

SHRINE OF THE DARK EFRETI



THE ANCIENT PRISON OF AN ARCHMAGE WHO DARED TO
CHALLENGE THE GODS HAS BEEN UNCOVERED





SHRINE OF THE DARK EFREETI



Shrine of the Dark Efreeti is a Fifth Edition adventure intended for **three to five characters of 8th to 10th level** and is optimized for **four characters with an average party level (APL) of 9**.

Characters who complete this adventure should earn enough experience to reach **one-quarter** of the way to level 10. An ancient pyramid tied to the elemental plane of fire holds a powerful archmage prisoner. This adventure takes place in the Freelands campaign setting but fits into any existing campaign with a desert and ancient pyramids with only a few modifications.

BACKGROUND

The archmage Ebebus was once the influential leader of a conclave of mages residing deep in the heart of the Muhar Desert. The Golden Sands Enclave's wrath was feared throughout the land, and few dared to oppose them. They sought to extend their powers and challenge the gods themselves, with none to stand in their way. Ebebus and his conclave began to increase their power by connecting their pyramid fortress to the elemental plane of fire. Unfortunately for them, in their lust for power, they grew too hasty and arrogant. The gods became aware of the upstarts and decided to punish them for their folly.

Trasklyn and Ares, the gods of fire and war, took it upon themselves to make a lesson out of the enclave. The gods strode through the fortress in their avatar forms, slaying the enclave members one by one for their hubris. Eventually, they came upon Ebebus summoning creatures and power through the

elemental rift he had created to challenge the two gods. Raising his magic rod in defiance, Ebebus unleashed the entirety of his powers against them—to no avail. Laughing at the archmage's temerity, Trasklyn and Ares tore the rod from Ebebus's hand. They imprisoned him in his fortress, ordering the elemental beings to be his jailors for eternity as punishment.

With the enclave destroyed, the fortress turned prison became a physical reminder to mortals to never again seek to challenge the gods. As the years passed, this lesson was forgotten as the story faded from memory and could only be found in the dusty pages of ancient history books. The Shrine of Ebebus still stands to this day deep in the desert, shunned by the locals for reasons they no longer remember but still fear. The rift to the plane of fire has been slowly heating up the region over the centuries, burning away the plant life and drying up the water sources.

ADVENTURE HOOKS

Here are a few ways to get the characters hooked into exploring the shrine:

Riddle of the Silver Pyramid. If the characters follow *The Burning Borderlands* adventure path as set out in *Broadsword Monthly* #17, they will have learned of the shrine's location in the course of their adventures. They will seek out the shrine to retrieve the missing staff of the magi piece known as the *Rod of Ebebus*.

The Scorched Lands. The Muharians are no stranger to heat, living as they do in the continent's largest desert. The townsfolk of Varastar especially

have felt this heat like no other town has. The temperature has slowly risen over centuries to the point that no animal or plant life remains; the wells are drying up as the land has become even more barren. All signs point to the heat coming from an ancient structure a few miles from the town known as the Shrine of Ebebus, a cursed place that has been shunned for centuries. The town will wither and die unless someone is brave enough to enter the shrine and stop the heat from rising.

Treasure Hunters Wanted. A wealthy merchant named Qadim Farah in the trade city of Duwara is looking to hire a band of adventurers. A collector of magic items and arcane knowledge, he has come across information leading to an ancient shrine in the Muhar Desert that holds an ancient item known as the *Rod of Ebebus*. Qadim is willing to pay the group 1,000 gp to enter the shrine and retrieve the rod and a bonus for any antiquities they come across.

TRAVELING TO THE SHRINE

Traveling through the harsh desert is fraught with dangers and the occasional mysterious oddity. The trip to the shrine takes three days of travel through the desert under the effects of extreme heat. For each day of travel, roll a d10 and consult the Desert Encounter Table to see what the characters come across before reaching their destination.

