

Playing with Fire

A Gathering of Fiery Foes



by Barry Dore



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Playing with Fire

Introduction

This document is intended for use with 5th Edition Dungeons and Dragons.

It contains a selection of encounters and dungeons featuring a variety of fire-using creatures, ready to be unleashed on your players at a moment's notice.

Challenge Ratings

Though suggested party levels are provided for each encounter, these should only be taken as rough estimates. Your familiarity with the party should provide a far superior indication of what it can handle.

Keep in mind that a party with the capacity for widespread fire resistance or immunity should fair significantly better than a less able party.

Likewise, if your party's characters have focused heavily on fire attacks of their own, they will find their favored element having little if any effect against most of the foes herein.



More of my 5th Edition material can be found at:

https://www.dmsguild.com/browse.php?author=Barry_Dore

Firenewt Patrol

A simple encounter with a firenewt patrol.

Suitable for a 5th level party.

Red Dragon Wyrmling

A ruined tower in the wilderness offers temporary refuge to a red dragon wyrmling and its kobold followers.

Suitable for a 6th level party.

Infernal Champion

An encounter on the road with a tiefling warlock and his hellish pets.

Suitable for a 7th level party.

Cult of Fire

A bare-bones dungeon filled with fire cultists and mephits, with a fire genasi for a leader.

Suitable for an 8th level party.

Salamander Hatchery

A few adjoining caves featuring a salamander hatchery and a pack of encroaching kruthik.

Suitable for a 9th level party.

Fire Giant Lair

A small lair for huge threats, featuring three fire giants and a pack of hell hounds.

Suitable for a 12th level party.

Fiery Threesome

An urban encounter with a destructive fire genasi mage and her two efreeti companions.

Suitable for a 19th level party.

Firenewt Patrol

Level 5 Challenge

This encounter can take place in any terrain that provides a suitable living environment for firenewts, with features such as hot springs or boiling mud.

The party crosses paths with a firenewt patrol, consisting of a warlock of Imix, 2 champions, and 8 warriors. The warlock and champions are each mounted on giant striders, while the warriors march on foot.

Piercing a veil of steam ahead, a cluster of brightly-scaled orange-hued creatures advances into view.

These lizard-like humanoids are armed and armored, with matching swords, shields, and chain mail shirts.

Three of these creatures are mounted atop larger beasts, akin to flightless birds but with reptilian scales instead of feathers.

One of these riders is distinct from its kin, for it wears no armor and wields only a morningstar.

These militant humanoids do not tolerate intruders in their territory, but persuasive and apologetic characters may be able to avert a battle if they agree to compensate the firenewts for their intrusion and withdraw without delay.

Combat

If combat occurs, the firenewts take full advantage of their immunity to fire damage, unleashing area attacks with impunity.

The champions and warlock control their mounts, and can forgo their own action to direct their strider's Fire Burst. However, a strider that loses its rider continues to fight to the best of its ability.

Once battle begins, the firenewts will neither offer nor accept surrender. They will fight to the death unless magically compelled to do otherwise.

Loot

Each firenewt warrior carries 1d6gp and 2d6sp, while the champions and warlock carry twice those amounts. The warlock also has a chunk of star rose quartz (worth 50gp), and a vial of antitoxin.



Firenewt Warlock of Imix

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *fire bolt*, *guidance*, *light*, *mage hand*, *prestidigitation*

1st-2nd level (2 2nd-level slots): *burning hands*, *flaming sphere*, *hellish rebuke*, *scorching ray*

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

Actions

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Firenewt Champion (x2)

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	12 (+1)

Skills Athletics +3, Intimidation +3

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Brave. The firenewt has advantage on saving throws against being frightened.

Cavalry Training. When the firenewt hits a target with a melee attack while mounted on a giant strider, the strider can make one melee attack against the same target as a reaction.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Giant Strider (x3)

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities fire

Senses passive Perception 11

Languages -

Challenge 1 (200 XP)

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

Mount. While controlled by a rider, the strider uses its rider's initiative and can only use the Dash, Disengage, and Dodge actions.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Fire Burst (Recharge 5-6). The giant strider hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

Firenewt Warrior (x8)

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

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

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Red Dragon

Level 6 Challenge

This encounter takes place at a ruined stone watchtower in the wilderness, in an area with a temperate to hot climate.

A group of kobolds guard a red dragon wyrmling with the aid of 3 magmin. The kobold group consists of 1 scale sorcerer, 2 dragonshields, and 12 regular kobolds armed with crossbows instead of slings.

A ruined stone watchtower stands in the distance, its upper levels smashed to rubble.

