

A 5E ADVENTURE

TRIAL BY HELLFIRE

HOW DO HEROES FARE AGAINST THE MOST
HELLISH TERRORS OF THE SOULS PLANE?

KELFECIL'S
TALES

TRIAL BY HELLFIRE
BY



AUTHOR: CONSTANTINE "KELFECIL" CHRISTAKIS

MAP AND NPCs: VENATUS MAPS

HELL CALLS

Dreams... they could mean nothing or everything, should you be smart enough to know how to interpret them.

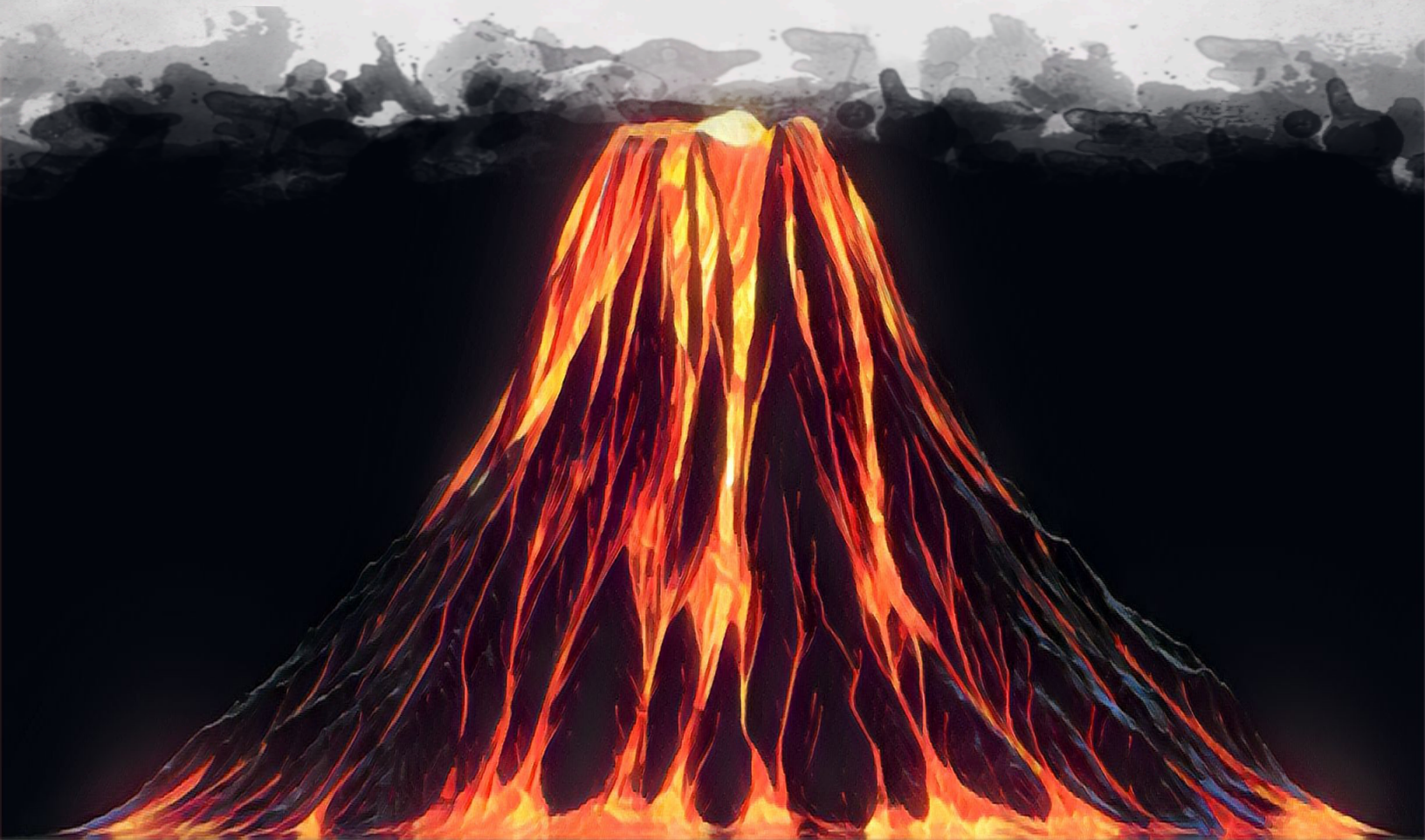
One such dream was that of daemons. Creatures surrounded by hellish fire, waiting to prey on the weak. Above all those creatures, stood the lord of souls himself, Kalberith, extending his hand as an invitation to go and find him.

