

ASHRATH'S MINIONS

In a world of magic and mystery, there was a human sorcerer named Zarek who devoted his life to studying the arcane arts. Zarek was always in search of power and knowledge, and he had heard of a mountain called Moltenheim, said to be the source of the most primal and potent magic in the world.

But Moltenheim was no ordinary mountain. It was said that only those who were truly worthy and seeking power could see it, and that it was actually a living elemental being, a god of fire and magma. Zarek was determined to find Moltenheim, and so he spent many years in his quest, traveling across deserts and through treacherous forests, searching for the elusive mountain.

Finally, after many long years of searching, Zarek caught a glimpse of Moltenheim on the horizon. He could see the mountain glowing with an inner fire, and he knew that he had found what he had been looking for. Zarek climbed the mountain, facing many trials and dangers along the way, until he reached the summit.

At the top of the mountain, Zarek was confronted by the primal elemental that was Moltenheim. The elemental spoke to him, and Zarek realized that it was testing him, judging whether he was truly worthy of its power. Zarek passed the test, and the elemental imbued him with incredible power, turning him into a gargantuan lava elemental god, known as Ashrath.

As Ashrath, Zarek was more powerful than he had ever imagined possible. He could control the elements of fire and magma, and his mere presence was enough to strike fear into the hearts of his enemies. But he also knew that with great power came great responsibility. He had been entrusted with the power of Moltenheim, and he would use it wisely to protect the world from those who would seek to do it harm.

And so Ashrath became a god among mortals, feared and respected in equal measure. He had the power to shape the world around him, and the wisdom to use it for the greater good.

As Ashrath roamed the world, he discovered that his power over fire and magma was not limited to simply controlling it. Whenever he cast a spell or unleashed a burst of elemental energy, new creatures would be born from the molten rock and ash that surrounded him. These creatures were born of the same primal energy that powered Ashrath himself, and they were his to command.

As he traveled the world, Ashrath encountered all manner of foes, from dragons and giants to dark wizards and ancient demons. But with the aid of his newly-created minions, he was able to vanquish them



all. The creatures that were born from his spells were unlike any that had ever been seen before, and they struck fear into the hearts of his enemies.

Living Lava. On their home plane, Lava Elementals exist as bodiless life forces, pure incarnations of the elemental forces of fire and earth. They have a dim consciousness that can manifest as a physical shape only when focused by the power of magic. Lava Elementals are beings of intense heat and magma, and their very presence can cause volcanic activity and natural disasters.

Conjured by Magic. Through powerful spells and magic items, Lava Elementals can be conjured and summoned to other planes of existence. However, these fiery creatures instinctively resent being pulled from their home plane and bound into service. Those who summon a Lava Elemental must exert their will over the elemental, as it will seek to break free and return to its home plane at the first opportunity.

Bound and Shaped. Powerful magic can bind a Lava Elemental into a material template that defines a specific use and function. These fiery beings can be shaped into various forms and constructs, such as molten beasts and living flame constructs. The strength of the magic and materials that bind them determines how well they function in a bound form, with more durable materials like stone and metal providing a stronger anchor.

Elemental Nature. Lava Elementals are creatures of raw elemental energy, and they exist solely to serve their masters or to wreak havoc when unleashed upon other planes of existence. They don't require air, food, drink, or sleep, as they are beings of pure energy that draw sustenance from their home plane. Lava Elementals are powerful and dangerous, and those who seek to control them must possess the knowledge and power to do so, or risk being consumed by the very flames they seek to command.

PYROTHRAX

Pyrothrax is a fierce defender of its territory, attacking any perceived threats with its fiery claws. Its cone of fire is known to incinerate everything in its path.

IGNISAUR

Ignisaur is a mischievous, bird-like lava elemental that is drawn to areas of intense heat and volcanic activity. It is highly unpredictable and cunning, attacking with its sharp beak and spewing molten lava to repel enemies.



MOLTENYX

Moltenyx is a fearsome sight to behold, with its entire body composed of scorching-hot lava that leaves a trail of thick smoke and ash in its wake. Its movements are accompanied by the sound of hissing and crackling as it burns everything in its path. This small but powerful creature takes pleasure in causing destruction and chaos, and is known for its sadistic tendencies.

INFERNOTH

Infernoth is a formidable opponent with a fierce independence that makes it a wild card in any battle. Its body is made of molten lava, and it moves with an otherworldly grace, leaving a trail of thick smoke and ash behind it as it goes. When it unleashes its attacks, it is a sight to behold, as flames leap from its fingers and sear the air with their heat. But the most fearsome of its arsenal is the Inferno Smash. With a deafening roar, Infernoth slams its fiery fists into the ground, causing the earth to tremble and split apart.

