

Lava Lurker CR 9

N Medium [ElementalFire](#)

Source Conversion from a Fire Wyrn

Perception +16; darkvision, smoke vision

Languages [Ignan](#)

Skills [Acrobatics](#) +20

Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +0, **Cha** +0

Smoke Vision The Lava Lurker ignores the concealed condition from smoke.

AC 25; **Fort** +18, **Ref** +18, **Will** +12

HP 145 (Death Throes); **Immunities** bleed, fire, paralyzed, electricity, sleep; **Weaknesses** cold/water 15

Speed 30 feet swim 30 feet (molten rock only)

Melee Slams +21 [[+16/+11](#)] , **Damage** 3d6+12 fire plus 2d6 persistent fire

Ranged magma ball +18 [[+15/+10](#)] ([range increment 60 feet](#)), **Damage** 2d10+7 fire

Death Throes (Ex) When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Basic Reflex DC 25 half). In addition to the damage, every affected square is targeted by dispel magic against fire effects only. (CL +15. This also targets all fire effects and magic items that create and control flame.

If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

Vulnerable to Water (Ex) If a significant amount of water— such as the contents of a large bucket, the liquid created by a create water spell, or a blow from a water elemental— strikes a lava lurker, the lava lurker must succeed at a DC 28 Fortitude save or be enfeebled for 1d4+1. A lava lurker that is immersed in water is automatically enfeebled 2d4 and must succeed at a DC 28 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.