

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.