SCORCHSCALE

Scorchscale is a fearsome predator, with an insatiable hunger for destruction and carnage. Its body is made of searing-hot lava, and it uses its massive jaws to tear apart anything in its path. Those unfortunate enough to cross its path are met with a barrage of fiery attacks, including its deadly Lava Spit. Scorchscale can also transform itself into a pool of molten lava, allowing it to slither through narrow spaces and surprise its enemies from unexpected angles.

ASHHOUND

Ashhound, a fearsome creature made of molten lava and ash, moves swiftly through the barren landscape, leaving a trail of destruction in its wake. Its pyroclastic breath unleashes a deadly combination of ash and lava, enveloping its enemies in a cloud of scorching heat and force.

EMBERLING

Their touch is said to be ablaze with a searing heat, capable of igniting anything it comes in contact with. Emberlings have a fiery aura that surrounds them, leaving a trail of smoldering ash in their wake. This ash can cause burns and deal damage to those who

come too close, making Emberlings formidable opponents in combat.

FLAMELURKER

Flamelurker possesses a fearsome ability that allows it to concentrate its intense heat into a focused beam, capable of incinerating its target within seconds. This beam of scorching flame is known to be so hot that it can even melt metal objects and armor, causing additional damage to its unfortunate victims. The mere sight of Flamelurker's glowing eyes is enough to strike fear into the hearts of its enemies, knowing the destructive power that lies within.

PYRELING

Deep in the heart of the earth, the Pyrelings dwell, creatures of living lava that move through solid stone as easily as a fish through water. These beings have an innate ability to sense the heat signatures of creatures around them, even if they are hidden from sight or invisible. Their claws can rend stone and flesh alike, and they can unleash a fiery barrage of molten bombs upon their enemies. Though they are creatures of fire and fury, Pyrelings are known to have a sense of honor and are often called upon to act as guardians of important places, provided that those who enter their domain show proper respect.

PYROMORPHS

Pyromorphs are powerful and unpredictable creatures that embody the essence of lava and fire. They are known to roam the volcanic regions of the world, leaving behind a trail of destruction in their wake. These creatures possess an otherworldly intelligence that allows them to sense and manipulate the flow of lava, creating streams and pools of molten rock to trap their enemies. Pyromorphs are also capable of transforming living creatures into molten statues, rendering them helpless and vulnerable to attack.

“As I cautiously entered the charred remains of the once-thriving village, a sense of dread washed over me. The ground trembled beneath my feet, and the air grew thick with smoke and ash. Suddenly, a monstrous creature emerged from the flames, its fiery eyes fixed on me. It was one of Ashrath’s minions, a being of pure elemental power, bent on reducing everything to ashes.”

– Aerisera, Guildmaster of the Silver Bow

PYROTHRAX

Tiny elemental (lava), chaotic evil

- **Armor Class** 12
- **Hit Points** 7 (3d4)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	5 (-3)	8 (-1)	3 (-4)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 1/8 (25 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

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

Flame Breath (Recharge 5-6). The lava elemental exhales a 15-foot cone of fire. Each creature in that area must make a DC 10 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

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

Lava Spray (Recharge 5-6). The lava elemental spews forth a burst of molten lava in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The area within the cone becomes difficult terrain for 1 minute as the lava cools and hardens.



IGNISAUR

Small elemental (lava), chaotic neutral

- **Armor Class** 12
- **Hit Points** 13 (3d6 + 3)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	5 (-3)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 1/4 (50 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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



MOLTENYX

Small elemental (lava), chaotic evil

- **Armor Class** 12
- **Hit Points** 22 (4d6 + 8)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Ignan but can't speak
- **Challenge** 1/2 (100 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Smoke Trail. The lava elemental leaves a trail of thick smoke behind it as it moves, creating a 5-foot-wide cloud behind the elemental. The cloud creates a heavily obscured area. The cloud lasts until the start of the lava elemental's next turn or until a strong wind disperses it.

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

ACTIONS

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

BONUS ACTIONS

Lava Pool. The lava elemental creates a 10-foot-radius pool of lava at a point on the ground within 30 feet of it. The pool lasts for 1 minute and is considered difficult terrain. Any creature that enters the pool or starts its turn there takes 3 (1d6) fire damage.



INFERNOTH

Medium elemental (lava), chaotic neutral

- **Armor Class** 12
- **Hit Points** 32 (5d8 + 10)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Ignan but can't speak
- **Challenge** 1 (200 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Inferno Smash (Recharge 6). The lava elemental slams its fiery fists into the ground, creating a shockwave of molten rock. Each creature within 5 feet of the lava elemental must make a DC 13 Dexterity saving throw, taking 8 (2d6) bludgeoning damage and 8 (2d6) fire damage on a failed save, or half as much damage on a successful one. Any creature that fails the save is also knocked prone.



