

Efreeti

Large, Elemental, Lawful Evil

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ARMOR CLASS

17

HIT POINTS

200 (16d10 + 112)

CHALLENGE

11 | 7,200 XP

PROFICIENCY

+4

Speed Fly 60 ft., Walk 40 ft.

Initiative +1

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

Skills N/A

Damage Immunities Fire

Senses Darkvision 120 ft.; Passive Perception 12

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Languages Ignan

STR22
+6**DEX**12
+1**CON**24
+7**INT**16
+3**WIS**15
+2**CHA**16
+3

Traits

Elemental Demise. If the efreeti dies, its body becomes smoke and embers.

Innate Spellcasting. The efreeti casts fire and illusion magic using Charisma.

Actions

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

Scimitar. Melee Attack Roll: +10, reach 5 ft. Hit: Slashing plus Fire damage.

Hurl Flame. Ranged Spell Attack: +7, range 120 ft. Hit: Fire damage.

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