

FIRENEWT

FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (Chain Shirt, Shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities Fire

Senses Passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

Cold Blooded. If the firenewt takes cold damage, it cannot make more than one attack on its next turn.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Regrow Limb. The firenewt regrows one missing limb, which bursts out in a gout of scalding steam. The firenewt regains the use of its limb, and each creature in a 15 ft. cone must succeed on a DC 12 Constitution saving throw or take 7 (2d6) fire damage and be unable to speak or breathe until the end of its next turn.

Reactions

Drop Limb As a reaction to taking 6 or more damage, the firenewt drops one of its limbs, reducing the damage taken to 5. A firenewt that drops an arm loses the use of either its scimitar or shield. A firenewt that drops a leg reduces its maximum speed by half.