

# FIRENEWT

**Source:** 2e *Monstrous Compendium: Forgotten Realms*.

Firenewts, also sometimes called salamen, are distant relatives of lizardfolk. They are cruel marauders that roam hot regions. Mottled sepia on their dorsal side, firenewts have lighter undersides and white bellies. Though they have a superficial resemblance and similar capabilities to dragonfolk they are a distinct species set apart by their primitive and bestial ways, their primitive fire worship and their inherent evil nature.

Firenewts live in a cruel, martial society dominated by priests of evil fire powers. Dwelling primarily in arid areas such as deserts and wastelands, some firenewts lair in caves or build (or conquer) small villages. Others maintain a nomadic existence, living by raiding other folk in their vicinity for food and slaves.

**Vicious Captors:** Firenewts delight in torturing other races with fire. As long as a firenewt group's food holds out, captives are usually kept alive for sport; however, once the tribe grows hungry, captives are devoured with relish. Even captive firenewts from rival tribes are eaten, and intertribal warfare tends to be all-out and genocidal.

**Fire Worshipers:** Firenewts usually worship a power that represents fire or manifests its anger in flames, often a primordial or other nondeity such as Imix, Mephistopheles or the primal spirit of fire. A given tribe of firenewts usually all worship the same god; power deviants are hunted and eaten, unless they can stage a revolution and slay the priests of the tribe's current god before.

**Mounted Warriors:** Firenewts keep and ride giant striders, showing a surprising degree of proficiency at mounted combat. Most tribes of firenewts keep large herds of striders, averaging about one giant strider per firenewt. In times of privation, these faithful beasts are devoured without a second thought.

## Firenewt Bravo

## Level 3 Soldier

Medium natural humanoid (fire, reptile)

XP 150

HP 47; Bloodied 23

Initiative +5

AC 19; Fortitude 17; Reflex 15; Will 15

Perception +3

Speed 6

Resist 5 fire; Vulnerable 5 cold

## STANDARD ACTIONS

(mbasic) **Broadsword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 1d10+5 damage, and the target is marked until the end of the firenewt's next turn.

## MINOR ACTIONS

(close) **Fire Breath** (fire) \* **Encounter**

*Attack:* Close blast 3 (each creature in blast); +4 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

## TRIGGERED ACTIONS

(melee) **Not So Fast** (weapon) \* **At Will**

*Trigger:* An enemy marked by the firenewt makes an attack that does not include it as a target.

*Attack (Immediate Interrupt):* Melee 1 (the triggering enemy); +10 vs. AC.

*Hit:* 1d10+5 damage, and the target must attack the firenewt with the triggering attack.

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**Skills** Intimidate +6

**Str** 17    **Dex** 14    **Wis** 14

**Con** 15    **Int** 7    **Cha** 10

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, broadsword

## Firenewt Pyromancer

## Level 3 Artillery

Medium natural humanoid (fire, reptile)

XP 150

HP 39; Bloodied 19

Initiative +3

AC 15; Fortitude 15; Reflex 15; Will 17

Perception +3

Speed 6

Resist 5 fire; Vulnerable 5 cold

## STANDARD ACTIONS

**(mbasic) Staff (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 1d6+4 damage.

**(ranged) Pyroclastic Blast (fire) \* At Will**

*Attack:* Ranged 10 (one creature); +8 vs. Reflex.

*Hit:* 1d6+3 damage, plus 1d10 fire damage.

**(area) Immolation (fire) \* Encounter**

*Attack:* Area burst 1 within 10 (each creature in burst); +6 vs. Reflex.

*Hit:* 2d6 fire damage and ongoing 5 fire damage (save ends).

## MINOR ACTIONS

**(close) Fire Breath (fire) \* Encounter**

*Attack:* Close blast 3 (each creature in blast); +4 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

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**Skills** Intimidate +10, Religion +7

**Str** 14    **Dex** 14    **Wis** 14

**Con** 15    **Int** 13    **Cha** 18

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, staff

## Firenewt Cavalier

## Level 4 Skirmisher

Medium natural humanoid (fire, reptile)

XP 175

HP 58; Bloodied 29

Initiative +5

AC 18; Fortitude 17; Reflex 14; Will 16

Perception +4

Speed 6

Resist 5 fire; Vulnerable 5 cold

## STANDARD ACTIONS

**(mbasic) Lance (weapon) \* At Will**

*Attack:* Melee 2 (one creature); +8 vs. AC (+9 vs. AC while mounted).

*Hit:* 1d10+5 damage (1d10+9 while mounted).

**(mbasic) Broadsword (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +9 vs. AC.

*Hit:* 1d8+8 damage.