Does that dream even mean something? Even if it does, then what is it exactly that the lord of souls wants from you?

You feel a tap on your shoulder and you turn around to see a shady man, dressed in all-black rugged clothes. He whispers under his cowl, "you have been invited to the Trial by Hellfire by the Lord of Souls himself adventurer. Victory will reward you with the greatest gift of all... life."

You notice a parchment in your hand and before you know it, the man that was in front of you has vanished.

Hell beckons adventurer, will you venture there?



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KELFECIL'S TALES

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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 13/14
- **Experience from Completion:** ~25,000
- **General Theme:** Boss Fights
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x2 session (6-hours)

ADVENTURE SUMMARY

The players enter the Souls Plane (or the "hell" plane of whatever setting you are playing this in) and they are called to enter a gauntlet in order to face a series of challenges, fighting against fearsome demons. Their reward will be something otherworldly but well worth their time.

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

SPECIAL THANKS

Kelfecil's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Chamber 1](#)
- [Chamber 2](#)
- [Chamber 3](#)
- [Chamber 4](#)
- [Chamber 5](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon Page](#).



BACKGROUND

All creatures in Latakar know what the Souls Plane is. It is the place where all souls end up after death, forced to either serve the lord of souls, Kalberith or rest. Depending on what they did in their lives and what Kalberith's judgment is, they end up with a different kind of ending to their story.

Many seek to avoid this fate by trying to trick Kalberith. The lord of souls, however, is by far the best trickster of them all and is rarely ever fooled.

The Souls Plane is host not only to Kalberith though but also to his huge army of daemons. Foul creatures of all sorts roam the lands of the Souls Plane, making it their home and serving all sorts of roles under their one true ruler, Kalberith.

As time passed in the Souls Plane, Kalberith decided to find new ways to keep himself entertained, and for that reason, he created the Trial by Hellfire. He figured that since there are so many brave adventurers who think they are so powerful they could defeat just anyone and anything, he would invite them to a gauntlet of his own making so that they may test their valor and mettle.

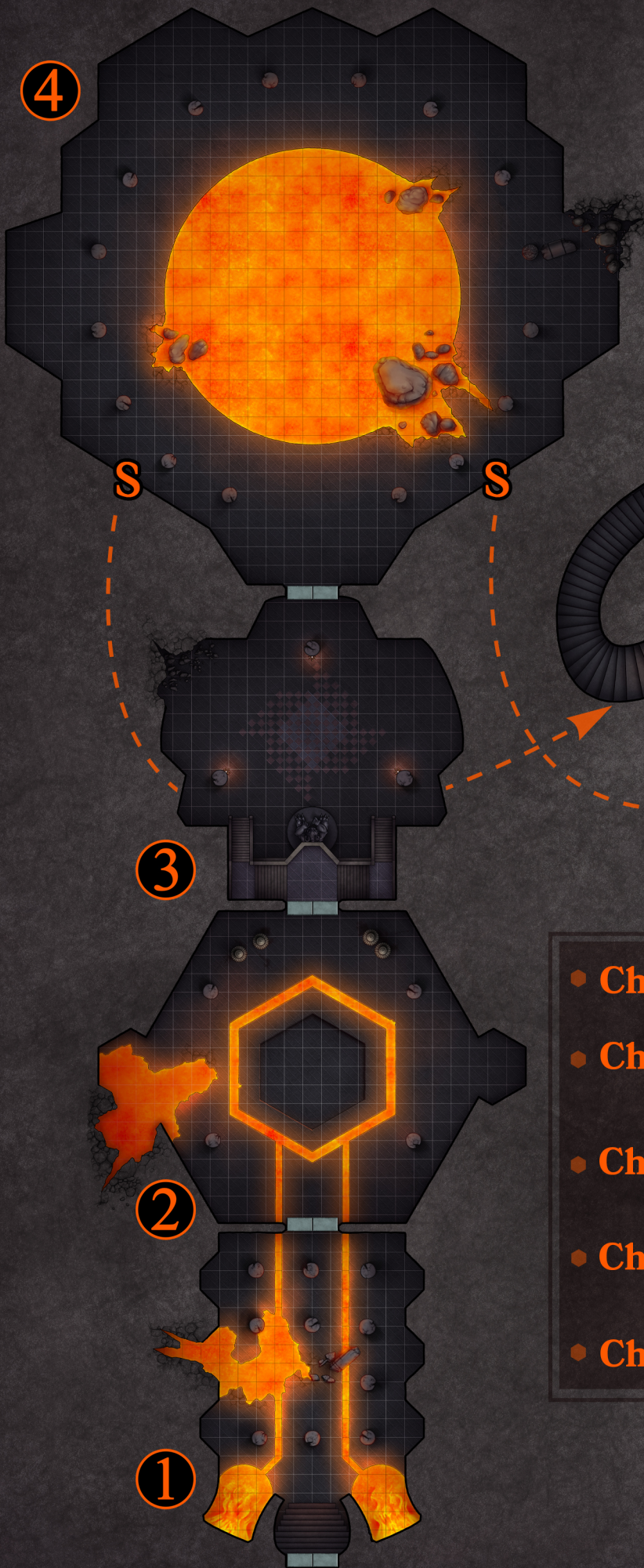
The gauntlet puts adventurers in combat against some of Kalberith's finest daemons. Should the adventurers emerge victorious from this deadly challenge, Kalberith will reward them with something that cannot be found anywhere else; an extension of their mortal lives.

ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **The Shady Man.** The best way to introduce this adventure is by reading the lore piece (*"Hell Calls..."* on page 3), with the visiting shady man, at the start of this adventure.
- **Visiting Hell.** It could be that the adventurers are already in the Souls Plane (or some version of hell in general) so they will hear of the Trial by Hellfire as a tradition that the daemons honor every now and then.
- **Daemonbane.** It could be that some adventurers in your party are hunting daemons and they have heard that some of the higher-ranked daemons are hiding in a specific place. The adventure could then just be a normal search and destroy kind of situation.

HELLFIRE GAUNTLET



- **Chamber 1: A Murder of Vrocks**
- **Chamber 2: Ogdrez, the All-Consuming One**
- **Chamber 3: Sah'rass, the Dancing Death**
- **Chamber 4: Kagthorath, the Lavaborn**
- **Chamber 5: Secret Vessel**

One Square = Five Feet

PROLOGUE

The adventure begins as soon as the party arrives at the gauntlet.

Read the following:

YOU SEE BEFORE YOU A HUGE GATE, ADORNED WITH TWO DEMONIC FIGURES, ONE ON EACH SIDE. THE GATE SLOWLY OPENS WITH THE STONE GATE GRINDING ON THE FLOOR MAKING AN ALMOST DEAFENING SOUND.

THE MOMENT THE GATE BECOMES FULLY OPEN, A BOOMING VOICE ECHOES THROUGH THE AIR, "I WISH YOU THE BEST OF LUCK IN YOUR TRIAL BY HELLFIRE ADVENTURERS. SHOULD YOU FAIL, WORRY NOT, AS I WILL TAKE GOOD CARE OF YOUR SOULS."

ACT I: A MURDER OF VROCKS

The players come into the room from the arrow on the map. As soon as the players go through the gate, read the following:

YOU ENTER WHAT SEEMS TO BE A DUNGEON OF SORTS, HALF-DESTROYED WITH COLUMNS TOSSED AND BROKEN ON THE GROUND. LAVA IS BREWING ON THE SIDES OF THE ROOM AND LIKE DUCTS LET THE LAVA FLOW FURTHER INTO THE DUNGEON. THERE'S A PUTRID SMELL IN THE SMOKY AIR AND THE FLOATING ASH QUICKLY FILLS YOUR LUNGS MAKING IT SOMEWHAT HARDER TO BREATHE IN HERE.

A LOUD THUD MAKES YOU LOOK BEHIND YOU AS YOU TURN TO NOTICE THAT THE PREVIOUSLY SLOW-MOVING GATE HAS NOW COMPLETELY CLOSED BEHIND YOU IN AN INSTANT, LOCKING YOU IN HERE.

➤ **"Encounter!"** The first challenge consists of the party facing x3 **Vrock**. The Vrock are sitting on three columns in the room, atop their nests. Their locations are marked as **1**, **2**, and **3** on the map.

If anyone comes within 30 ft. of any of the three Vrock, the encounter begins immediately.

Read the following when the encounter starts:

YOU NOTICE THREE WINGED DEMONS SITTING ON NESTS ATOP THREE COLUMNS. THEY ALL TURN THEIR HEADS ONE BY ONE, NOTICING YOU BACK. THEIR HEADS START TWITCHING AS THEY CONSTANTLY TURN TO EACH OTHER, CHATTING AND THEN TURNING BACK TO YOU.

- THEY SPEAK IN A LANGUAGE YOU DON'T UNDERSTAND BEFORE FLYING UP AND READYING THEMSELVES TO SWOOP IN TO ATTACK YOU.

