



IFRIT BOOKBURNER

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)

Skills Arcana +7, History +7
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Primordial (Ignan)
Challenge 12 (8400 XP) **Proficiency Bonus** +4

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

Innate Spellcasting. The Ifrit Bookburner 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: detect magic

3/day each: enlarge/reduce, tongues

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

Magic Resistance. The Ifrit Bookburner has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Ifrit Bookburner 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) stashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, reach 120 ft., one target. **Hit:** 17 (5d6) fire damage.

Arcane Immolation (Recharge 5-6). As an action, the Ifrit Bookburner targets all books, scrolls, and similar objects containing written language or knowledge within 90 feet.

Effect on Held Objects: Any creature holding an object (including spellbooks or scrolls) must make a Dexterity saving throw DC 15.

Consequences of Failed Save: On a failed save, the object ignites, inflicting 7 (2d6) fire damage to the holder. The holder must then make the same saving throw at the start of the Ifrit Bookburner's next turn. Failing this second save results taking additional damage and the object is destroyed turning into ash.

Effect on Unattended Objects: Mundane objects not in the possession of player characters automatically fail their saving throw and are instantly turned to ash.

Extinguishing Fires: Objects set ablaze by this effect can be extinguished if a creature uses an action to do so, thereby preventing the object's destruction.

"Ifrit Bookburner" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



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