**(melee) Spirited Charge (weapon) \* At Will**

*Requirement:* The firenewt must be mounted and wielding a lance.

*Effect:* The firenewt makes a mounted charge and makes the following attack in place of a basic attack.

*Attack:* Melee 2 (one creature); +9 vs. AC.

*Hit:* 1d10+11 damage, and the firenewt pushes the target 1 square.

## MINOR ACTIONS

**(close) Fire Breath (fire) \* Encounter**

*Attack:* Close blast 3 (each creature in blast); +5 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

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**Skills** Athletics +11, Intimidate +7

**Str** 18    **Dex** 12    **Wis** 15

**Con** 18    **Int** 6    **Cha** 10

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, lance, broadsword

## Firenewt Priest

## Level 4 Controller (Leader)

Medium natural humanoid (fire, reptile)

XP 175

HP 55; Bloodied 27

Initiative +4

AC 18; Fortitude 16; Reflex 15; Will 18

Perception +4

Speed 6

Resist 5 fire; Vulnerable 5 cold

### TRAITS

**Fear No Flame \* Aura 5**

The aura is brightly lit, and other firenewts in the aura increase their resist fire by 10. (Multiple *fear no flame* auras do not stack.)

### STANDARD ACTIONS

**(mbasic) Staff (fire, weapon) \* At Will**

*Attack:* Melee 1 (one creature); +7 vs. Reflex.

*Hit:* 1d6 damage plus 2d8 fire damage.

**Priest's Command \* At Will**

*Effect:* One firenewt in a close burst 10 makes a basic attack.

**Exhausting Heat (fire) \* Recharges** when the firenewt priest becomes flanked

*Attack:* Close burst 2 (each creature in burst); +6 vs. Fortitude.

*Hit:* 2d8 fire damage, and a creature that takes damage from this is slowed (save ends).

### MINOR ACTIONS

**(close) Fire Breath (fire) \* Encounter**

*Attack:* Close blast 3 (each creature in blast); +6 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

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**Skills** Intimidate +11, Religion +8

**Str** 14    **Dex** 14    **Wis** 15

**Con** 15    **Int** 13    **Cha** 18

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, staff, holy symbol

## Firenewt Overlord

## Level 5 Elite Brute

Medium natural humanoid (fire, reptile)

XP 400

HP 152; Bloodied 76

Initiative +4

AC 17; Fortitude 18; Reflex 16; Will 16

Perception +1

Speed 6

Resist 10 fire; Vulnerable 5 cold

Saving Throws +2; Action Points 1

### STANDARD ACTIONS

**(mbasic) Greataxe (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +10 vs. AC.

*Hit:* 2d12+3 damage.

**(melee) Cleaving Blow \* At Will**

*Attack:* Melee 1 (one creature); +10 vs. AC.

*Hit:* 2d12+3 damage, and make a secondary attack.

*Secondary Attack:* Melee 1 (one creature other than the primary target); +10 vs. AC.

*Hit:* 2d12+3 damage.

*Miss:* Half damage.

**(close) Enraged Frenzy \* Encounter**

*Attack:* Close burst 1 (each enemy in burst); +8 vs. AC.

*Hit:* 2d12+3 damage, the target falls prone and the firenewt overlord pushes the target 2 squares.

### MINOR ACTIONS

**(close) Fire Breath** (fire) \* **Recharges** when first bloodied

*Attack:* Close blast 3 (each creature in blast); +6 vs. Reflex.

*Hit:* 1d6+4 fire damage plus ongoing 5 fire damage (save ends).

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**Skills** Athletics +11, Intimidate +9

**Str** 18    **Dex** 14    **Wis** 8

**Con** 16    **Int** 7    **Cha** 14

**Alignment** evil

**Languages** Draconic

**Equipment** plate armor, greataxe

## Firenewt Mercenary

## Level 15 Minion Brute

Medium natural humanoid (fire, reptile)

XP 300

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 27; **Fortitude** 27; **Reflex** 25; **Will** 27

**Perception** +11

**Speed** 6

**Resist** 15 fire

## STANDARD ACTIONS

**(mbasic) Greatsword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +20 vs. AC.

*Hit:* 14 damage, or 17 against a target taking ongoing fire damage.

## MINOR ACTIONS

**(close) Fire Breath** (fire) \* **Encounter**

*Attack:* Close blast 3 (each creature in blast); +16 vs. Reflex.

*Hit:* 5 fire damage, plus ongoing 10 fire damage (save ends).

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**Skills** Intimidate +12

**Str** 20    **Dex** 15    **Wis** 19

**Con** 18    **Int** 9    **Cha** 11

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, greatsword