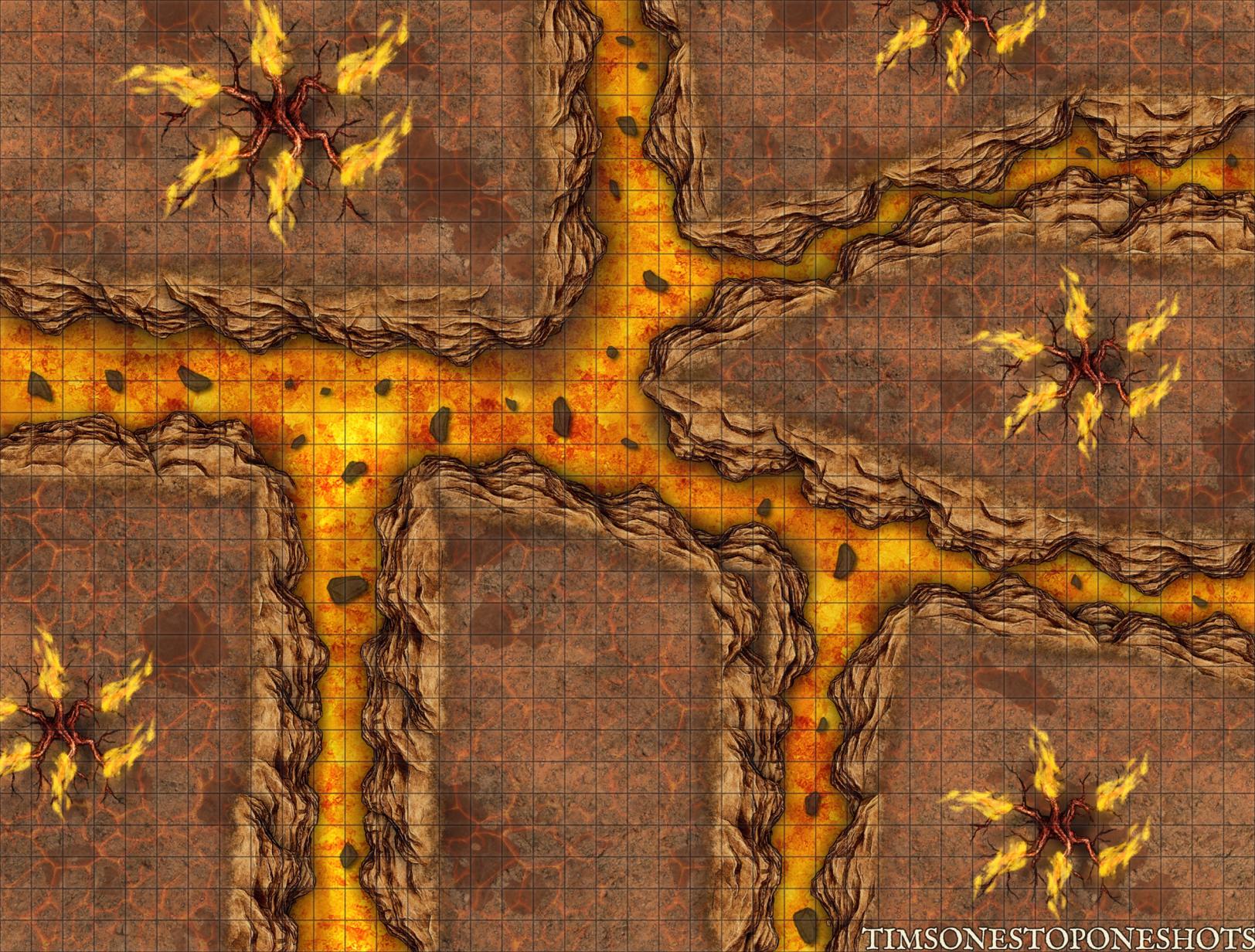
ENCOUNTERS 4 PLAYERS LEVEL 18-20

d6 Encounter

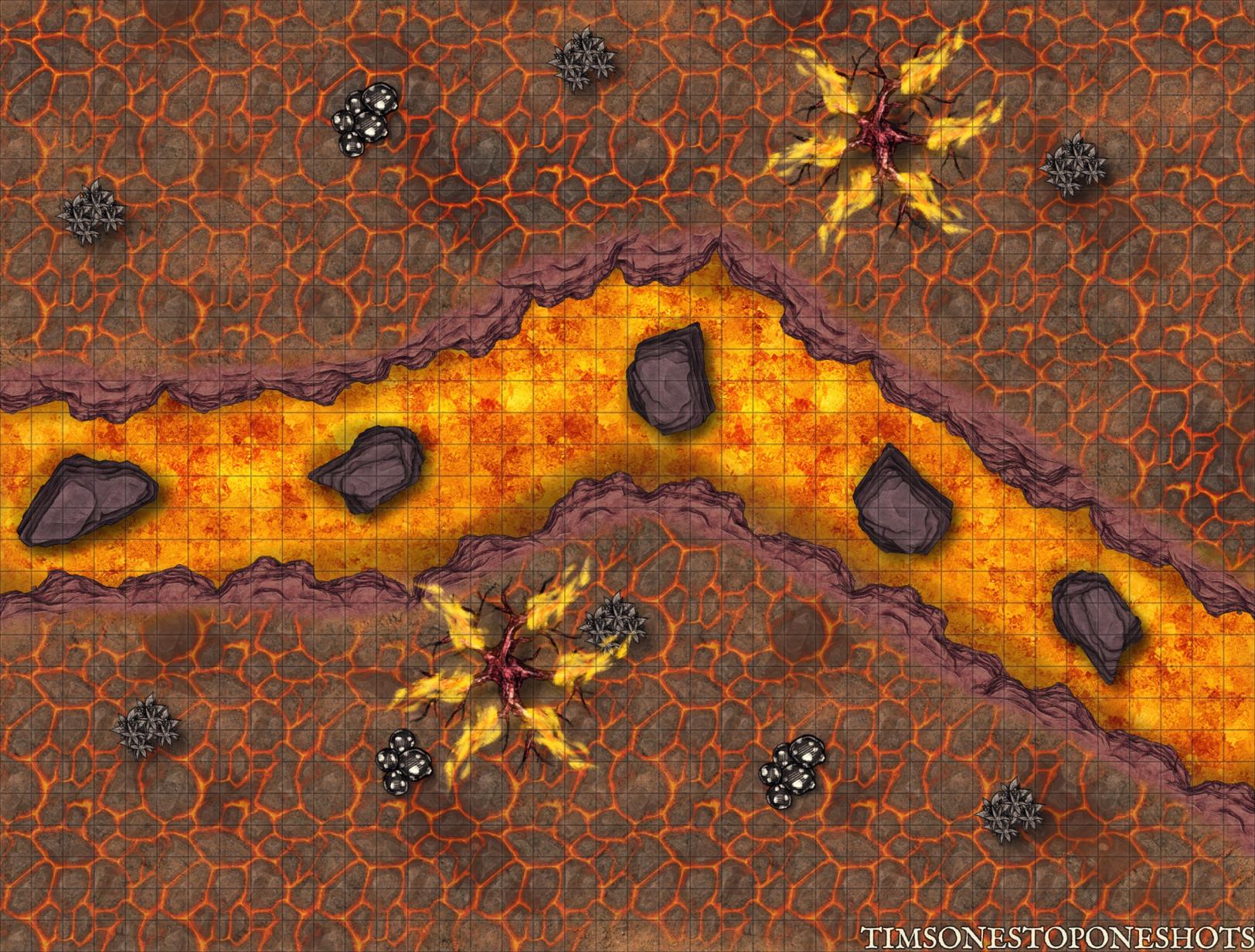
- 1 1 Adult Magma Dragon, 1 (1d2) Great Lava Elemental
- 2 1 Bolvaath, 2 (1d4) Lava Elemental
- 3 4 (1d4 + 2) Giant Skeleton Snake, 1 (1d4 - 1) Skeleton Snake
- 4 1 Bolvaath, 1 (1d2) Giant Skeleton Snake
- 5 1 Adult Magma Dragon, 2 (1d4) Magma Dragon Wyrmling
- 6 The Floor is Lava, 4 (1d6 + 1) Lava Elemental