SCORCHSCALE

Medium elemental (lava), chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 45 (7d8 + 14)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 2 (450 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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



ACTIONS

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

Lava Form (3/Day). The lava elemental transforms itself into a pool of molten lava until the start of its next turn, becoming immune to all damage except for cold damage while in this form. The elemental can move through any space that is large enough for a pool of lava, and can enter and occupy the space of another creature. Any creature that starts its turn in the same space as the elemental takes 10 (3d6) fire damage. The elemental can use an action to revert to its normal form.

Lava Spit. The lava elemental spits a glob of molten lava at a target within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage and 5 (1d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, if the target is a creature, it must make a DC 14 Strength saving throw or be restrained as the lava hardens around it.

ASHHOUND

Medium elemental (lava), chaotic neutral

- **Armor Class** 16 (natural armor)
- **Hit Points** 45 (6d8 + 18)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** understands Ignan but can't speak
- **Challenge** 2 (450 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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



ACTIONS

Multiattack. The lava elemental makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Pyroclastic Breath (Recharge 5-6). The hound-like lava elemental exhales a cloud of ash and lava in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 7 (2d6) fire damage and 7 (2d6) force damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are also affected by the ash, which settles in a 20-foot radius sphere centered on the elemental. This area becomes lightly obscured and creatures within it have disadvantage on Wisdom (Perception) checks that rely on sight. Additionally, creatures that enter or start their turn in the area must make a DC 14 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

EMBERLING

Medium elemental (lava), chaotic good

- **Armor Class** 16 (natural armor)
- **Hit Points** 75 (10d8 + 30)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Ignan but can't speak
- **Challenge** 3 (700 XP)

Ashen Aura. The emberling's fiery aura extends to a 5-foot radius around it, causing creatures within that area to take 3 (1d6) fire damage at the start of their turn. The area within the aura becomes lightly obscured, and creatures within it have disadvantage on Wisdom (Perception) checks that rely on sight. Any creature that starts its turn within the aura or enters the aura for the first time on its turn must make a DC 12 Constitution saving throw. On a failed save, the creature takes an additional 7 (2d6) fire damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

Multiattack. The lava elemental makes two searing touch attacks.

Searing Touch. The emberling's touch burns with intense heat. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) bludgeoning damage plus 7 (2d6) fire damage.



FLAMELURKER

Large elemental (lava), chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 75 (10d10 + 20)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** understands Ignan but can't speak
- **Challenge** 3 (700 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

Multiattack. The lava elemental makes two claw attacks.

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

Heat Vision. The lava elemental can focus its intense heat into a beam that deals 11 (2d10) fire damage to a single target within 30 feet. The target must make a DC 14 Dexterity saving throw or take the damage. Additionally, if the target is wearing metal armor or carrying a metal object, it takes an additional 11 (2d10) fire damage, as the metal heats up from the intense heat.



PYRELING

Medium elemental (lava), chaotic good

- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10
- **Languages** Ignan
- **Challenge** 4 (1,100 XP)

Earth Glide The lava elemental can move through solid stone and earth as easily as a fish swims through water, leaving behind no tunnel or hole. While moving in this way, the elemental is immune to damage from non-magical weapons and can't be restrained or grappled, though it can't breathe or speak.

Heat Sensing The lava elemental can sense the heat signatures of creatures within 60 feet, even if they are hidden from sight or invisible.

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

Multiattack. The lava elemental makes two claw attacks.

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

Lava Bombardment (Recharge 5-6). As an action, the lava elemental can rain down a barrage of lava bombs in a 30-foot radius around it. All creatures within the area must make a DC 14 Dexterity saving throw, taking 13 (3d8) fire damage plus 13 (3d8) bludgeoning damage on a failed save and half damage on a successful one.



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PYROMORPHS

Medium elemental (lava), chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 136 (16d10 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

- **Damage Resistances** fire
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Ignan
- **Challenge** 5 (1,800 XP)

Illumination. The lava elemental sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

ACTIONS

Multiattack. The lava elemental makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Lava Flow (Recharge 5-6). As an action, the lava elemental can create a 10-foot wide stream of lava that flows in a straight line up to 60 feet away from it. Any creature that comes into contact with the lava takes 22 (4d10) plus 11 (2d10) bludgeoning damage and must succeed on a DC 15 Strength saving throw or be pushed 10 feet in the direction of the lava flow. The area within the line becomes difficult terrain for 1 minute as the lava cools and hardens.

Molten Transformation (1/Day). The lava elemental targets a creature it can see within 60 feet of it. The creature must succeed on a DC 15 Constitution saving throw or be transformed into a molten statue for 1 minute. While in this form, the creature is incapacitated, immune to all damage except cold damage, and can't take actions, speak, or move. The creature also has vulnerability to cold damage. At the end of each of its turns, the creature can make another Constitution saving throw. On a success, the transformation ends. If the creature is reduced to 0 hit points while in this form, it is destroyed and cannot be resurrected except by powerful magic such as a *wish* spell.