Though the tower displays no flag or banner, you can make out movement on its topmost remaining floor, and thin trails of smoke rise from its interior.

These kobolds were charged with guarding the wyrmling's egg in its mother's lair, but they panicked and fled with it when a band of dwarves invaded.

They took shelter in the ruined tower, placing the egg in its basement and lighting fires to keep it warm until it hatched.

The kobolds await an opportunity to acquire treasure to begin the young dragon's horde.

The sorcerer also used an obscure kobold ritual to summon the magmin. Though they have no shared language, the magic of the ritual allows the sorcerer to give simple commands that the magmin can understand.

Combat

The kobolds are extremely wary of intruders and will open fire with their crossbows as soon as they identify worthy targets.

They have plenty of ammunition, having discovered considerable supplies left in the basement, so will not wait for the party to get close.

Kobolds located behind arrow slits have **three-quarters cover** against attacks originating outside the tower.

The sorcerer lends support with its spells, but will not leave the tower to attack the party.

The dragonshields remain on guard in the tower, attacking any foe that enters.

The magmin will spill out of the tower's narrow entrance once the nearest character comes within 50

feet, rushing to close to melee and fighting until destroyed.

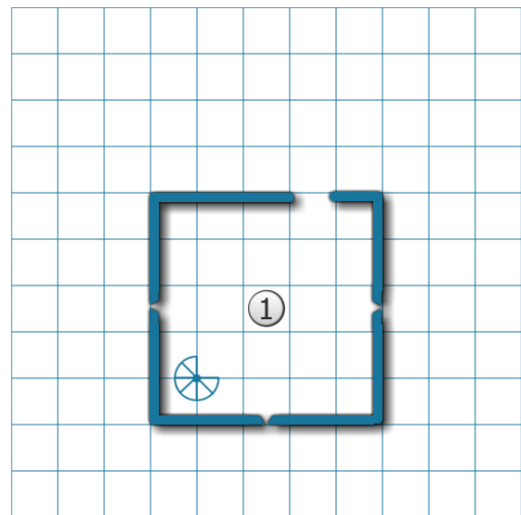
Finally, the dragon will climb the stairs from the basement once it hears attackers inside the tower. It shows minimal concern for the fate of the kobolds, possibly killing them itself with Fire Breath if they get in its way.

The kobolds will not retreat while the dragon lives, unless magically compelled to do so, but they will flee in all directions if it is killed.

Watchtower

1.

2 dragonshields, 4 kobolds, and 3 magmin are here.



1 square equals 5 ft.

All of the kobolds guard the stairs, while the magmin await the approach of enemies to attack.

The tower's door was destroyed long ago, leaving an unbarred entrance to the ground floor.

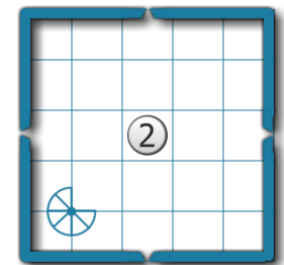
The spiral stairs lead up to Area 2 and down to Area 4.

2.

4 kobolds are here.

They fire at intruders through the arrow slits.

This floor of the tower remains mostly intact, aside from a missing chunk of the ceiling and the supporting wall. Coals burn in an iron brazier in the center of the chamber. The spiral stairs continue up to Area 3.

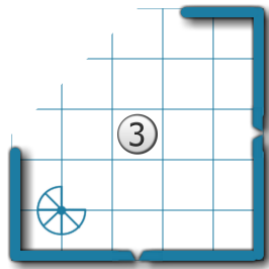


3.

1 scale sorcerer and 4 kobolds are here.

These kobolds attack all intruders, with the sorcerer taking the best defensive position available.

A large chunk of the wall and floor are missing, as is most of the ceiling. The spiral stairs continue for a few feet before coming to an abrupt end.

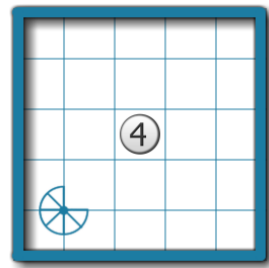


4.

1 red dragon wyrmling is here.

The dragon nests in a pile of charred embers and gnawed bones, surrounded by smoldering fires.

It has no treasure.



Red Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Kobold Scale Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Kobold Dragonshield (x2)

Small humanoid (kobold), lawful evil

Armor Class 15 (leather, shield)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Kobold (x12)

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

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

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Magmin (x3)

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) 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 3 (1d6) fire damage at the end of each of its turns.

Infernal Champion

Level 7 Challenge

This encounter can take place at almost any time and place, though a quiet road in the dark of night is quite fitting.

