

# Fire Elemental

March 8, 2023



Large elemental, neutral

**Armor Class** 13

**Hit Points** 102 (12d10 + 36)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

**Saving Throws**

**Skills**

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 5 (1800 XP)

**Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can

enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

## Actions

**Multiattack.** The elemental makes two touch attacks.

**Touch.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.