

CHARMANDER

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 13 (+1) | 4 (-3) | 11 (+0) | 6 (-2) |

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The charmander makes one claw attack and one tail attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 4 (1d8) fire damage.



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CHARMELEON

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 15 (+2) | 17 (+3) | 4 (-3) | 12 (+1) | 6 (-2) |

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The charmeleon makes two claw attacks and one tail attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 3) bludgeoning damage and 7 (2d6) fire damage.

Flamethrower (Recharge 5-6). The charmeleon exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



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CHARIZARD

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 18 (+4) | 20 (+5) | 4 (-3) | 14 (+2) | 6 (-2) |

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 12

Languages -

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The charizard makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Flamethrower (Recharge 5-6). The charmeleon exhales fire in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Inferno (1/encounter). The charizard unleashes a blast of intense heat and fire. Each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

REACTIONS

Dragon Rage. When hit by a melee attack, the charizard can make a claw attack against the creature that struck it.



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