When the characters reach the shrine, read or paraphrase the following:

A ring of fire sitting atop a stone pyramid can be seen in the distance, staring a challenge at you as you ride toward it. Waves of heat emanating from it dance in the air, causing it to shimmer and burn. The ancient pyramid jutting from the center of the rectangular fortress looks as if it was just built recently instead of centuries ago, its smooth stone walls clear of any rubble or cracks of age. A broad set of stairs lead directly to the burning ring at the top of the pyramid, while two large sets of double doors leading into the fortress itself flank them on either side.



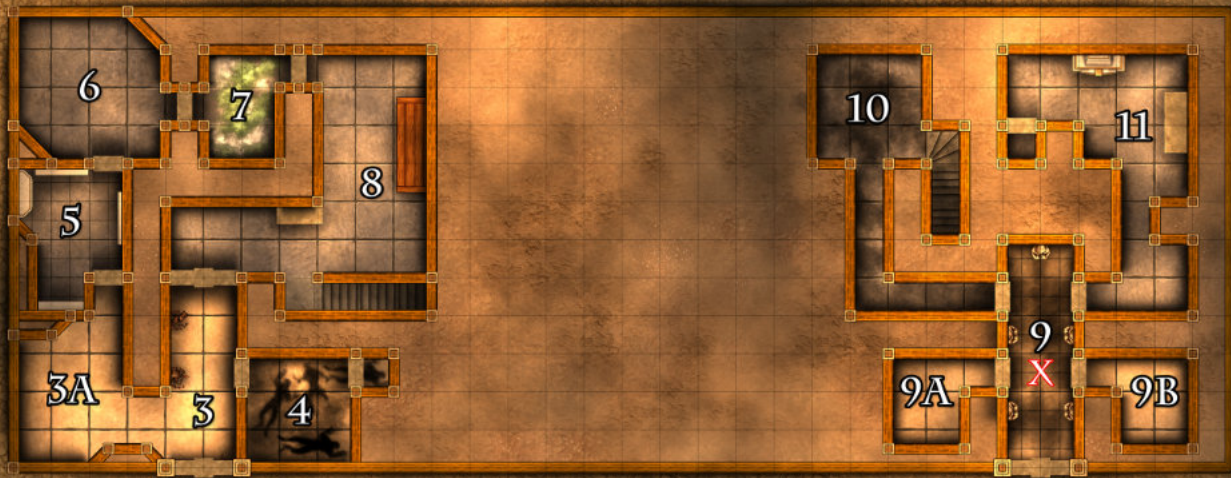
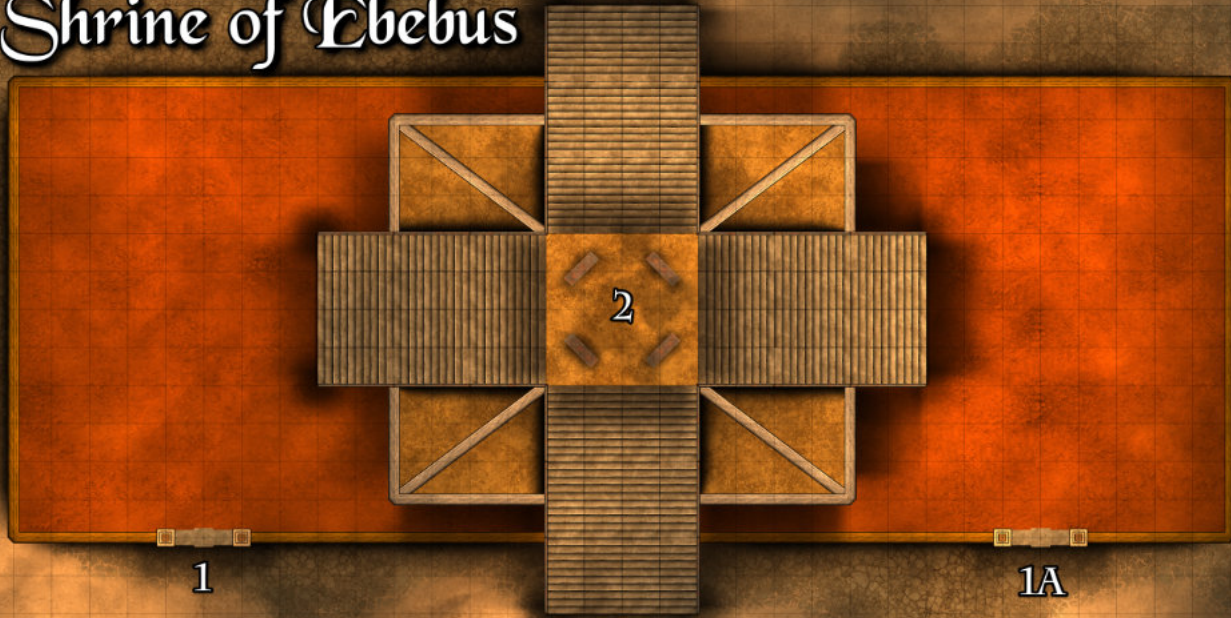
DESERT TRAVEL ENCOUNTERS