The party meets a tiefling warlock riding a nightmare, accompanied by an imp familiar and two hell hounds.

Well this is something you don't see every day...

You have encountered a male tiefling, dressed in studded leather armor but bearing no visible weapons.

He has curled horns akin to a ram, disturbing black eyes, and long plaited hair of magenta hue.

This tiefling rides a large black horse, the extremities of which are wreathed in flame, accompanied by a pair of black-furred hounds with fiery eyes.

This warlock is named Akmellior. He is 35 winters old. Akmellior serves Mephistopheles, who tasks him with the corruption of wizards and others versed in arcana.

Abduction

If Akmellior identifies a party member of interest to Mephistopheles, he may attempt to charm that character into joining him. A receptive character can then be whisked away by use of the nightmare's Ethereal Stride ability.

Note that such an attempt could prove problematic if successful, so only have him try this if you're prepared for the consequences.

Combat

Akmellior is quick to start a fight with troublesome characters, but he will soon turn his focus to defense or escape unless he clearly has the upper hand.

The nightmare acts independently of its rider, rather than as a controlled mount. If it feels that either its life, or Akmellior's, is in danger, it will use Ethereal Stride to escape combat. It will then either attempt to flee ethereally, or return to the Prime Material in a more advantageous position.

Once battle begins, the hell hounds will fight to the death. The imp will only fight to defend its master.

Loot

Akmellior carries two concealed daggers, a component pouch, and a black velvet purse (worth 10gp) containing 3 pieces of obsidian (worth 10gp each), 8gp, and 13sp.

Saddlebags on the nightmare hold 2 waterskins, a mess kit, a tinderbox, a crowbar, a herbalism kit, a vial of perfume, a bedroll, and 4 days of rations.

Akmellior, Tiefling Warlock

Medium humanoid (tiefling), lawful evil

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Skills Arcana +4, Deception +4, Persuasion +4, Religion +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 4 (1,100 XP)

Dark One's Own Luck (Recharges after a Short or Long Rest). When Akmellior makes an ability check or saving throw, he can add a d10 to the roll. He can do this after the roll is made but before any of the roll's effects occur.

Innate Spellcasting. Akmellior's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *mage hand*

1/day each: *burning hands* (2nd-level), *flame blade*

Spellcasting. Akmellior is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch*, *friends*, *mage hand*

1st-4th level (2 4th-level slots): *burning hands*, *charm person*, *fear*, *fireball*, *fire shield*, *hex*, *mirror image*, *suggestion*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Nightmare

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Imp

Tiny fiend (devil, shapeshifter), 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 attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapeshifter. 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.

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 a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Hell Hound (x2)

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

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

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Cult of Fire

Level 8 Challenge

This dungeon can be located anywhere that makes sense: below a burnt ruin, connected to city sewers, or perhaps it's an extension of another dungeon.

The challenge rating allows for the likelihood of an ongoing battle once the cultists are aware of intruders in their lair. A party of lower-leveled characters may be able to handle the challenge if they are well organized.

This dungeon is lit by torches throughout.

Each fire cult initiate carries 2d6sp. Fanatics carry 1d6gp and 3d6sp. All initiates and fanatics wear simple clothing distinct to their cult.

There are a number of similar rooms with duplicate details below. If you wish to thin out the population of the dungeon, simply leave some of these duplicates as vacant rooms.

1.

This is one of two possible entrances to the dungeon. The corridor can end at a door, a ladder, stairs, or whatever else is appropriate for the location of this dungeon.

2.

2 initiates and 1 steam mephit watch for intruders here. They will attempt to alert other cult members at the first sign of trouble.

3.

6 (1d4 + 4) initiates can be found in this poorly furnished barracks. Unless alerted to danger, some of them may be sleeping.

Spare clothing, food, water, and other daily essentials are kept here.

4.

9 (1d6 + 6) initiates and 1 steam mephit can be found in this large barracks. Unless alerted to danger, some of the cultists may be sleeping.

In addition to daily essentials, this room holds a large barrel of cheap ale, and a couple of dice sets.

5.

1 fanatic and 1 initiate dwell here. These cultists have fiery passions and it is a rule of the cult that each fanatic may choose an initiate as their companion.

The furnishings are better here than in the barracks, as are the supplies, but there's nothing of great value here.

6.

This room stores a vast supply of simple wooden torches, tied in bundles of around two dozen.

7.

2 (1d4) unlucky initiates can typically be found here, assigned to cleaning duty.

4 magma mephits rest on a bed of hot coals at the bottom of an 8-foot deep pit. They will attack any intruders that approach the pit.

Crude stone statues representing the cult's flaming deities stand throughout the vast chamber.

