

# Efreeti

March 8, 2023



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

**Skills**

**Damage Resistances**

**Damage Immunities** fire

**Condition Immunities**

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Ignan

**Challenge** 11 (7200 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: "", 3/day: "", "" 1/day each: "" (fire elemental only), "", "", "", ""

## 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.