1d10

Encounter

- | | |
|----|--|
| 1 | During the night, 2d6 gnoll desert raiders attempt to take the characters' camp by surprise. |
| 2 | A stone doorway carved with faded symbols lies uncovered in the sands and leads to a small room containing only a covered stone sarcophagus. Any character who opens the empty sarcophagus will become afflicted with a rotting curse. While afflicted, their body rots over four days, after which the rotting will stop. They lose their hair by the end of the first day, fingertips and toe tips by the end of the second day, lips and nose by the end of the third day, and ears by the fourth. A <i>regenerate</i> spell restores the missing body parts, and a <i>lesser restoration</i> spell will remove the curse before it completes its course. |
| 3 | 1d4 lamias are hunting for food and supplies in the desert. |
| 4 | As the party travels through a small canyon, they are ambushed by 1 bandit captain with 1d3 berserkers and 3d6 bandits . These are the Flying Fangs, a local crew led by Amreen Azzam, a vicious man with long dark hair and a mangled face from a tiger attack when he was young. He is wanted in Duwara, dead or alive, for a reward of 500 gp or 1,000 gp, respectively. A wanted poster with the reward is in his possession, but the entire crew will flee if more than half the bandits or Amreen is killed. |
| 5 | A starving pack of 1d10 hyenas catch the characters' scent. |
| 6 | The characters find a small oasis where they can rest in peace and replenish supplies from the pond and fruit trees. If they spend the night in the oasis, they awaken in the morning to find that it has disappeared, leaving only sand behind. |
| 7 | 1d4+1 wights burst from the sand as the characters pass them. |
| 8 | Strong winds create a blinding sandstorm that lasts 1d3+1 hours. The characters must succeed on a group DC 15 Wisdom (Survival) check to stay on the path for each hour the sandstorm lasts. For each failed check, roll again on the Desert Encounter Table to see what they stumble across. If the characters fail two or more checks, add one day to their travel time for getting lost. |
| 9 | 1d4 giant scorpions scuttle out from the desert rocks. |
| 10 | Glinting in the sun is a scimitar wedged between two rocks, clutched in a skeleton hand that ends at the wrist. This sword is a +1 <i>scimitar</i> sentient with the soul of a former military captain of the Khemmedar kingdom lost to the sands centuries ago named Al-Akham Nazare. Al-Akham can communicate to the wielder through telepathy and has hearing and darkvision out to 30 feet. The captain's alignment is lawful good, and he has a strong desire for his wielder to protect the weak and vulnerable. If he feels his wielder is not upholding good actions, he will twist in their hands during combat, giving them disadvantage on all attack rolls made with the scimitar. A <i>remove curse</i> spell will release Al-Akham's soul but reduces the weapon to a simple non-magical scimitar. |

