

Firenewt Warrior

Medium, Humanoid (Firenewt), Neutral Evil

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ARMOR CLASS

15

HIT POINTS

27 (5d8 + 5)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills Survival +2, Athletics +4

Damage Vulnerabilities Cold

Damage Resistances Fire

Senses Passive Perception 10

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Languages Draconic, Ignan

STR14
+2**DEX**12
+1**CON**12
+1**INT**9
-1**WIS**11
+0**CHA**10
+0

Traits

Ash Marcher. The warrior ignores difficult terrain caused by ash, hot stone, and shallow lava crust that can hold its weight.

Fire-Blooded. The warrior has Advantage on saving throws against extreme heat.

Actions

Scimitar. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.

Fire Spit. Ranged Attack Roll: +3, range 30/90 ft. Hit: 7 (2d6) Fire damage.

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