

Fire Snake

Medium, Elemental, Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

14

HIT POINTS

33 (6d8 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	N/A
Skills	N/A
Damage Vulnerabilities	Cold
Damage Immunities	Fire
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Ignan

STR

12
+1

DEX

15
+2

CON

13
+1

INT

7
-2

WIS

10
+0

CHA

8
-1

Traits

Living Ember. A creature that hits the snake with a melee attack while within 5 feet takes 2 Fire damage.

Flame Trail. The first time the snake moves through a space containing dry brush, oil, paper, or similar flammable material on its turn, that material ignites if unattended.

Actions

Burning Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 3 (1d6) Fire damage.

Tail Spark. Melee Attack Roll: +4, reach 10 ft. Hit: 6 (1d8 + 2) Fire damage.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/fire-snake>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/fire-snake>