-(ABYSSAL) THEY SPEAK IN A LANGUAGE YOU RECOGNIZE AND SAY, "FLESH. FRESH FLESH. HE HAS GRACED US WITH FOOD. HE HAS GIVEN US NUTRITION. FEAST TIME!" AS SOON AS THEY ARE DONE TALKING, THEY ALL FLY UP AND READY THEMSELVES TO SWOOP IN TO ATTACK YOU.

The fight consists of the Vrocks flying atop the columns and then coming down altogether to attack one target at a time. These Vrock have the Pack Tactics ability which makes them even more deadly than they would be normally.

The best way for the adventurers to defeat these Vrock would be by separating them and dealing with them one by one. The best way to get the attention of the Vrock is by destroying their nests. The moment a Vrock nest is attacked, the Vrock that the nest belongs to will rush to protect it.

As soon as the Vrock are defeated, the adventurers can continue to the next room.



ACT 2: OGDREZ, THE ALL-CONSUMING ONE

As soon as the players enter the next room, read the following:

YOU ENTER A NEW ROOM AND YOU QUICKLY NOTICE THAT IT LOOKS JUST LIKE THE PREVIOUS ONE, BUT THIS ONE HAS A HEXAGONAL LAYOUT. IN THE CENTER, THE LAVA DUCTS ALL LEAD TO A HEXAGONAL PIECE THAT CONNECTS THE TWO STREAMS OF LAVA.

ON THE OTHER SIDE OF THE ROOM SITS A BIG GROTESQUE-LOOKING DEMON WITH A PIG-LIKE FACE WITH TUSKS AND SMALL BLACK WINGS ON ITS BACK. ITS HOOFS AND CLAWS ONLY SPELL DANGER AND BEFORE YOU KNOW IT, THE DEMON STARTS SHOUTING AT YOU.

SPEAKING A LANGUAGE YOU DO NOT UNDERSTAND, IT SPITS AND SHOUTS BEFORE UNLEASHING A FEW SMALLER DEMONS FROM THE CAGES BEHIND IT THAT ARE NOW CHARGING TOWARD YOU.

(ABYSSAL) THE DEMON SHOUTS, "THE FOOLISH BIRDS FAILED WHERE I WILL SUCCEED. COME FOOLS, ENTER THE MOUTH OF OGDREZ, THE ALL-CONSUMING!" THE DEMON THEN UNLEASHES A FEW SMALLER DEMONS FROM THE CAGES BEHIND IT THAT ARE NOW CHARGING TOWARD YOU.

➤ **"Encounter!"** Ogdrez is a **Nalfeshnee** and is at **1. on the map**. Around it are x4 cages (**2. on the map**) that have caged demons. Each cage has x3 **Imps**. Ogdrez will have occasionally unlock the cages to release them so that they attack the players.

Ogdrez has the following ability in addition to everything else a Nalfeshnee has:

Consume Minion. Ogdrez may spend a bonus action to pick up a creature smaller than itself that has 15 or less HP and eat it. A creature picked up this way must roll a **DC 16 Strength Check** to try and break free from Ogdrez's grasp. The imps that fight alongside Ogdrez do not resist its grasp. When consumed, Ogdrez gains double the amount of HP the creature had before being eaten.

The fight against Ogdrez is all about keeping the big demon at range while dealing with all the little imp minions it unleashes towards the adventurers.

Once Ogdrez is defeated, the adventurers can venture deeper into the gauntlet.



ACT 3: SAH'RASS, THE DANCING DEATH

As soon as the players enter the next room, read the following:

ONCE YOU ARE IN THE NEXT ROOM OF THE GAUNTLET, YOU FIND YOURSELVES ON TOP OF A BALCONY THAT LOOKS DOWN INTO A LARGE ROOM WITH A CHAINED DEMON IN THE MIDDLE. A MARILITH STANDS THERE, CHAINED FROM THREE COLUMNS AROUND IT.

WITH SWORDS STILL IN EACH OF HER HANDS, THE DEADLY DEMON NOTICES YOU AND TURNS TO TELEPATHICALLY SAY SOMETHING THAT YOU ALL HEAR AS A WHISPERING, SLITHERING VOICE IN YOUR MINDS.

"COME... BRAVE CHALLENGERS... THAT WORTHLESS PIG DEMON COULD NOT HOLD YOU BACK SO, LET ME SHOW YOU WHAT A REAL FIEND CAN DO!"

➤ **"Encounter!"** Sah'rass is a **Marilith** and is at **1. on the map**. She is chained by x3 chains that are each attached to columns around her (**2. on the map**).

