Magmin

Small Elemental, Chaotic Neutral

Armor Class 14 (natural)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Immunities Fire

Senses darkvision 60 ft., passive perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Traits

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) 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 magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

Actions

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