

Firenewt Warlock of Imix

Medium, Humanoid (Firenewt), Neutral Evil

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ARMOR CLASS

13

HIT POINTS

44 (8d8 + 8)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws Cha +5, Wis +3

Skills Arcana +3, Religion +3

Damage Vulnerabilities Cold

Damage Resistances Fire

Senses Passive Perception 11

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Languages Draconic, Ignan

STR10
+0**DEX**14
+2**CON**12
+1**INT**12
+1**WIS**12
+1**CHA**16
+3

Traits

Ashen Pact. The warlock has Advantage on saving throws against fire and heat effects.

Fan the Ember. When the warlock deals Fire damage to a creature already damaged by Fire this round, it deals 2 extra Fire damage.

Actions

Cinder Bolt. Ranged Spell Attack: +5, range 90 ft. Hit: 10 (3d6) Fire damage.

Burning Command (Recharge 5-6). Wisdom Saving Throw: one creature within 60 feet. Failure: 14 (4d6) Psychic damage, and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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