Shrine of Ebebus



1 SQUARE = 5 FEET

THE SHRINE OF EBEBUS

The former fortress and current prison of the Archmage Ebebus, the Shrine is a rectangular structure made of large stone blocks with a tall pyramid thrusting from its center. A rift to the elemental plane of fire sits burning at the top of the pyramid, like a watchful eye overlooking the land. Once used to house the Golden Sands Enclave of powerful mages, the complex was built to be both fortress and arcane focus for their attempts to tap into the elemental plane of fire for its power. After the gods Trasklyn and Ares wiped out the enclave and imprisoning Ebebus within, they set a powerful spell on the stones of the entire building, trapping it in time to still appear as it did the day they left it. Filled with magical traps, tricks, and elemental guardians, none have dared to enter the shrine in centuries.

GENERAL FEATURES

These general features are prominent throughout the shrine unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The entire complex is built from the same smooth, sand-colored stone. Smooth ceilings are 12 feet high throughout, and the walls are 5 feet thick. Many rooms and corridors are scarred with scorch marks and battle damage from when the gods of fire waded through the complex in their avatars.

Doors. Typical doors are made of stone slabs set on iron rods inset into the walls. Locked doors can be opened with a successful DC 15 Dexterity check using thieves' tools. Stuck doors can be forced open with a successful DC 15 Strength (Athletics) check. A secret door can be spotted by any character within 5 feet of it who has a passive Wisdom (Perception) score of 20 or higher, or with an active search and a successful DC 17 Intelligence (Investigation) or Wisdom (Perception) check. All doors have an AC of 17, 18 hit points, immunity to poison and psychic damage, and have resistance to acid and fire damage.

Lights. There are torches enchanted with *continual flame* spells throughout the complex.

Climate. The entire area is under the effects of extreme heat (see extreme heat rules in the DMG) due to a rift to the elemental plane of fire being open at the top of the pyramid.

Divine Protection. Magical means of travel in or out of the complex are blocked by a permanent *forbiddance* spell encompassing the area.



KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the shrine.

1. ENTRANCE

Carved stone pillars flank a set of heavy stone doors engraved with various arcane symbols and imagery.

Any character who spends at least 1 minute studying the symbols and succeeds on a DC 15 Intelligence (Arcana) check will determine they are part of a complex spell for planar travel.

1A. EASTERN ENTRANCE

This set of stone doors are blasted inwards and are heavily scarred with scorch marks. This was the entrance the gods of fire used to infiltrate the complex. Any character looking at the scorch marks who succeeds on a DC 12 Wisdom (Perception) check will determine they are centuries old.

2. ELEMENTAL RIFT

Sitting atop the 50-foot-high pyramid is a 40-foot-square platform with wide stone steps leading down in the four cardinal directions. An open rift to the elemental plane of fire floats above the center and is held open by the power of the *Rod of Ebebus*. It can only be closed by Ebebus's command using the rod (see *Freeing Ebebus*, Appendix). Intense heat pours out from the rift, and any creature who comes within 20 feet of it or starts its turn there must make a DC 15 Constitution saving throw, taking 9 (2d8) fire damage on a failed save and gaining 1 level of exhaustion, or half as much damage on a successful save. The DC of the save and the damage received doubles for every 5 feet of distance closer to the rift.

3. FOYER

The shattered remains of ancient clay pots and corroded pieces of metal that may have once been swords litter the floor of this chamber. The ten-foot-wide and twenty-foot long room ends in a pair of stone doors to the north, while a smaller door is in the eastern wall. The smell of sulfur wafts through the air from a hallway to the west.

Encounter. The death dogs lounging in area 3a will become aware of characters entering this room if they make too much noise.