Magic Dampening Chains. The chains have a special magical dampening effect that do not allow Sah'rass to teleport while she is still chained to one of the columns. Whenever Sah'rass takes 15 or more damage from a single attack, she may make a **DC 16 Strength Check** breaking one of the chains if the roll is successful.

Dancing Death. If Sah'rass is no longer chained, she is free to teleport. Sah'rass can use her *Teleport* action for free up to three times during her turn. When she teleports, her next attack gets a +2 to hit if it is against a different target than her previous one. The teleport action does not provoke attacks of opportunity. This means that Sah'rass can constantly teleport to attack different targets.

Once Sah'rass is defeated, the adventurers can venture deeper into the gauntlet.



ACT 4: KAGTHORATH, THE LAVABORN

As soon as the players enter the next room, read the following:

YOU ENTER A HUGE ROOM WITH A LARGE POOL OF LAVA IN THE MIDDLE. THERE IS A HUGE ELEMENTAL MONSTER IN THE MIDDLE OF THE POOL WITH CHAINS EXTENDING FROM ITS BODY ALL THE WAY ACROSS THE SEVERAL COLUMNS THAT SURROUND IT.

THE MONSTER MADE OF MAGMA NOTICES YOU AS YOU ENTER THE ROOM AND IT TURNS TOWARDS YOU TO SAY IN A BOOMING VOICE THAT RESONATES THROUGHOUT THE WHOLE ROOM, "FOOLISH DEMONS... THEY HAVE ALL FAILED THE LORD OF SOULS. COME, HEATHENS... LET ME BAPTIZE YOU IN THE MAGMA OF HELL ITSELF..."

THE MONSTER LIFTS ITS ARMS SLOWLY AND SLAMS INTO THE LAVA AROUND IT, SPLASHING IT ALL AROUND AND BURNING PARTS OF THE ROOM...

Kagthorath is a **Greater Magma Elemental**, created by the genius scientists of the biochemical segment. The experiment went way beyond their expectations and Kagthorath was created. Unfortunately, for them, their experiment went haywire and the elemental sought more and more lava to consume so that it can sustain itself. Having seen that, the scientists decided to chain the monster and leave it in the core of the gauntlet so that it can feed on the lava there. Should it ever break free, it would cause far too much destruction in the Souls Plane.

➤ **"Encounter!"** Kagthorath is at **1. on the map** and will not be able to move (nor does it have to). The huge elemental is chained to the columns around it (marked **2. on the map**) and they keep it in place while at the same time preventing it from using many of its deadlier abilities.

The way you should play Kagthorath for this fight is by using its *Lava Spew* ability a lot so that you can burn the chains as fast as possible. If the adventurers attack the elemental from range, then you can focus on the chains alone.

Once defeated, the adventurers can discover the secret room at the end of the gauntlet and you can read the conclusion of the adventure in the Epilogue.



EPILOGUE

Once Kagthorath is defeated, two stone doors to the south of the room will slowly open and reveal a staircase that lead downwards to a secret room.

Once the players enter the Secret Vessel room, read the following:

YOU REACH THE END OF THE STAIRS AND IMMEDIATELY SEE AN ARRAY OF CRYSTALS THAT RADIATES WITH A PULSATING CRIMSON GLOW. IT IS CHAINED TO THREE SMALL COLUMNS AROUND IT AND AS YOU COME CLOSER TO IT, A FAMILIAR VOICE ECHOES INSIDE YOUR MIND.

"WELL DONE MORTALS. YOU HAVE SUCCEEDED WHERE MANY OTHERS HAVE FAILED. I AM MOST PLEASED WITH THE RESULT AND THE TEST IS CONCLUDED. YOU HAVE BESTED WHAT WAS SUPPOSED TO BE SOME OF MY BEST SO THE NEXT ITERATION OF THE GAUNTLET WILL BE MADE BETTER. TOUCH THE CRYSTAL AND CLAIM YOUR REWARD, MY VERY BLESSING. CARRY IT WITH PRIDE."

"I ASK BUT ONE THING OF YOU; CARRY THE WORD OF KALBERITH TO YOUR PLANE AND SPEAK OF ME. FOR THERE ARE STILL SOME WHO DEFY MY VERY EXISTENCE IN THE REALM BUT THEY WILL KNOW BETTER AFTER THEIR SOUL PERISHES SHOULD THEY NOT CHANGE THEIR BELIEFS BEFORE THEN..."

The players can choose to touch the crystal in order to receive the Blessing the Kalberith. After everyone has touched the crystal or after enough time has passed, read the following:

"NOW LEAVE MY DOMAIN... YOU ARE NO LONGER WELCOME HERE."

