DUALINK

Tahm Kench

BBEG



Runeterra Edition

Tahm Kench

Large fiend (demon), neutral evil

Armor Class: 18 (unnatural hide)
Hit Points: 285 (30d8 + 150)
Speed: 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	16 (+3)	18 (+4)	22 (+6)

Saving Throws: Con +11, Wis +9, Cha +11
Skills: Deception +11, Insight +9, Persuasion +11, Perception +9
Damage Resistances: cold, necrotic, psychic; bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 19
Languages: Common, Infernal, telepathy 120 ft.
Challenge: 16 (15,000 XP)

Debts Owed. Tahm Kench feeds on desperation, temptation, and broken promises.

Tahm Kench has a pool of **Debt Dice (d6s)**, starting at 0 and capped at 6.

He gains Debt Dice when creatures accept his bargains or fail to escape his grasp.

Debt Dice are visible to players.

Debt Dice apply cumulatively, each level includes all previous benefits.

Debt Effects

- **1 - Taste of Ruin:** Tahm Kench's attacks deal **+1d6 necrotic damage per Debt Die he currently has**
- **2 - Predator's Grip:** Tahm Kench has **advantage on Strength and**

Dexterity ability checks

- **3 - Claimed Prey:** Creatures swallowed by Tahm Kench have **disadvantage on escape checks**
- **4 - Feast of the Desperate:** Tahm Kench deals **double damage to creatures below half their hit point maximum**
- **5 - Sovereign of the River:** Tahm Kench has **advantage on saving throws**
- **6 - Mouth of Oblivion:** Tahm Kench's reach increases by 5 ft, and creatures within 10 ft have **disadvantage on saving throws vs his abilities**

Overindulgence. If Tahm Kench would gain a Debt Die while already at 6, **Overindulgence triggers**. Resolve effects in order:

- Each enemy of Tahm Kench's choice within 20 feet takes **4d6 necrotic damage per Debt Die he currently has**
- Tahm Kench gains **20 temporary hit points per creature damaged**
- His Debt Dice are reduced to 3

At 6 Debt Dice, this deals **24d6 necrotic damage** before modifiers. Overindulgence represents Tahm consuming more power than even he can comfortably contain.

The River King's Bargains. Tahm Kench constantly offers salvation, at a price.

A creature must be able to hear and understand Tahm Kench.

Each bargain can only affect a creature once per round.

Accepting a bargain is not an action.

False Generosity. When a creature within 60 feet takes damage, Tahm

Kench may offer immediate relief. The creature may regain **30 hit points**.
If it does, Tahm Kench gains **1 Debt Die**.

Second Helping. When a creature within 60 feet is reduced to 0 hit points but not killed outright, the creature instead drops to **10 hit points**.
Tahm Kench gains **2 Debt Dice**.

Final Course. When a creature within 60 feet dies outright (fails death saves or is killed instantly), Tahm Kench may return it to life with **25 hit points**.
Tahm Kench gains **4 Debt Dice**.
A creature revived this way becomes **Marked by the River** until the encounter ends:

- disadvantage on saving throws against Tahm Kench's abilities
- automatically fails the first check to escape Devour

Amphibious Horror. Tahm Kench can breathe air and water. Difficult terrain caused by water or mud does not affect him.

Silver Tongue. Creatures grappled by Tahm Kench have disadvantage on saving throws against his abilities.

Actions

Multiattack. Tahm Kench makes two Tongue Lash attacks, or one Tongue Lash and Devour if available.

Tongue Lash. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus necrotic damage from

Debt Dice.
Target must succeed on DC 17 Strength saving throw or be pulled 10 ft toward Tahm Kench.
If the target is already grappled, Tahm Kench gains 1 Debt Die.

Devour (Recharge 5–6). Tahm Kench attempts to swallow one creature he is grappling.
DC 17 Constitution saving throw.

- **Failure:** The creature is blinded and restrained, has total cover from outside effects, and takes 18 (5d6) acid damage at the start of Tahm's turns.

Tahm Kench regains hit points equal to half damage dealt this way.
If Tahm Kench takes 35 damage from a swallowed creature in one turn, he must succeed on DC 17 Constitution saving throw or regurgitate all swallowed creatures.
Maximum 1 swallowed creature.
Tahm Kench gains 1 Debt Die when a creature becomes swallowed.

Abyssal Contract (Recharge 6). One creature within 60 ft must choose:

- **Accept:** Gains advantage on next attack roll or saving throw and gains 20 temporary hit points. Tahm Kench gains 2 Debt Dice.
- **Refuse:** DC 17 Wisdom saving throw.
- **Failure:** 22 (5d8) psychic damage, charmed until end of next turn. Tahm Kench gains 1 Debt Die.

Thick Skin (Recharge 4–6). Tahm Kench gains 35 temporary hit points.
While these remain:

- resistance to all damage
- speed reduced by 10 ft

Bonus Actions

Lick the Wounds. One creature within 30 ft suffering from the frightened, charmed, restrained or poisoned conditions must succeed on DC 17 Charisma saving throw or the condition ends and Tahm Kench regains 18 hit points.
Tahm Kench gains 1 Debt Die.

Reactions

Gluttonous Interception. When a creature within 10 ft would take damage, Tahm Kench takes the damage instead.
Tahm Kench gains 1 Debt Die.

Legendary Actions

Tahm Kench can take 3 legendary actions, choosing from the options below.
Only one legendary action option can be used at a time and only at the end of another creature's turn.
Tahm Kench regains spent legendary actions at the start of his turn.

Tongue Lash. Tahm Kench uses Tongue Lash.

Predatory Slide. Tahm Kench moves up to 20 ft without provoking opportunity attacks.
If he ends adjacent to a creature, that creature must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its next turn.

Collect Payment (Costs 2 Actions). One creature affected by Tahm Kench takes **3d6 necrotic damage per Debt Die Tahm Kench currently has**.
Tahm Kench then loses 2 Debt Dice.

The River Claims All. When Tahm Kench is reduced to 0 hit points, his body collapses into black water and reforms with **120 hit points**.
For the rest of the encounter:

- Tahm Kench can have **2 swallowed creatures**
- Devour recharge becomes **4–6**
- Tongue Lash reach becomes **20 ft**

Inevitability of the River. If Tahm Kench is reduced to 0 hit points again, his form dissolves into dark water and sinks into the ground. Tahm Kench is not slain, merely satisfied.