

Ignis, Fire Guardian

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<https://www.dndbeyond.com/monsters/3260130-ignis-fire-guardian>



Large Elemental, Neutral Good

Armor Class 20 Plate and Shield

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	12 (+1)	12 (+1)	12 (+1)

Skills [Athletics](#) +10, [Perception](#) +7

Damage Immunities Fire, Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120, Passive Perception 17

Languages Aquan, Auran, Common, Ignan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Bond of the Elements. The four elemental guardians are linked together. When one of them dies, the others gain access to new abilities, as long as they are on the same plane and fall into the same battle. All Elemental Guardians who see their fellow Guardians fall gain their abilities. If Aura dies, this creature gains access to **Typhoon**. If Aqua dies, this creature gains access to **Ice Blink**. If Terra dies, this creature gains access to **Tremor**.

Fiery Weapons. The creature's weapon attacks are magical. When the creature hits with any weapon that weapon deals an extra 4 (1d8) [Fire Damage](#).

Flaming Aura. At the start of the creature's turn, each creature within 5ft takes 3 (1d6) [Fire Damage](#), and flammable objects within the aura, that aren't being worn or carried immediately ignite. A target that touches or attacks the creature with a melee attack while within the aura takes 3 (1d6) [Fire Damage](#).

Actions

Multiattack. The creature makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) [Slashing Damage](#) plus an extra 4 (1d8) [Fire Damage](#) because of Fiery Weapons.

Flame of Whirlwind. The creature creates a 5 ft wide whirlwind of fire that moves in a 60 ft straight line. Each creature in that line must make a DC 15 Dexterity Saving Throw. On a failure, a target takes 10 (3d6) [Fire Damage](#) and are ejected 10 ft in the air. On a successful save, a target only takes half as much damage and is not lifted into the air.

Burst of Fire. The creature hits the ground with its foot, causing columns of fire to erupt around themselves. All creatures within 15 ft of them must make a DC 15 Dexterity Saving Throw, taking 10 (3d6) [Fire Damage](#) on a failed save, or half as much on a successful one.

Description

Each of the Elemental Guardians wears a necklace with four circular slots with gems inside. The gems are as follows: Amethyst for Air, Jade for Earth, Garnet for Fire, and Pearl for Water. Each of these gems will glow if the creature has that element within them and combines with the **Bond of the Elements Trait**.