

Name: Sultan Azarak, Efreeti Emperor of the City of Brass

Size: Large

Type: Elemental (Efreeti)

Alignment: Lawful Evil

Challenge Rating: 22 (41,000 XP)

Armor Class: 22 (Empowered Efreeti Chain)

Hit Points: 385 (35d10 + 175)

Speed: 40 ft., fly 60 ft.

Attributes:

- STR: 26 (+8)
- DEX: 18 (+4)
- CON: 20 (+5)
- INT: 18 (+4)
- WIS: 16 (+3)
- CHA: 24 (+7)

Saving Throws: Str +15, Con +12, Wis +10, Cha +14

Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: Fire, Poison

Condition Immunities: Charmed, Frightened, Poisoned

Senses: Darkvision 120 ft., Passive Perception 20

Languages: Ignan, Common, Infernal, Telepathy 120 ft.

Abilities:

- **Legendary Resistance (3/Day):** If Azarak fails a saving throw, he can choose to succeed instead.

- **Empowered Efreeti Chain (Artifact):** Grants AC 22, immunity to fire damage, resistance to all spell damage, and advantage on saving throws against spells and magical effects.
- **Artifact Scimitar - Flame of Conquest:** Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 25 (4d6 + 8) slashing damage plus 21 (6d6) fire damage. On a critical hit, the target must succeed on a DC 20 Constitution saving throw or take an additional 6d6 fire damage and become stunned until the end of its next turn.
- **Helmet of the Ancient Sultan:** Grants advantage on Wisdom and Charisma saving throws, and allows Azarak to cast Dominate Person (DC 22) once per day without concentration.

Actions:

- **Multiattack:** Azarak makes three scimitar attacks or casts one spell and makes two scimitar attacks.
- **Firestorm (Recharge 5-6):** Azarak conjures a firestorm in a 60-foot radius at a point he can see within 150 feet. Creatures in the area must succeed on a DC 22 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save, or half as much on a successful one.

Spellcasting: Azarak is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He knows the following sorcerer spells:

- Cantrips (at will): Fire Bolt, Prestidigitation, Mage Hand
- 1st level (4 slots): Shield, Magic Missile
- 2nd level (3 slots): Misty Step, Scorching Ray
- 3rd level (3 slots): Counterspell, Fireball
- 4th level (3 slots): Banishment, Wall of Fire
- 5th level (2 slots): Hold Monster, Flame Strike
- 6th level (1 slot): Disintegrate
- 7th level (1 slot): Delayed Blast Fireball
- 8th level (1 slot): Incendiary Cloud

Legendary Actions (3/turn): Azarak can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn.

- **Flaming Command (1 action):** Azarak commands a target within 60 feet to move up to half its speed in a direction he chooses. The target must succeed on a DC 22 Wisdom saving throw or obey.
- **Imperial Strike (2 actions):** Azarak makes one attack with Flame of Conquest.
- **Summon Flames (3 actions):** Azarak summons 1d4 Fire Elementals (CR 5 each) that appear within 60 feet and act on the same initiative count immediately after Azarak's turn.

Lair Actions: On initiative count 20 (losing ties), Azarak takes a lair action:

- Flames erupt, dealing 4d10 fire damage to each creature within 30 feet of Azarak (DC 22 Dexterity save for half damage).
- Thick smoke fills a 60-foot radius, obscuring vision until initiative count 20 next round.
- Azarak teleports to any point within 60 feet, leaving a fiery blast behind dealing 4d10 fire damage to creatures within 10 feet (DC 22 Dexterity save for half).