

Magmin

Small, Elemental, Chaotic Neutral

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ARMOR CLASS

14

HIT POINTS

9 (2d6 + 2)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	N/A
Skills	N/A
Damage Immunities	Fire
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Ignan

STR7
-2**DEX**15
+2**CON**12
+1**INT**8
-1**WIS**11
+0**CHA**10
+0

Traits

Death Burst. When the magmin dies, it explodes in a burst of fire and magma.

Ignited Illumination. The magmin sheds Bright Light and Dim Light while ignited.

Actions

Touch. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (2d6) Fire damage, and the target or flammable object ignites.

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