A secret door behind the altar can be located by making a successful DC 16 Wisdom (Perception) check while examining that area with adequate light.

Once located, the door can be opened with a *knock* spell, or by succeeding on a DC 12 Intelligence (Investigation) check.

8.

A spare bed, clothing, and emergency rations are stored here, as are 2 *potions of healing* (labeled in Ignan).

9.

1 cult leader dwells in this well-furnished room. The furniture includes a writing desk, with calligrapher's supplies, accompanied by a high-backed wooden chair.

If surprised in this chamber, the cult leader will attempt to summon assistance, or talk its way out of trouble until reinforcements can be found. If alerted before the party arrives, the cult leader will make use of Area 8.

There is a loose stone in the wall, in a shadowy corner of the room, which can be located with a successful DC 14 Wisdom (Perception) check. A simple leather pouch is secreted behind the stone. This pouch contains: 2 pieces of bloodstone (worth 50gp each), 129gp, 32sp, and 14cp.

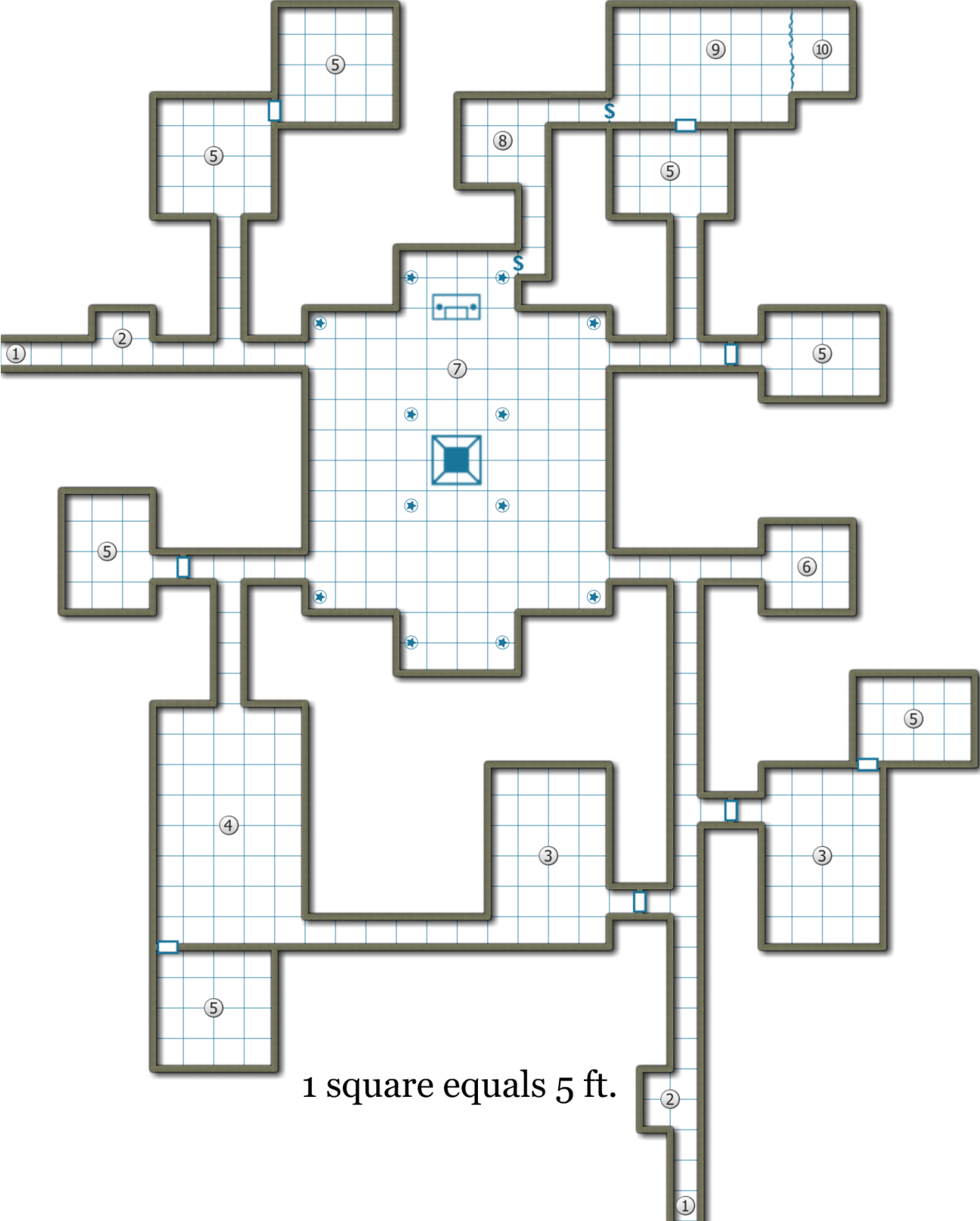
The secret door in the left-hand wall can be found and opened in the same fashion as the one in Area 7.

