Taraz the Fair

Name

Size	Type	Alignment
Large	Elemental	Lawful Evil

AC: 17 (natural armor)

HP: 200 (16d10+112)

Speed: 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22	12	24	16	15	16
+6	+1	+7	+3	+2	+3

Senses: Darkvision 120 ft.

Passive Perception	Challenge	XP
12	11	7,200

Languages: Ignan

Traits

Saving Throws, Int +7, Wis +6, Cha +7
Damage Immunities fire

Features

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

Innate Spellcasting. The efreeti's innate spell casting 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: *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:* +10 to hit, reach 5 ft. , one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

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

Iskander

Name

Size	Type	Alignment
Medium	Humanoid (human)	Neutral Evil

AC: 12 (15 with mage armor)

HP: 40 (9d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	14	11	17	12	11
-1	+2	+0	+3	+1	+0

Senses:

Passive Perception	Challenge	XP
11	6	2,300

Languages: Common, Chondothan, Draconic, Thayan

Traits

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6

Features

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared :

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions
Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Lennithon

Name

Size	Type	Alignment
Huge	Dragon	Lawful Evil

AC: 19 (natural armor)

HP: 225 (18d13+108)

Speed: 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25	10	23	16	15	19
+7	+0	+6	+3	+2	+4

Senses: Blindsight 60 ft., Darkvision 120 ft.

Passive Perception	Challenge	XP
22	16	15,000

Languages: Common, Draconic

Traits

Saving Throw Dex +5, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +5
Damage Immunities lightning

Features

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

Actions
Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions
The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a ·DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.