BLACK JINNI CREATURE 16

RARE CE LARGE ELEMENTAL AIR GENIE

Converted by VaranSL

Perception +27; darkvision, detect magic, sand sight

Languages Ancient Osiriani, Aquan, Auran, Ignan, Terran

Skills Acrobatics +29, Deception +28, Intimidation +28, Religion +25, Stealth +31 (+33 to Hide in storms or clouds)

Str +6, Dex +9, Con +5, Int +3, Wis +5, Cha +8

Items +2 greater striking scimitar

AC 37; Fort +25, Ref +31, Will +27

HP 275; Immunities electricity; Resistances fire 15; Weaknesses good 15

Sand Cloud (aura, conjuration, electricity, primal) 10 feet. The black jinn is surrounded by electrically-charged sand and is concealed. The aura can be dispersed by If wind disperses the aura, it returns automatically at the start of the black jinn's turn. A creature that starts its turn in the aura takes 1d6 electricity damage.

Sand Sight The black jinn ignores the concealed condition from dust and sand.

Speed 25 feet, fly 40 feet

Melee ❖ scimitar +32 [+27/+22] (forceful, magical, reach 10 feet, sweep), Damage 3d6+13 slashing plus 2d6 electricity and 2d6 evil

Melee ❖ shocking touch +31 [+27/+23] (agile, electricity, finesse, magical, reach 10 feet), Damage 3d10 electricity plus 2d6 evil and 2d6 persistent electricity

Ranged ♦ lightning spear +31 [+26/+21] (electricity, magical, range increment 30 feet), Damage 3d8 piercing plus 2d6 electricity and 2d6 evil

Innate Arcane Spells DC 36, attack +28; 7th cloudkill, plane shift (at will; to Astral Plane, Elemental Planes, or Material Plane only); 6th chain lightning; 4th creation, gaseous form; 3rd illusory creature, illusory object; 2nd enhance victuals (at will), invisibility (at will; self only), obscuring mist (at will); Constant (4th) detect magic

Create Spawn (arcane, necromancy) If a creature with the humanoid or genie trait dies after being reduced to 0 HP by Shocking Touch, the victim rises as an undead in 1d4 rounds. Humanoids rise as a zombie while genies rise as ghuls.