



FLAMADILLO

Widely sought after for their naturally tough shell, flamadillos make their homes near sulfur pits and other high-temperature areas such as volcanoes. Thick ridges of flexible scales cover and protect the creature while burrowing through the ground and from enemy attacks. Often found in small packs, they are highly territorial and protective of their young.

Child of Fire. The bite of a flamadillo burns and pierces like a sword fresh out of the forge. The fires that rage inside them are ever-present in their eyes and throats.

Walking Tank. Flamadillo 's are walking tanks, able to tuck their bodies into tight balls that are nearly impervious to attack. Leatherworkers highly prize these scales for crafting high-quality armor.

Bowling Ball. A favored tactic of the flamadillo is to leverage its defense into an offensive weapon. While tucked into its armored shell, it can roll towards enemies to knock them off their feet before ravaging them with a fiery bite.

FLAMADILLO

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus: +2

Keen Hearing and Sight. The armadillo has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fire Absorption. Whenever the armadillo is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

Multiattack. The armadillo makes two Claw attacks.

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

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and 3 (1d6) fire damage

Roll. If the armadillo starts its turn tucked, the armadillo can spend its Move action to roll up to 20 feet in a straight line. Creatures in the armadillo's path must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

REACTIONS

Tuck. The armadillo tucks itself to form an armored ball. While tucked, the armadillo gains a +5 bonus to AC and gains resistance to bludgeoning, piercing, and slashing damage. It cannot burrow or take an Attack action other than Roll while tucked and can untuck as a bonus action.