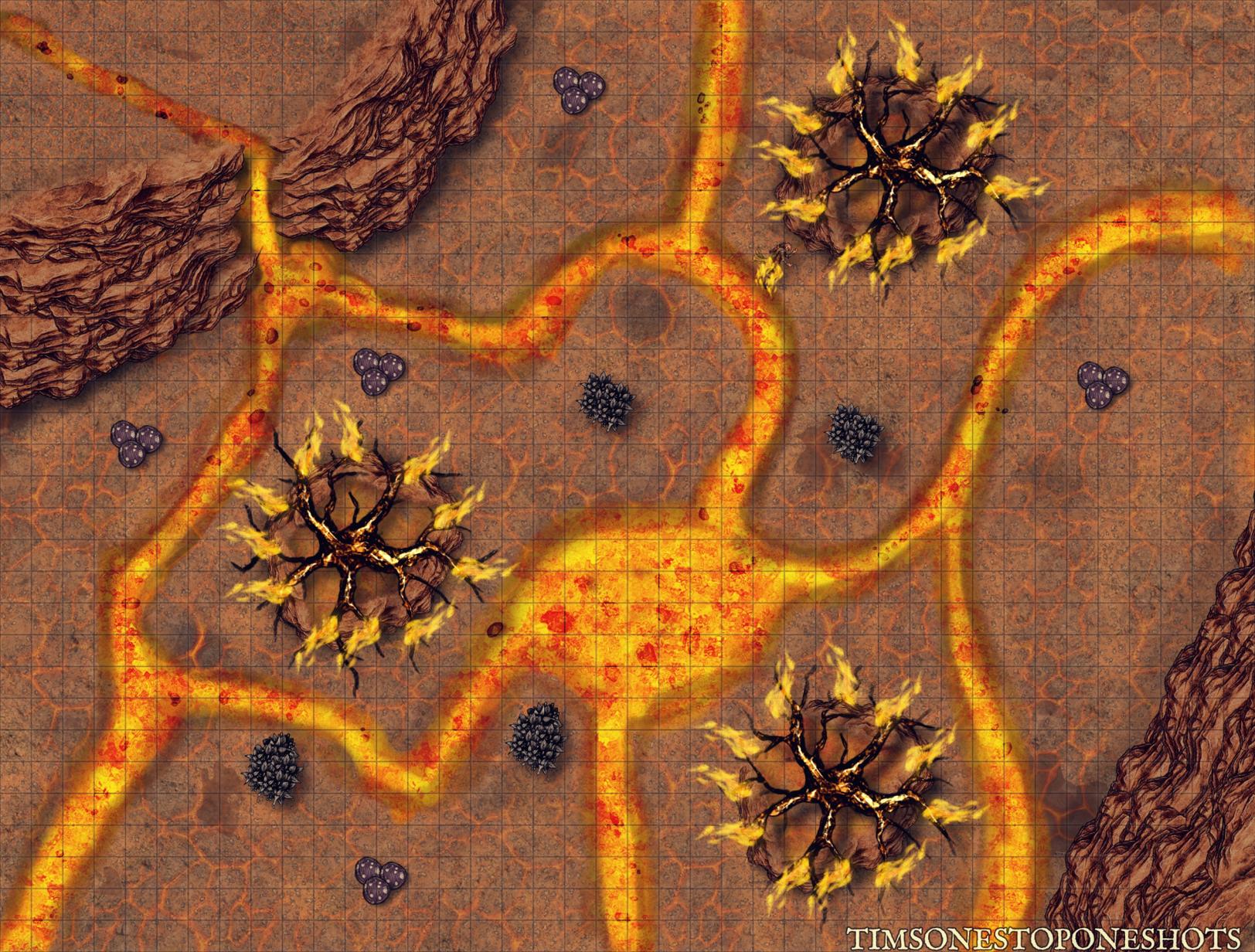
CREATURES BY CHALLENGE RATING

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1	Swarm of Sootlings	6
3	Skeleton Snake	7
4	Magma Dragon Wyrmling	14
5	Lava Elemental	9
9	Giant Skeleton Snake	7
11	Young Magma Dragon	14
12	Great Lava Elemental	9
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18	Adult Magma Dragon	13
25	Ancient Magma Dragon	12
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LAVA FIELDS

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