Treasure. Any character who searches the junk will find a single ancient sword that is mostly intact with a brass pommel and jade inset in the hilt. The jade is worth 50 gp, but the ancient sword as a whole is worth 300 gp to a collector of antiquities.

3A. GUARD DOGS

Four **death dogs** are lounging here who attack any characters they become aware of.

4. GUARD ROOM

The door to this room is black from soot and is stuck (see General Features). Read aloud the following when the characters enter the room:

Blackened skeletons clad in ancient armor lie scattered among pieces of broken stone furniture. Blackened scorch marks radiate from the doorway and into the room, covering every surface.

Treasure. A search through the remains and a successful DC 15 Intelligence (Investigation) check uncovers a *potion of heroism* tucked into a protective pouch on the waist of one of the warriors.

5. OFFICE

An elaborately carved ancient stone desk sits in the corner of this small room. Shelves holding only dust are inset in every wall.

6. LIVING QUARTERS

A wave of heat emanates from the very stones of this room. The cloying air shimmers with heat and smoke.

Hazard. Due to the perpetually heated ground, any creature that ends its turn standing on the floor of this room must make a DC 12 Constitution saving throw or take 3 (1d6) fire damage. This DC increases by 1 for every consecutive turn that creature ends its turn in this room. Creatures resistant or immune to fire damage automatically succeed on this save.

Encounter. There is a **salamander** and two **dust mephits** nested in this room.

Treasure. Wrapped around the salamander's neck is a *periapt of health* shaped like a tall gold and onyx collar in the form of closed wings.

7. SMOKE ROOM

Acrid smoke fills the air, pouring from a hanging brass brazier in the center of this room.

Hazard. Any creature that enters the smoke, or starts its turn there must make a DC 17 Constitution saving throw and take 13 (3d8) fire damage and begin to suffocate on a failed save. On a success, they take half damage and do not suffocate. Creatures resistant or immune to fire damage automatically succeed this save.

8. GRAND HALL

This broad L-shaped chamber is marred with streaks of blast marks along the walls. A stone cabinet sits against the corner just opposite a stairwell leading down, and a long table of petrified wood sits against the easternmost wall.

9. FOYER

Statues of hooded mages line the walls of this scorched chamber. Four broken stone doors lay burst apart in their empty frames.

Trap. A pressure plate in the center of the room (as noted on the map) triggers a fire-breathing statue trap. The pressure plate can be found with a successful DC 15 Wisdom (Perception) check. Triggering the trap causes a 30-foot cone of fire to shoot from the statue in the center of the northern wall. Each creature in the area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

9A. ARMORY

Stacks of ancient armor and corroded weapons are pushed into the corners of this small room.

Treasure. A search of the stacks and a successful DC 15 Intelligence (Investigation) check will uncover an intact breastplate that weighs 20 pounds and is worth 600 gp to a collector of antiquities. The rest of the metal here is too ancient to repair and too corroded to be of any value.

9B. STORAGE

Pieces of petrified wood and a handful of corroded iron hoops from barrels that were once stored here lay scattered on the ground.

10. SCORCHED CHAMBER

The ceiling of this room is completely covered in black moss that blends in with the scorched stone. Anyone coming within 10 feet of the growth who succeeds on a DC 15 Wisdom (Perception) smell check will notice a faint sweet floral smell coming from it. This moss is sensitive to movement, and a Small or larger creature coming within 1 foot of it causes the moss to combust spontaneously. Any creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save or half as much damage on a successful one. The black moss feeds on fire and will grow 5 feet in the direction of any flame. It is vulnerable to and will be destroyed by cold and radiant damage, sunlight, or any disease-curing magic.

11. DINING HALL

Long stone tables sit crumbling against the walls, and a thick layer of soot covers every surface. An ancient hearth sits cold and empty with corroded eating utensils lying strewn across the stone floor. The sound of a roaring fire fills the air as two figures of living flame stride forward from the north.

