

CHARMANDER, CHARMELEON, AND CHARIZARD

There are many similarities between these fire lizards and red dragons, but Charmander and its more mature forms are actually closer in nature to salamanders from the Sea of Ash than true dragons. They may be reptilian, powerful, and breathe terrible fire, but they lack any real dragon ancestry. These creatures even share the salamanders' aversion to frigid temperatures. Unlike red dragons whose internal furnaces can keep them hot, Charmander, Charmeleon, and Charizard have a vulnerable flame on the tip of their tail, which keeps them healthy only so long as it burns. Naturally, they keep these flames protected at all costs. A sickly Charmander can be discerned by a weak or dim flame on its tail.

Curious Cowards. A young Charmander, perhaps cruelly aware of the fragility of its own flame, is exceptionally reclusive and shy. Afraid that any creature it comes across may somehow endanger its flame, it hides from most other beasts and prefers to flee instead of fight. This instinct doesn't totally suppress their curious nature, though, and they'll explore any place they can so long as they're sure nothing will attack them while they do. When cornered or trapped, a Charmander fights with surprising ferocity, and the red-hot embers it can spew from its mouth can leave nasty burns.

Hot-headed. When a Charmander matures into its adolescent stage, Charmeleon, its personality undergoes an equally extreme transformation. Its youthful form may have been cowardly and anxious, but Charmeleon are bold, brash, quick-tempered, and vicious. A young Charmeleon can be seen picking fights in its old territory, settling grudges with any creatures that it was too scared to face as a Charmander. Then, it turns its mind to more exploration, leaving its childhood home for new sights. They are, quite literally, trailblazers: the path of a wandering Charmeleon can be recognized by the scorched earth and foliage it leaves in its wake, a result of it not being completely in control of its powerful breath attack just yet.

Fire From Above. As a Charmeleon gets older, its neck will lengthen, its horn will split, and wings will gradually sprout from its shoulders. These changes, once complete, signify its transition into a stubborn, destructive Charizard. Charizard are fully aware of their mighty power and immensely proud of it, and will glide over countrysides and valleys to scorch the land with their fire breath just so they can put it to use. They make their lairs on high mountaintops or in volcanic caves, occasionally on the fringes of a red dragon's domain. Perhaps out of kinship, red dragons have been known to eagerly accommodate Charizard—the Charizard get a warm and safe habitat while the red dragon gets powerful incidental protectors. A valiant but naive knight attempting to slay the red dragon may fell the Charizard and think their task complete, only to be ambushed by the real monster later.

#004 CHARMANDER

Small elemental (Pokémon), unaligned

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	6 (-2)	10 (0)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

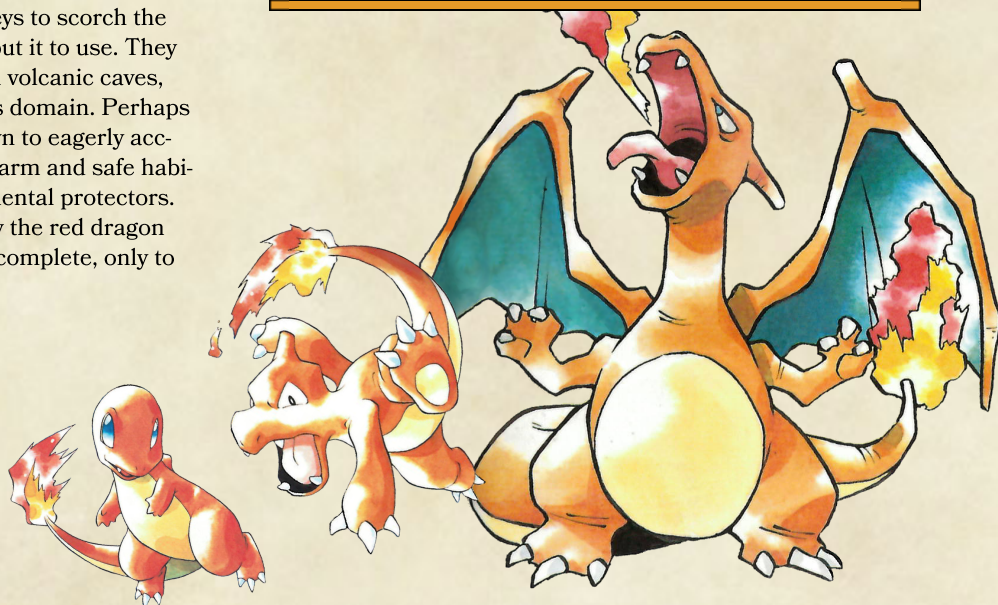
Blaze. When the Charmander's hit points are below half of its maximum, it deals one extra die of damage with its Ember attack.