YOU NOTICE AS ARCANES SPARKS SPAWN OUT OF THIN AIR, SLOWLY FORMING A CIRCULAR GATEWAY, A PORTAL. ON THE OTHER SIDE OF IT, YOU SEE A VERY FAMILIAR PLACE...

A portal will open in front of the adventurers, allowing them to go back to a safe and familiar place.

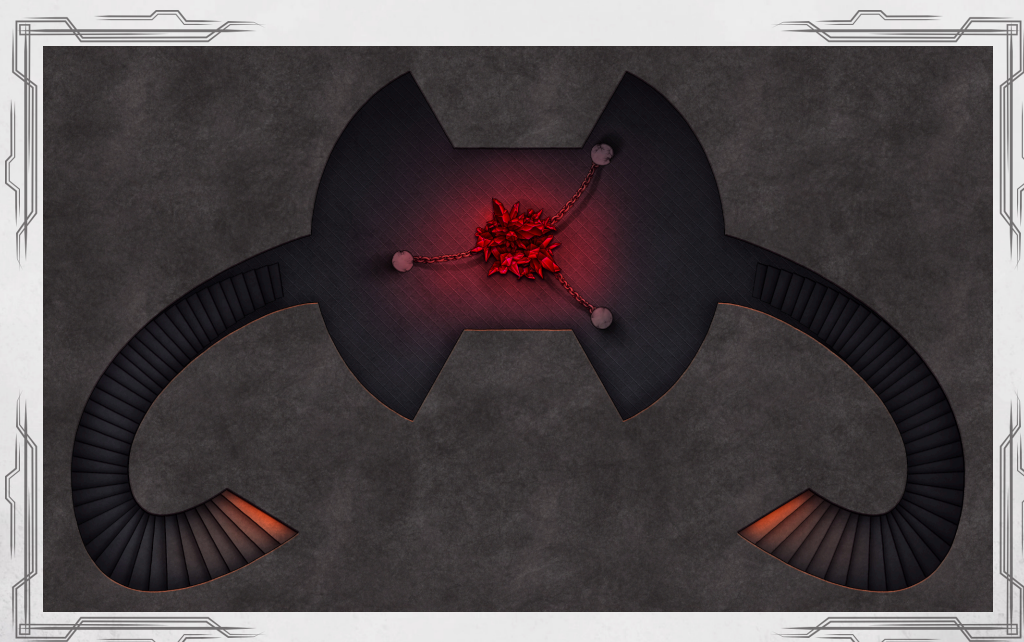
Blessing of Kalberith

To be given the blessing of the Lord of Souls himself is an extremely rare occurrence. Although he is known as the lord of the underworld and the one who carries the souls to their final destination, Kalberith is actually a noble figure in the grand scheme of things. Created by the Astral Siblings themselves, this archdaemon seeks to maintain the balance of things. Sometimes in way more sinister ways than what the Astral Siblings would have chosen.

Carrying the Lord of Souls' blessing will most certainly attract attention, be it in the form of followers and worshipers or in the form of enemies since there are many that hate the Lord of Souls and all that he stands for.

A creature that has received this blessing has its life extended by a hundred years. Since Kalberith is not allowed to reweave the threads of fate, the best he can do is freeze them in place, therefore, the creature that has the blessing will not age for the next hundred years.

If a creature were to actually die during those hundred years, they will instantly be teleported to Kalberith's tower with full HP. Kalberith will from there say that their blessing is no longer active and then send them back to a place of their choosing.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

Pack Tactics. The Vrock has advantage on an attack roll against a creature if at least one of the Vrock's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

