DUALINK

Brambleback, Avatar of the Red Flame

Monster and Buff



Runeterra Edition

Brambleback, Avatar of the Red Flame

Large elemental, neutral

Armor Class 16 (hardened bark)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (−2)	14 (+2)	8 (−1)

Saving Throws Con +6
Damage Resistances fire, bludgeoning, piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Primordial but cannot speak
Challenge 7 (2,900 XP)

Burning Blood. Creatures that hit the Brambleback with a melee attack take 5 (1d10) fire damage.

Ember Vitality. The Brambleback regains 5 hit points at the start of its turn if it has at least half its hit points remaining.

Smoldering Hide. Creatures grappled by the Brambleback take 7 (2d6) fire damage at the start of each of their turns.

Actions

Multiattack. The Brambleback makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target *Hit:* 13 (2d8 + 4) bludgeoning damage plus 5 (1d10) fire damage.

Blazing Burst (Recharge 5–6). The Brambleback erupts in flame. Creatures within 15 feet must make

a DC 14 Dexterity saving throw. On a failed save, 21 (6d6) fire damage. On a successful save, half damage. Creatures that fail also ignite, taking 5 (1d10) fire damage at the start of their next turn.

Red Buff

Supernatural Blessing

When the Brambleback is reduced to 0 hit points, the creature that dealt the final blow gains **Red Buff** for 24 hours. Crimson embers coil around your strikes, burning your enemies and sustaining your assault.

While you have Red Buff, you gain the following benefits:

Burning Strikes. Once per turn when you deal damage to a creature with a weapon attack or spell attack, the target ignites for 1 minute. While ignited, the creature takes **1d6 fire damage** at the start of each of its turns. The creature may repeat a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Only one creature may be ignited by this feature at a time.

Predator's Slow. An ignited creature's speed is reduced by **10 feet**.

Crimson Sustain. The first time each turn you deal damage to an ignited creature, you regain hit points equal to your **proficiency bonus**.

Ember Trail. Opportunity attacks against you are made with **no advantage**.