Burning Tail. The flame on the tip of the Charmander's tail signifies its vitality. While burning, it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. If the tail is subjected to an effect that would put it out, such as being doused with water, the Charmander must succeed on a DC 10 Constitution saving throw to keep it alight. If the source of the effect is a spell, like *create water*, it makes the saving throw against the spellcaster's spell save DC. If the flame is extinguished, the Charmander is considered poisoned and it cannot use its Ember attack. The Charmander may reignite its flame as a bonus action on its turn so long as it is no longer subjected to any dousing effects (e.g. being totally submerged in water).

Actions

Scratch. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Ember. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.



#005 CHARMELEON

Small elemental (Pokémon), unaligned

Armor Class 14

Hit Points 49 (9d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (0)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Blaze. When the Charmeleon's hit points are below half of its maximum, it deals one extra die of damage with its Ember and Flamethrower attacks.

Burning Tail. The flame on the tip of the Charmeleon's tail signifies its vitality. While burning, it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. If the tail is subjected to an effect that would put it out, such as being doused with water, the Charmele-

on must succeed on a DC 10 Constitution saving throw to keep it alight. If the source of the effect is a spell, like *create water*, it makes the saving throw against the spellcaster's spell save DC. If the flame is extinguished, the Charmeleon is considered poisoned and it cannot use its Ember or Flamethrower attacks. The Charmeleon may reignite its flame as a bonus action on its turn so long as it is no longer subjected to any dousing effects (e.g. being totally submerged in water).

Actions

Multiattack. The Charmeleon makes three attacks with Slash or Ember.

Slash. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Ember. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.

Flamethrower (Recharge 5-6). The Charmeleon exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much on a successful one.

#006 CHARIZARD

Medium elemental (Pokémon), unaligned

Armor Class 14

Hit Points 142 (19d8 + 57)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	8 (-1)	10 (+1)	12 (+1)

Saving Throws Con +7, Cha +5

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Blaze. When the Charizard's hit points are below half of its maximum, it deals one extra die of fire damage with its Tail, Flamethrower, and Blast Burn attacks.

Burning Tail. The flame on the tip of the Charizard's tail signifies its vitality. While burning, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the tail is subjected to an effect that would put it out, such as being doused with water, the Charizard must succeed on a DC 10 Constitution saving throw to keep it alight. If the source of the effect is a spell, like *create water*, it makes the saving throw against the spellcaster's spell save DC.

If the flame is extinguished, the Charizard is considered poisoned and it cannot use its Flamethrower or Blast Burn attacks. The Charizard may reignite its flame as a bonus action on its turn so long as it is no longer subjected to any dousing effects (e.g. being totally submerged in water).

Actions

Multiattack. The Charizard makes four melee attacks.

Slash. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus, if the tail is ignited, 3 (1d6) fire damage.

Flamethrower. The Charizard exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much on a successful one.

Blast Burn (Recharge 5-6). The Charizard builds up its breath into an enormous fireball, then exhales it whole at a point it can see within 100 feet of itself, where it explodes. All creatures within 50 feet of that point must make a DC 15 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save or half as much on a successful one. Any creature that fails the saving throw and any flammable objects in the area are ignited. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.