

CHARBROOD

Charbrood are insidious elemental creatures that hunt living creatures in the Obsidian Plain. Sometimes they are referred to as "greater magmin." However, they have no known connection to magmin beyond their fire elemental origin.

The first charbrood were created by the Striped Conjurors of Karmithyash as elite shock troops. After the fall of Hearth and the Obsidian Wars, most charbrood were destroyed. Those that survived hid among the explosive peaks of the Obsidian Plain. In time, the charbrood learned to create their own progeny. While not as powerful as the first charbrood, these descendants (as presented below) are still dangerous in their own right. For example, Scaldris of the Bleeding Peak decimated an entire Dinzer Wand Wielder battalion on its own before it was defeated by the legendary hobgoblin warrior, Zagzud the Dirty.

CHARBROOD

Medium elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 16 (+3) | 15 (+2) | 7 (-2) | 12 (+1) | 9 (-1) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages Ignan
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the charbrood can move up to its speed toward a hostile creature that it can see.

Heated Body. A creature that touches the charbrood or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Ignited Illumination. As a bonus action, the charbrood can set itself ablaze or extinguish its flames. While ablaze, the charbrood sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Actions

Multiattack. The charbrood makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) fire damage.

