KIXEXA CREATURE 11

UNIQUE LE LARGE ELEMENTAL FIRE GENIE

Converted by VaranSL

Perception +18; darkvision, detect magic

Languages Common, Draconic, Ignan, Osirian

Skills Acrobatics +21, Arcana +19, Crafting +19, Deception +22, Intimidation +22, Nature +19, Stealth +21, Osirian Lore +19

Str +6, Dex +4, Con +5, Int +2, Wis +3, Cha +7

Items jewelry worth a total of 100 gp

AC 29; Fort +22, Ref +19, Will +20

HP 150; Immunities fire; Weaknesses cold 12

Speed 25 feet, fly 35 feet

Melee ❖ fist +23 [+19/+15] (agile, magical, reach 10 feet), Damage 1d4+6 bludgeoning plus 3d6 fire

Primal Spontaneous Spells DC 32, attack +24; 6th chain lightning, fireball, repulsion;
5th banishment, elemental form, flammable fumes, stormburst; 4th fire shield, freedom of movement, stoneskin, wall of fire; 3rd blazing dive, elemental annihilation wave, fireball, haste;
2nd continual flame, darkness, resist energy, scorching ray; 1st burning hands, fear, fleet step, pass without trace; cantrips (6th) gouging claw, electric arc, prestidigitation, read aura, sigil

Arcane Innate Spells DC 32, attack +24; 7th plane shift (at will; to Astral Plane, Elemental Planes, or Material Plane only); 5th illusory object; 4th gaseous form, invisibility (×2); cantrips (6th) produce flame Constant detect magic

Burning Grasp (fire) When Kixexa grabs a creature, that creature takes 3d6 fire damage, and takes 3d6 fire damage at the end of each of its turns as long as it remains grabbed.

Change Size (arcane, concentrate, polymorph, transmutation); Frequency Once per day. Effect Kixexa changes a creature's size. This works as a 4th-level *enlarge* or *shrink* spell but can target an unwilling creature (DC 32 Fortitude save negates).

Combat Grab Requirements Kixexa has one hand free. Effect Kixexa makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in Kixexa's free hand.

Overwhelming Energy Kixexa alters her spells to overcome resistances. If the next action she uses is to Cast a Spell, the spell ignores the target's resistance to acid, cold, electricity, fire, or sonic damage up to resistance 11. A creature's immunities are unaffected.