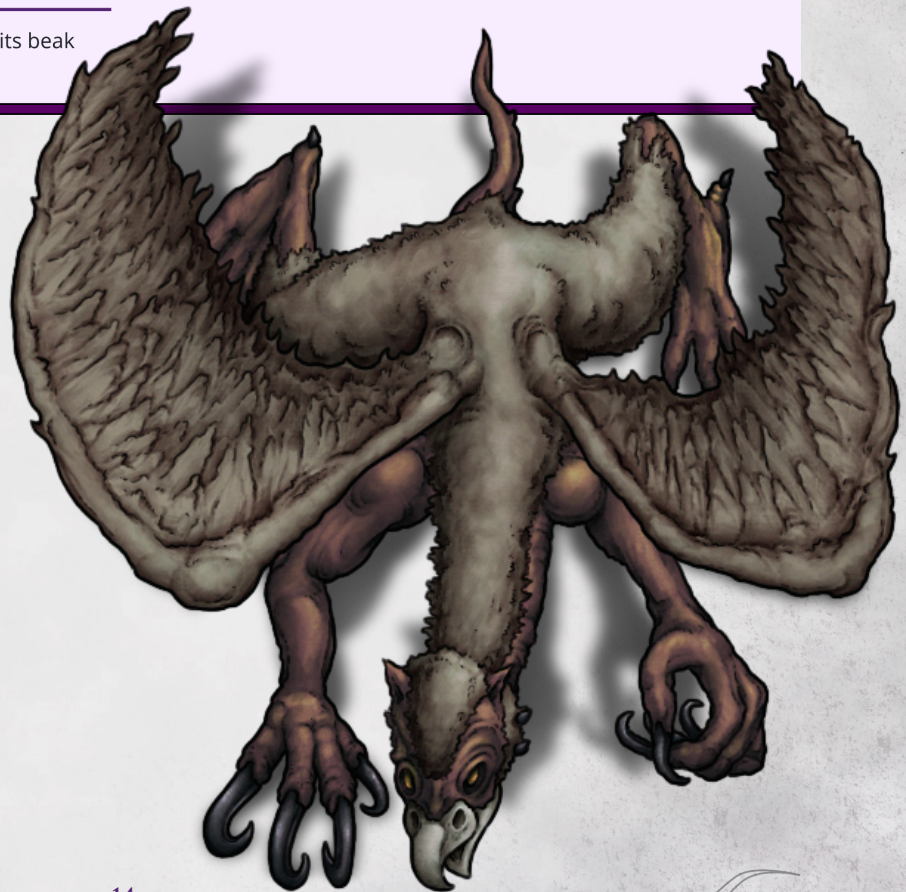
Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

A vrock has a 30 percent chance of summoning 2d4 dretches or one vrock.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

A nalfeshnee has a 50 percent chance of summoning 1d4 rocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Variant: Familiar. The imp can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. At any time and for any reason, the imp can end its service as a familiar, ending the telepathic bond.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Magic Resistance. The marilith has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in combat.

ACTIONS

Multiattack. The marilith can make seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

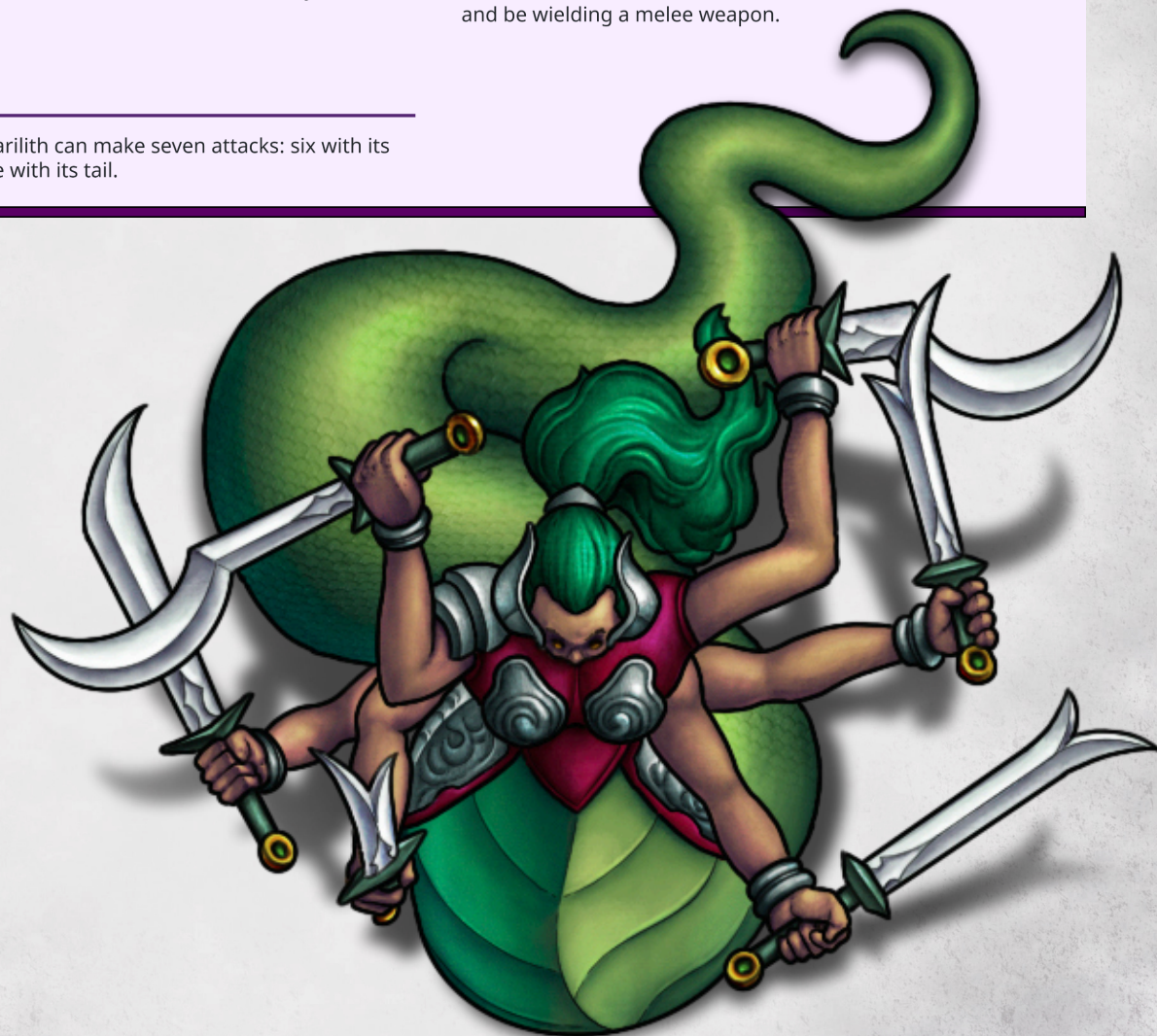
Variant: Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

