DUALINK

Magna Swing

Monster



Black Clover Edition

Magna Swing

Medium humanoid (human), chaotic good

Armor Class 15 (mana skin)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +6
Skills Athletics +5, Intimidation +6, Perception +4
Damage Resistances fire
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Unpredictable Pitch. Once on each of his turns, when Magna misses a creature with an Exploding Fireball, the fireball curves toward a different creature he can see within 15 feet of the original target. Magna makes a new attack roll against that creature.

Never Count Out a Peasant (1/Day). When Magna would be reduced to 0 hit points but not killed outright, he drops to 1 hit point instead and can move up to 10 feet without provoking opportunity attacks.

Actions

Multiattack. Magna makes two attacks, using Grand Slam, Exploding Fireball, or both. He can replace one of them with Extreme Killing Vanishing Fireball, if it's available.

Grand Slam. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus

3 (1d6) fire damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away from Magna. Magna can push a creature this way only once per turn.

Exploding Fireball. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. *Hit:* 17 (4d6 + 3) fire damage.

Extreme Killing Vanishing Fireball (Recharge 5–6). The fireball vanishes in flight and reappears from an unexpected angle. One creature Magna can see within 90 feet must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. This fireball ignores half cover and three-quarters cover. A creature that can see invisible creatures has advantage on the saving throw.

Soul Chain Deathmatch (1/Day). Magna fires a rune-marked flame at one creature he can see within 60 feet. *Ranged Spell Attack:* +6 to hit. *Hit:* 7 (2d6) fire damage, and a burning chain links the target's chest to Magna's for 1 minute. While they are linked:

- Neither creature can cast spells or make ranged attacks.
- Magna has advantage on melee attack rolls against the target.
- The chain can't be damaged or dispelled. An *antimagic field* suppresses it.

The chain ends if either creature drops to 0 hit points, or if they end a turn more than 120 feet apart. The target can use its action to make a DC 14 Charisma saving throw,

breaking the chain on a success.

Bonus Actions

Flame Rope Solid Binding Formation (Recharge 5–6). Burning ropes lash around one creature Magna can see within 30 feet. The target must succeed on a DC 14 Strength saving throw or be restrained for 1 minute.

- The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- As an action, it can instead make a DC 14 Strength (Athletics) check, freeing itself on a success.
- The ropes vanish if the target takes 10 or more cold damage at once or is fully submerged in water.
- Magna can restrain only one creature this way at a time.

Reactions

Swing It Back. When a creature Magna can see misses him with a ranged attack, he bats the projectile back with a flaming bat and makes one Exploding Fireball attack against the attacker, if it's within 90 feet.

Protect the Rookie (Recharge 5–6). When a friendly creature Magna can see within 15 feet of him takes damage from an attack, he throws a burst of flame into the strike, reducing the damage by 10 (2d6 + 3). If this reduces the damage to 0, the protected creature can immediately move up to 10 feet without provoking opportunity attacks from the attacker.