10.

1 homunculus lurks behind the curtains that conceal this private shrine, attempting to remain hidden from intruders; unless the cult leader is dead, in which case the party will find a fresh puddle of noxious goo.

Two silver candlesticks (worth 5gp each) stand on a simple wooden altar, which is flanked by a pair of unlit iron braziers filled with coal and incense.

Cult Hideout



1 square equals 5 ft.

Fire Cult Leader

Medium humanoid (genasi), chaotic evil

Armor Class 13 (leather armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Ignan, Primordial
Challenge 4 (1,100 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The cult leader's innate spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*
1/day: *burning hands*

Spellcasting. The cult leader is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The cult leader has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *command, faerie fire, protection from evil and good*
2nd level (3 slots): *blindness/deafness, lesser restoration, scorching ray*
3rd level (3 slots): *dispel magic, protection from energy*
4th level (1 slot): *wall of fire*

Actions

Multiattack. The cult leader makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Fire Absorption (Recharges after a Short or Long Rest). When the cult leader is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Fire Cult Fanatic

Medium humanoid (human), chaotic evil

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages Common, Ignan
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame*
1st level (4 slots): *bane, burning hands, command*
2nd level (3 slots): *blindness/deafness, hold person*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Cult Initiate

Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

Dark Devotion. The initiate has advantage on saving throws against being charmed or frightened.

Actions

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

Magma Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Steam Mephit

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must make a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Homunculus

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Ignan, and

Primordial but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned this way.

Salamander Hatchery

Level 9 Challenge

These caves can be located in any area of volcanic activity, whether near the surface or far underground.

1.

This is the entrance to the salamander hatchery.

2.

2 salamanders and 4 fire snakes are here. The salamanders are guarding the eggs in Area 3, which lies across a slow moving lava flow.

One of these salamanders wears a *bracelet of fiery conversation* (see following page), allowing it to speak Common. If the characters aren't immediately hostile, it will ask for their aid eradicating the kruthik in Area 6.

The salamanders have no other treasure here.

3.

Several salamander eggs are here, each a two-foot-diameter sphere of smoldering obsidian.

4.

3 salamanders are here, guarding against kruthik incursions. Four charred kruthik bodies litter the area.

If the party approaches peacefully and indicates its intention to slay more kruthik, the salamanders will let them pass unhindered.

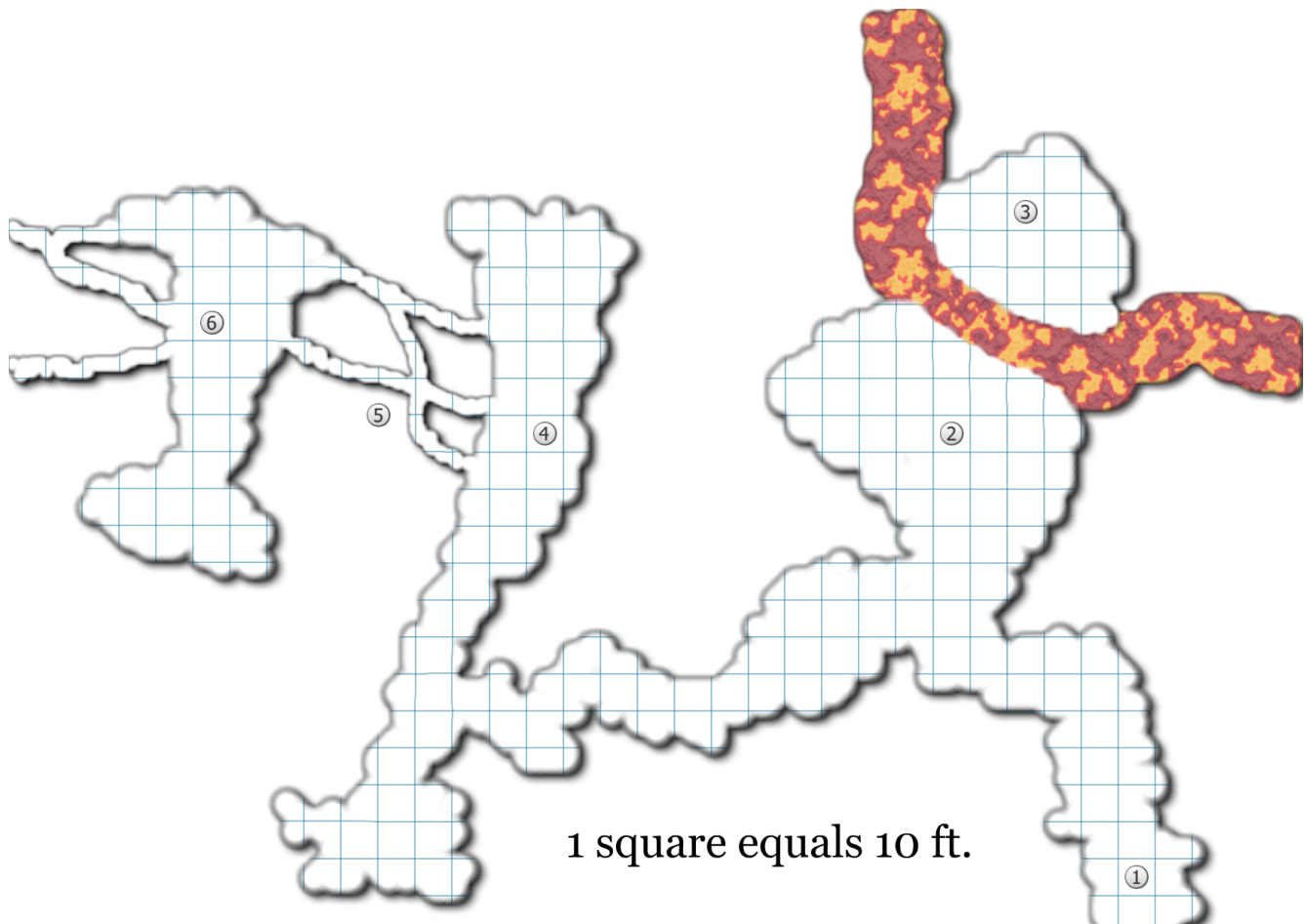
5.

