

Efreeti, Lesser

Elemental Monster

Defense 13, **AR** 0, Enchanted

Immunities Fire

Vulnerabilities Cold

Health 65, **Speed** 8, Fly 12, Hover

Senses Night Vision

+2 Communication (Deception)

+2 Constitution

+1 Cunning

+3 Dexterity (Stealth)

+4 Magic

+2 Perception (Empathy)

+6 Strength (Intimidation)

+2 Willpower

Melee Fist +3 (1d6+6*)

Favored Stunts: Dual Strike and Mighty Blow.

Weapon Groups: Brawling

Powers

Heat Aura [Fire]: The Efreeti deals +2 damage to all it touches, punches or grapples.

Invisibility: The genie can become unseen with a Major action and remain so indefinitely. They become visible if they attack.

Wonders: Genies can perform wonders with a Major action, but after each magical feat roll 1d6. If the result is a 1, that wonder cannot be performed again until the following day.

Create Feast: The genie can conjure enough food and drink to satisfy a dozen people once per day. The food spoils after 24 hours.

Create Temporary Goods: The genie can conjure 100 lbs. worth of metallic or stone goods, which dissipate after an hour.

Create Permanent Goods: The genie can conjure up to 100 lbs. of wood, paper or cloth goods.

Pillar of Flame Form: Efreeti can turn into a column of fire which lights flammable objects on fire and deals 2d6 fire damage to anyone the Efreeti touches. It can maintain this form for 1 minute, and may not return to Pillar turn within the same hour.

Trickery [Illusion]: The genie can conjure an illusion affecting sight and sound and lasts indefinitely, but immediately dissipates upon being touched by a creature with will.

Wall of Fire [Fire]: Efreeti may summon up a wall of roaring flames up to 40 yards in length and 3 yards high which stays put where placed and lasts for up to 10 minutes. Anything that enters the perimeter takes 1d6 + Magic (4) damage.

An efreet is a large humanoid with pointed ears, surrounded at all times by a cloud of smoke. They

Grade C

can choose to dismiss this cloud as well as to appear to be human if needed. Normally however, they sport deep red skin, glowing eyes and an unbridled arrogance. They are honorable, but cruel creatures and if given free reign will wreak havoc on innocents and their summoner if they can get away with it. Even when controlled, efreeti seek to pervert the intent of every command given to them.

Efreeti speak Elemental Common with the Fire dialect and are constantly at war for dominance against all comers with the exception of the fire elementals, and bear a special hatred for the djinni.

If encountered on the Plane of Fire, they gain Immunity to Earth attacks, and Spell Resistance +2. They can also see Invisible creatures at will.