Encounter. Two *fire elementals* guard this room against any intruders.

Treasure. A locked door (see General Features) in the northwestern section of the hall opens into a small storage closet holding the ancient remains of a former enclave member. Clutched in the skeleton's hands is a gold-embossed spellbook containing the following spells: *Continual Flame*, *Blur*, *Fireball*, *Tiny Hut*, *Fire Shield*, *Chain Lightning*, *Contingency*.

12. LOWER HALLWAY

A sizable ornate tapestry covered in soot hangs on the southern wall of this scorched hallway, and ancient lie skeletons scattered across the floor.

Mangled skeletons lie in the odd positions where they fell centuries ago when the gods blasted their way

through here. A character who spends an hour cleaning the tapestry will reveal a scene depicting Ebebus and the Golden Sands Enclave seated around a table with a map of the ancient kingdom that used to be in this area of the Muhar Desert. This includes markings for cities and other locations that have long since disappeared and are awaiting rediscovery.

12A. CURSED WATER

Tucked into a small alcove in this room sits a small basin of crystal clear water. The blindfolded face of a man is carved into the wall above the basin, and a stream of water pours from its mouth into the water below.

Any creature that drinks from the fountain experiences a random magical effect, determined by rolling a d6 and consulting the Cursed Water Effects table. Water removed from the basin loses its magical effect and becomes plain water.

CURSED WATER EFFECTS

16	Effect
1	The creature drinking the water must make a DC 12 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a successful one.
2	The creature drinking the water gains one short-term madness effect (see madness rules in the DMG).
3	The creature drinking the water magically has its skin color change to a bright rainbow hue. A <i>remove curse</i> spell restores the creature's natural skin tone.
4	The creature drinking the water has an eye appear on their forehead for the next 10 minutes gains proficiency in Wisdom (Perception) checks that rely on sight.
5	The creature drinking the water gains 2d10 temporary hit points.
6	Re-roll twice on this table, ignoring additional rolls of 6 and doubled rolls.

13. PUZZLE ROOM

Four pedestals sit in the corners of this room, each with an arcane symbol etched into the front. Checkered one square foot tiles carved with similar arcane symbols cover the floor. These symbols fade in and out of each tile to be replaced with a new symbol every few seconds.

Any character who has seen the symbols in area 20 and succeeds on a DC 12 Wisdom (Perception) check will recognize the symbols in this room as mimicking the same style as that area. The symbols on the pedestals correspond to the four elements of earth, air, water, and fire. The characters must place a non-

magical form of an element on a tile as it displays that element. There is a two-step process for a character to do this, as follows:

- A character who succeeds on a DC 15 Intelligence (Arcana) check will determine the rotating symbols' pattern.
- That character can make a DC 15 Dexterity (Athletics) check to place the elemental material onto the correct tile in time. This check is made at disadvantage if the Intelligence (Arcana) check failed.

Any attempts to use a magical form of an element, failing the Dexterity check to place the non-magical material, or placing the wrong material on a tile will trigger a *blade barrier* spell that fills the room and lasts 1 minute.

When a non-magical form of each element touches their matching symbols on the floor tile, a flame appears above the corresponding pillar and locks that tile's symbol from fading in and out. Each flame lasts for 1 minute before it dissipates, and whatever material used on the tile will be used up with a spark and puff of smoke.

When all four pedestals are activated together, the *wall of force* in area 20 is released, and all of the symbols on the floor disappear, leaving only the flames on the pedestals to remain.

14. PREPARATION CHAMBER

A circular basin with seating is inset in the floor of this small room. Seated around the basin in meditative positions is a group of red-skinned warriors with flames for hair and gold-edged leather armor. At the sound of the opening door, they break from their trance and reach for their battleaxes.

Encounter. These four fiery **berserkers** have immunity to fire damage and fight to the death.

Treasure. Searching the berserkers will uncover a carved ivory and jade statuette of broken-winged angel worth 400 gp to an antiquities collector.