A marilith has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 halfeshnees, or one marilith.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.



KAGTHORATH

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 220 (21d12 + 84)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	10 (+0)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Ignan

Challenge 14 (11,500 XP)

Magma Form. The elemental is made of magma and whenever a creature touches or hits it with a melee attack within 5 ft. of it, it takes 15 (2d10+5) fire damage. If a creature is touching the elemental for a longer period of time, then it will start suffering the effects and damage that lava causes.

Insatiable Lava Hunger. The elemental needs to constantly feed on lava or go into an uncontrollable frenzy as parts of its body start breaking apart. Every 3 turns of combat, the elemental must spend its bonus action submerging part of its body in lava in order to absorb more into itself. Whenever it does this, the elemental restores 2d10 hit points.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Molten Charge. This ability is only in effect while Kagthorath is free from its chains. If the Kagthorath moves at least 20 ft. straight toward a target and then hits it with a Fire Slam attack on the same turn, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Molten Frenzy. This ability is only in effect while Kagthorath is free from its chains. The Kagthorath has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Flowing Lava. The elemental can perform any three actions during its turn as long as every action is different from the previous one used.

Fire Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning + 10 (1d10 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Chainburn. While still chained, the Kagthorath can spend an action to try and burn its chains. When this ability is used, the chain it is used on is instantly destroyed.

Lava Wave. The Kagthorath slams the ground in such a way that its magma arms break apart, forcing lava to flow all around them. This causes a 30ft. range wave to go out from where the arm slams (10 ft. range) causing all creatures that touch it to suffer the effects of touching lava.

Lava Fountain (5-6 Recharge). This action is only available while Kagthorath is free from its chains. The elemental makes its body start resonating with energy as it raises the temperature of the lava inside of it. This forces its body to explode, causing damage to everything around it. Every creature within 45 ft. of the elemental must make a DC 17 Dexterity Saving Throw suffering 4d10 fire damage or half as much on a successful save.



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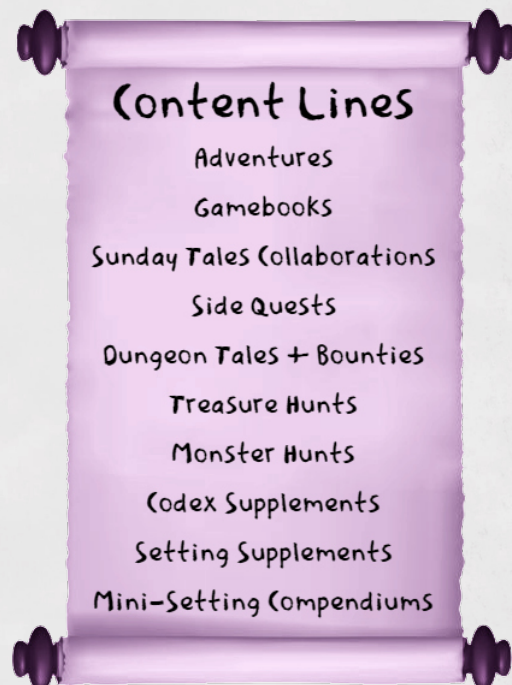
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