



SOLAMITH

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	23 (+6)	14 (+2)	13 (+1)	8 (-1)

Saving Throws Str +7, Wis +4

Damage Immunities poison

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities cold

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3900 XP)

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

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

ACTIONS

Multiattack. The solamith uses Soulfire if it is able to. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) bludgeoning damage plus 3 (1d6) fire damage.

Soulfire (Recharge 5-6). The solamith draws flame from one of the souls trapped in its body and hurls it at a point within 100 feet, where it explodes. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Soulfire Retort. Immediately after taking damage from a successful melee attack against it, the solamith deals 7 (2d6) fire damage to the creature that struck it if that creature is within 5 feet of the solamith.