These tunnels are 5 feet in diameter. They may continue beyond the map or be blocked by either a new lava flow, or a recent cave-in.

6.

6 adult kruthik and 8 young are here. They respond aggressively to all other creatures.

Hatchery



Salamander (x5)

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Bracelet of Fiery Conversation

Wondrous item

This golden bracelet is inscribed with Dwarvish runes, which spell the word 'comprehension' in Primordial.

While this bracelet is on your person, if you can speak and understand Common, Ignan, or Primordial, you can speak and understand each of those languages.



Fire Snake (x4)

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

Adult Kruthik (x6)

Medium monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Kruthik

Challenge 2 (450 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 5-foot diameter tunnel in its wake.

Actions

Multiattack. The kruthik makes two stab attacks or two spike attacks.

Stab. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spike. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Young Kruthik (x8)

Small monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	4 (-3)	10 (+0)	6 (-2)

Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 10

Languages Kruthik

Challenge 1/8 (25 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 2½-foot diameter tunnel in its wake.

Actions

Stab. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Fire Giants

Level 12 Challenge

These caves can be located in any hot region, whether near the surface or far underground.

1.

This is the entrance to the fire giants' lair.

2.

10 hell hounds dwell here. They attack all intruders, alerting the giants with their loud barking as they do so.

3.

1 fire giant dreadnought dwells here. Unless the hell hounds in Area 2 were neutralized before they could raise the alarm, this giant will be ready for combat when the party arrives.

If not immediately attacked, it will boast of its strength and prowess, and delight in informing the characters that they are about to be crushed under its boots.

The giant's treasure is kept in a sack on the far side of the cave. Aside from random junk, it contains: a silvered warhammer, a giant-sized dice set, a silver tray (worth 25gp), a piece of amber (worth 100gp), 260gp, 108sp, and 86cp.

