

## BRIMSTONE SALAMANDER

Tiny • Dragon • Unaligned

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 7 (2d4 + 2)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 30 ft., passive Perception 9

**Languages** understands Draconic but can't speak

**CR** 1/8 (XP 25; PB +2)

**Familiar.** The salamander can serve another creature as familiar.

**Fire Eater.** The salamander can spend 5 minutes of time to consume a portion of an open flame not larger than a 5-foot cube.

**Magma Body.** The salamander sheds dim light in a 5-foot radius and generates a temperature of 95 degrees Fahrenheit (35 degrees Celsius).

**Spider Climb.** The salamander can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## BRIMSTONE SALAMANDER — WEAKER

**Armor Class** 11

**Initiative** +0 (10)

**Hit Points** 2 (1d4)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	11 (+0)	2 (-4)	8 (-1)	4 (-3)

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 30 ft., passive Perception 9

**Languages** understands Draconic but can't speak

**CR** 0 (XP 10; PB +2)

**Familiar.** The salamander can serve another creature as familiar.

**Magma Body.** The salamander sheds dim light in a 5-foot radius and generates a temperature of 95 degrees Fahrenheit (35 degrees Celsius).

**Spider Climb.** The salamander can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## BRIMSTONE SALAMANDER — STRONGER

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 22 (5d4 + 10)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	14 (+2)	2 (-4)	8 (-1)	4 (-3)

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 30 ft., passive Perception 9

**Languages** understands Draconic but can't speak

**CR** 1/2 (XP 100, PB +2)



### ACTIONS

**Fiery Bite.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 (1d4) fire damage. A flammable object hit by this attack starts burning if it isn't being worn or carried.

**Absorb Heat (Recharges after a Short or Long Rest).** The salamander absorbs surrounding excessive heat, granting resistance to fire damage to creatures it shares a space. When it does so, the salamander must spend its action on subsequent turns to continue this ability or lose the effect. The effect lasts for a maximum of 1 minute.

### ACTIONS

**Fiery Bite.** *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 fire damage.

**Familiar.** The salamander can serve another creature as familiar.

**Fire Eater.** The salamander can spend 5 minutes of time to consume a portion of an open flame not larger than a 5-foot cube.

**Magma Body.** The salamander sheds dim light in a 5-foot radius and generates a temperature of 95 degrees Fahrenheit (35 degrees Celsius).

**Spider Climb.** The salamander can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## **ACTIONS**

**Fiery Bite.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) fire damage. A flammable object hit by this attack starts burning if it isn't being worn or carried.

**Absorb Heat (Recharges after a Short or Long Rest).** The salamander absorbs surrounding excessive heat, granting resistance to fire damage to creatures it shares a space. When it does so, the salamander must spend its action on subsequent turns to continue this ability or lose the effect. The effect lasts for a maximum of 1 minute.