

# Elemental – Fire

written by CresthavenRPG Guru | January 21, 2020

*Very Rare | Large | Chaotic neutral | Magical Beast*

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

Armor Class	Hit Points	Move
19	<sup>32</sup> (8 Hit Dice)	walk 60 ft
Appearing	1	
Habitat	Any	
Negotiation	no	
Morale DC	4	
Challenge	2.5 (750 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	3	0	-1	0	0

## Combat

Has 2 attacks. Hit Bonus +10. Damage Slam. 2d6 damage + Burn damage

## Special Attacks

A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity DC 15 save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity DC 15 to avoid catching on fire.

## Special Defense

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

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## Treasure

**Individual:** None

**Lair:** None