Salamander

Large elemental

AC: 15
HP: 90
Speed: 30 ft., swim 15 ft., climb 30 ft., crawl 15 ft.
CR: 5

STR 18 · DEX 14 · CON 15 · INT 11 · WIS 10 · CHA 12

Constrict. Strength Saving Throw: DC 15, one Large or smaller creature the salamander can see within 10 feet. Failure: 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Fire damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.
Flame Spear. Melee or Ranged Attack Roll: +7, reach 5 ft. or range 20/60 ft. 13

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