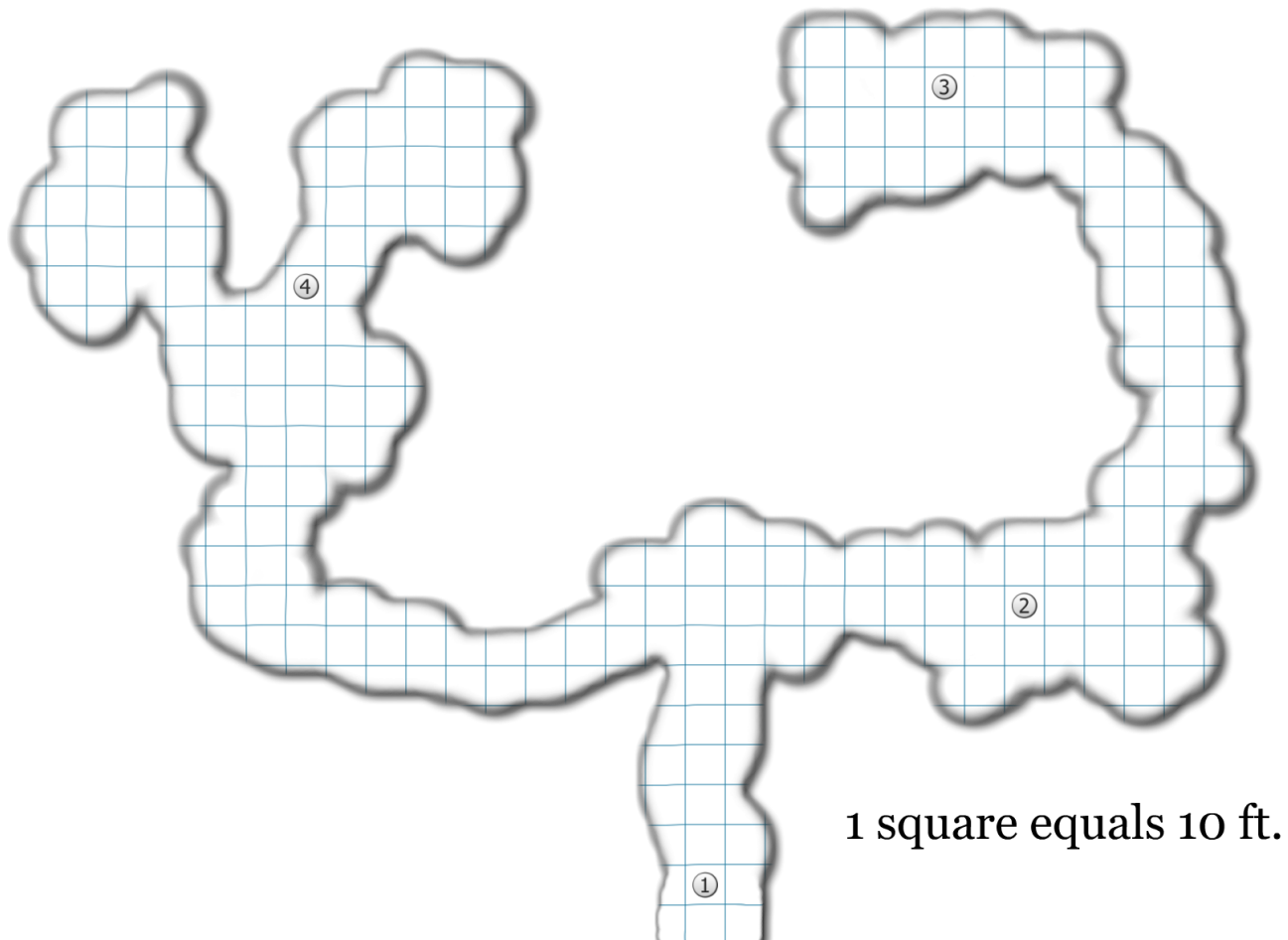
4.

2 fire giants live in these caves. They are busy arguing when the party arrives – possibly about whether or not to investigate the hell hounds' barking.

They are hostile toward intruders, especially if those intruders killed all of their pets.

Each giant has its own collection of junk and a selection of coins totaling: 5pp, 184gp, 19sp, and 401cp.

Giants' Lair



Fire Giant Dreadnought

Huge giant, lawful evil

Armor Class 23 (plate, shields)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +5

Damage Immunities fire

Senses passive Perception 15

Languages Giant

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

Actions

Multiattack. The giant makes two fireshield attacks.

Fireshield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

Fire Giant (x2)

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Hell Hound (x10)

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

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

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Mage

Level 19 Challenge

This encounter takes place in the streets of a small to medium sized settlement, anywhere on dry land.

A powerful fire genasi mage and two efreeti are making a scene in destructive fashion. They look an awful lot like the trio on the cover of this document.

Three efreeti... no, two efreeti and a half-breed, a genasi, stand in the street, surrounded by flaming buildings.

The half-breed is a tall woman with a fiery complexion and a flaming head. She wears scale armor, and appears to be the leader of the three, or perhaps just the spokesperson.

The genasi is named Infernia. She is the offspring of an efreeti noble, who has learned to harness and abuse her inherent power. The efreeti follow her willingly, and battle fearlessly by her side.

These fiery interlopers are offering their destructive services, which they are happily demonstrating on local buildings. They demand considerable payment however, to be paid in precious gems, and seem intent on continuing to demonstrate their abilities until paid.