15. STORAGE

Broken pottery and the remains of crumbling crates and barrels litter the floor of this room.

A character who searches the room and succeeds on a DC 15 Intelligence (Investigation) check uncovers a loose stone in the floor. Underneath is a pouch containing ten emeralds worth 25 gp each, and a

human skull engraved with arcane symbols filled with gold worth 100 gp that can be used as an arcane focus.

16. PITTED HALLWAY

Ornate relief carvings of a lush forest cover the walls of this hallway.

Three 20-foot-deep pit traps (as noted on the provided map) are spread out down the hall. The line in the floor for each pit can be noticed individually with a successful DC 15 Wisdom (Perception) check. Triggered trap doors swing up to lock themselves in place (see doors in General Features) and anyone falling into one takes 7 (2d6) bludgeoning damage.

Secret Door. The secret door (see General Features) can be opened by pushing on a specific leaf on a carving of a large tree, revealing a tunnel sloping down.

16A. ENCLAVE HOARD

The treasure vault is filled with wooden chests that burst open centuries ago as the wood weakened. There is a total of 4,765 gp, a brass crown (100 gp), a box of carved jade chess pieces (250 gp), a gold ring inset with bloodstones (100 gp), and an ornate tapestry of an ancient battle scene (100 gp).

17. A QUIET PLACE

The walls of this hallway are covered in relief carvings of mountain passes and birds in flight. A heavily damaged, thick curtain hangs from the center of the northern wall.

A small area in the northern wall holds the wooden remains of a lounging couch and a brass hookah with missing hoses. A *detect magic* spell cast on the hookah reveals it has an aura of transmutation magic. This enchanted hookah turns any potion poured in its water into a vapor that can affect up to 1d4+1 smokers. It takes a full minute of smoking to gain the potion's effects.

18. GALLERY

Ancient wood and metal frames hold paintings distorted by the heat.

Treasure. While the paintings are worthless, there are three ornate frames worth 100 gp each to an antiquities collector. These can be picked out of the group with a successful DC 15 Wisdom (Perception) check.



19. LIBRARY

Stone shelves crammed with warped books and charred scrolls cover the walls of this room. The snap and snarl of angry hounds greet the opening of the door.

Encounter. Six death dogs guard this room from intruders.

Secret Door. The secret door (see General Features) can be opened by pushing on a hidden lever in the corner of a shelf, opening a doorway to area 21.

Treasure. A character who spends at least 1 minute searching the shelves and succeeds on a DC 17 Intelligence (Investigation) check uncovers a *spell scroll of modify memory*.

20. DISPLAY HALL

Stone pillars that resemble melted candles sit under the charred remains of ancient tapestries. A warped silver-framed mirror hangs on the eastern wall, its blackened surface bubbled and scorched. A slightly glowing wall of light blocks the set of double doors to the west, colorful arcane symbols glowing and shifting along its surface.

The glowing wall is a *wall of force* that can be deactivated only by solving the puzzle in area 13 or destroyed with a *disintegrate* spell.

21. PRISON CHAMBER

Two rows of stone pillars hold up the thirty-foot-high ceiling of this massive chamber. The sharp smell of ozone fills the air, along with the crackle of power. Hanging suspended in the center of the room above a glowing red magic circle is a cube made of crackling energy holding an elderly human male floating in the lotus position. Standing with its arms crossed and horned face staring in quiet contemplation is a hulking red-skinned figure bearing a massive scimitar sheathed on its back. Its eyes instantly snap to attention as it realizes it's not alone. Smiling wryly, the figure bows in your direction, "Well met, strangers. I am the Grand Magister Rifq el-Attar. Whom do I have the pleasure of meeting today?"

