

Hot Chocolate Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive perception 10

Languages Cocoon

Challenge 5 (1,800 XP)

Hot Cocoa Form. The elemental can squeeze through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage.

Actions

Multiattack. The elemental makes two attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

Hurl Marshmallow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 9 (1d8 + 5) fire damage and if the target is Large or smaller, it is restrained as the marshmallow envelops its body. A creature restrained this way can use its action to make a DC 13 Strength check to free itself from the marshmallow and become unstrained. Dealing 10 damage to the marshmallow (AC 10) destroys it and frees the creature.