



# WEEKLY CRITTER CRATE

This towering humanoid is armored with black plates of cooling stone—each a continent floating on a sea of brilliant orange lava peeking through the armor at the joints, eyes, and mouth. The air ripples around it.

## MAGMA ELEMENTAL

LEVEL 15 BRUTE

Large elemental magical beast (fire, earth, trans-role)

XP 600

**Initiative** +10      **Senses** Perception +9

**Heatwaves (Fire)** aura 1; any creature that enters or starts its turn in the aura takes 5 fire damage.

**HP** 90 **Never Bloodied** see also crustburst

**AC:** 29; **Fortitude** 27, **Reflex** 27, **Will** 27

**Immune** disease, petrification, poison; **Resist** 25 fire

**Speed** 6

⚔ **Magma Slam** (standard; at-will) ✦ **Fire**

*The humanoid reaches well behind it before swinging its massive fists.*

Reach 2; +18 vs. AC; 2d6+6 and 5 fire damage.

↔ **Lava Splash** (automatic reaction when damaged) ✦ **Fire**

*With each blow a miniature eruption sprays hissing lava in every direction.*

Close burst 1; +14 vs. Reflex; 1d4+6 fire damage.

↔ **Crustburst** (move; automatic reaction when reduced to 0 HP) ✦ **Fire**

*The creature staggers backwards a step. A tremor runs through it and the little remaining stony armor on its body simply blasts away, showering everything nearby with burning shards of stone.*

Close burst 3; +14 vs. Fortitude; 1d10+6 fire damage and the Magma Elemental becomes a lava elemental with full HP.

**Alignment** Unaligned

**Languages** Primordial

**Str** 23 (+13)

**Dex** 17 (+10)

**Wis** 15 (+9)

**Con** 20 (+12)

**Int** 6 (+5)

**Cha** 7 (+5)



# WEEKLY CRITTER CRATE

This humanoid is made entirely of molten lava that seems to flow within its loosely humanoid container. Each step leaves glowing prints, and you can hardly bear the heat pouring off its body.

## LAVA ELEMENTAL

LEVEL 15 SKIRMISHER

Large elemental magical beast (fire, earth, trans-role)

XP 600

**Initiative** +12      **Senses** Perception +9

**Heatwaves (Fire)** aura 2; any creature that enters or starts its turn in the aura takes 15 fire damage.

**HP** 72 **Always Bloodied** see also deadpool

**AC:** 25; **Fortitude** 27, **Reflex** 29, **Will** 27

**Immune** disease, petrification, poison; **Resist** 25 fire

**Speed** 8

⚔ **Lava Slam** (standard; at-will) ✦ **Fire**

*With little finesse the creature slaps at you with its molten arms.*

Reach 2; +16 vs. Reflex; 2d8+5 fire damage.

✦ **Lava Bomb** (standard; at-will) ✦ **Fire**

*The lava creature winds up and punches out in your direction, unleashing a glob of its body that leaves a rippling trail in the air before splashing against you, and everything nearby.*

The lava elemental launches a blob of lava at the target. Ranged 8/16; +15 vs. Reflex; 2d6+5 fire damage plus 5 fire damage to creatures adjacent to the target.

**Flowing Form** (move; recharge ☞☞) ✦ **Fire**

*With fluid grace the creature melts into a formless pool and flows away.*

The lava elemental becomes a pool of lava and shifts 6 squares, reforming at the end of its turn.

**Deadpool** (when reduced to 0 HP) ✦ **Fire**

The lava elemental becomes a circular pool of damaging lava 2 squares wide that cools into difficult terrain in 5 rounds. Creatures entering the area before the deadpool is cooled take 2d6 fire damage immediately, and at the start of every round they remain in the area.

**Alignment** Unaligned

**Languages** Primordial

**Str** 21 (+12)

**Dex** 20 (+12)

**Wis** 15 (+9)

**Con** 16 (+10)

**Int** 6 (+5)

**Cha** 7 (+5)

## MAGMA ELEMENTAL / LAVA ELEMENTAL TACTICS

Magma elementals stomp into masses of enemies before bashing away with their burning fists, trying to keep as many enemies as possible nearby.

Lava elementals keep their distance and use their lava bombs against groups of enemies, using their flowing form to escape whenever an enemy gets close. If the enemy is reeling, a lava elemental often launches a lava bomb into a group before using its flowing form to position itself to burn as many enemies as possible with its aura.



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## ENCOUNTER GROUPS

As creatures of the Elemental Chaos, Magma Elementals are sometimes pressed into service by powerful, intelligent, usually fire-based creatures.

### **Level 15 Encounter (XP 6,000)**

- ✦ 1 magma elemental/lava elemental (level 15 brute/skirmisher)
- ✦ 1 azer beastlord (level 17 soldier)
- ✦ 1 azer soldier (level 14 soldier)
- ✦ 1 salamander archer (level 15 artillery)
- ✦ 1 salamander firetail (level 14 skirmisher)