The figure in the *forcecage* is the **archmage** Ebebus, and the red-skinned figure is the **elder efreeti** (see Appendix) Rifqa el-Attar. Ebebus is in a deep meditative trance and unaware of his surroundings. The magic circle below the cage was put in place by Trasklyn and Ares to keep him drained of spell slots and power his prison.

Hazard. Any spellcaster that ends their turn in the space occupied by the magic circle below Ebebus' cage

will lose their highest-level spell slot. Any spell slots lost in this way can only be recovered by a long rest.

Encounter. Rifqa el-Attar has been starved for conversation for centuries and will tell the tale of Ebebus (see Background) in exchange for information about the current state of the world. At any time during the conversation, a character who succeeds on a DC 15 Wisdom (Perception) check will notice an ornate rod tucked into the back of Rifqa's waistband—the *Rod of Ebebus* (see Appendix). When the conversation winds down, Rifqa will express her thanks for the exchange and regret for having to kill them all before readying her sword.

FREEING EBEBUS

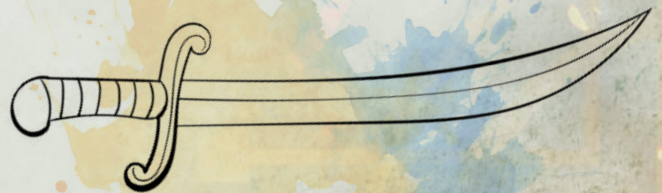
Once Rifqa has been defeated, Ebebus breaks from his trance and addresses the party politely, asking them to break the spell holding him in the cage. If the characters are reluctant to do so, he will honestly state he has no desire to harm them, can help them close the elemental rift to the plane of fire as he is the only one with the knowledge of how to do so, and will give them the location of his hidden treasure (area 16a).

If the characters release him, he will require his rod to close the rift and will retrieve it from Rifqa's corpse or request it from the characters if they already looted it. If necessary, he honestly swears he will return it if need be—he considers it their reward for his rescue. Ebebus will close the elemental rift through a mental command using the rod, after which he returns it with his thanks. He removes the *forbiddance* spell on the complex and thanks the characters one last time and warns them they may now have a pair of angry gods to look out for before teleporting away.

CONCLUSION

If the characters helped Ebebus to escape, they have succeeded in closing the elemental rift and stopping the extraneous heating of the Muhar Desert. In doing so, they also caught the attention of celestial beings who will not be happy to have their plans interfered with. The characters may run into followers of Trasklyn and Ares in the future who are looking for vengeance.

If the characters did not free Ebebus and close the rift, they will need to find another person experienced in closing planar tears and return with them. The town of Verastar is abandoned as the water finally runs dry and the heat continues to expand, slowly turning the desert into a barren wasteland devoid of all life.



APPENDIX

ELDER EFREETI

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 137 (11d10 + 77)

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 +8, Wis +7, Cha +8

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Common, Ignan

Challenge 13 (10,000 XP)

Legendary Resistance (3/day). If the efreeti fails a saving throw, it can choose to succeed instead.

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The efreeti's innate spell casting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day: *enlarge/reduce*, *tongues*

1/day each: *conjure elemental (fire elemental only)*, *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

ACTIONS

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

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

LEGENDARY ACTIONS

The efreeti 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. The efreeti regains spent legendary actions at the start of its turn.

Move. The efreeti moves up to its movement speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The efreeti makes a Scimitar or Hurl Flame attack.

ROD OF EBEBUS

Wondrous item (rod), rare (requires attunement)

Crafted from a broken portion of a *staff of the magi*, this rod can be used as an arcane focus. Fitted atop the rod is a crystal orb that can store spells, holding them until the attuned wearer uses them. The rod can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels of stored spells chosen by the GM.

Any creature can cast a 1st- through 5th-level spell into the rod by touching the orb as the spell is cast. The spell has no effect other than to be stored in the rod. If the rod can't hold the spell, the spell slot is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wielding this rod, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the rod is no longer stored in it, freeing up space.



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