Option 1

Infernia offers to destroy another settlement of the resident populace's choosing, in return for considerable payment. She and her allies will continue to destroy local property until paid or driven off.

If payment is offered, she will produce a contract that establishes her objective and names the paying party.

Once the contract is signed and payment is received, she will leave to fulfill her task.

Option 2

Infernia offers to destroy a specific settlement with which the resident populace has a grudge or rivalry, in return for considerable payment. She and her allies will continue to destroy local property until paid or driven off.

If payment is offered, she will produce a contract that establishes her objective and names the paying party.

Once the contract is signed and payment is received, she will reveal a second contract indicating that the target settlement has also paid her, to destroy the locals.

Combat

It is probable that battle will commence sooner or later.

Infernia has cast *mind blank* already, using her 8th-level spell slot, and one of the efreeti has used *plane shift*.

Though resistant to fire damage, Infernia is not immune, so the trio will be careful not to catch her with their attacks. However, they show no such concern for innocent bystanders or their property.

Though they show no mercy in battle, the trio will halt their attack if considerable payment is offered.

They will withdraw from the fight if they appear to be in danger of defeat, but the efreeti will not abandon Infernia if circumstances prevent them from leaving together.

Loot

Infernia has a component pouch on her belt, as well as a *bag of holding* that contains the following treasure: her spellbook (see below); 2 fire opals, 1 star ruby, 1 emerald, and 1 yellow sapphire (worth 1,000gp each); 3 topaz, 1 black pearl, and 1 aquamarine (worth 500gp each); 4 amber, 2 amethyst, 2 jet, 1 garnet, and 1 tourmaline (worth 100gp each); 2 *potions of greater healing* (labeled in Ignan); a leather pouch containing 12 silvered darts; a bottle of exceptional wine (worth 50gp); calligrapher's supplies, including several dubious contracts waiting for completion; alchemists supplies; 3 sets of fine clothing; 4 vials of perfume; and a bloodstone hound figurine (see below).

The efreeti do not carry any treasure.

Spellbook

Infernia's spellbook contains the following spells, in addition to those listed in her stat block: *burning hands*, *comprehend languages*, *detect magic*, *feather fall*, *identify*, *Tenser's floating disk*, *blur*, *continual flame*, *knock*, *levitate*, *see invisibility*, *clairvoyance*, *phantom steed*, *slow*, *water breathing*, *arcane eye*, *conjure minor elementals*, *polymorph*, *wall of fire*, *conjure elemental*, *contact other plane*, *legend lore*, *arcane gate*, *sunbeam*, *etherealness*, *control weather*, *telepathy*, *shapechange*.

Figurine of Wondrous Power

Wondrous item

Bloodstone Hound. This bloodstone statuette is carved in the likeness of a vicious-looking dog. It can become a hell hound for up to 6 hours. Once it has been used, it can't be used again until 7 days have passed.

In all other ways, this figurine of wondrous power works like any other in the *Dungeon Master's Guide*.

Infernia, Genasi Mage

Medium humanoid (genasi), chaotic evil

Armor Class 16 (scale armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	20 (+5)	14 (+2)	14 (+2)

Saving Throws Int +9, Wis +6

Skills Arcana +13, Deception +6, History +13,

Perception +6, Persuasion +6

Damage Resistances damage from spells, fire

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Auran, Common, Draconic, Ignan, Primordial, Terran

Challenge 12 (8,400 XP)

Innate Spellcasting. Infernia's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day: *burning hands*

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

Spellcasting. Infernia is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Infernia has the following wizard spells prepared:

Cantrips (at will): *control flames*[^], *dancing lights*, *fire bolt*, *mage hand*, *message*

1st level (4 slots): *absorb elements*[^], *expeditious retreat*, *protection from evil and good*

2nd level (3 slots): *Aganazzar's scorcher*[^], *pyrotechnics*[^], *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *fly*, *Melf's minute meteors*[^]

4th level (3 slots): *dimension door*, *elemental bane*[^], *fire shield*

5th level (3 slots): *hold monster*, *immolation*[^]

6th level (1 slot): *investiture of flame*[^], *true seeing*

7th level (1 slot): *delayed blast fireball*, *plane shift*, *reverse gravity*

8th level (1 slot): *mind blank*

9th level (1 slot): *meteor swarm*

[^]spell found in *Xanathar's Guide to Everything*

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Efreeti (x2)

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day each: *enlarge/reduce*, *tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Feedback

If you found this document useful, please consider leaving a review on the website:

<https://www.dmsguild.com/product/258838/Playing-with-Fire>

A review doesn't need to be an exhaustive in-depth analysis. A brief mention of what you liked or disliked will always be appreciated.

General comments and questions are welcome too.