



DJINN OF THE TEMPEST

Large Elemental, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +8, Wis +8, Cha +9
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 14
Languages Auran
Challenge 12 (8,400 XP)

Elemental Demise. If the Djinn of the Tempest dies, its body disintegrates into a warm breeze, leaving behind only equipment the Djinn of the Tempest was wearing or carrying.

Innate Spellcasting. The Djinn of the Tempest's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, thunderwave*
 3/day each: *create food and water* (can create wine instead of water), *tongues, wind walk*
 1/day each: *call lightning, control weather, conjure elemental* (air elemental only), *creation, gaseous form, greater invisibility, major image, plane shift*

Variants: Genie Powers. Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises. Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the disguise self spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the true polymorph spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well.

Wishes. The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year), and cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence.

To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the wish spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

ACTIONS

Multiattack. The Djinn of the Tempest makes three scimitar attacks.

Scepter. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) lightning or thunder damage (Djinn of the Tempest's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the Djinn of the Tempest can see within 120 feet of it. The whirlwind lasts as long as the Djinn of the Tempest maintains concentration (as if concentrating on a spell). Any creature but the Djinn of the Tempest that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The Djinn of the Tempest can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the Djinn of the Tempest loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

BONUS ACTIONS

Tempestuous Escape (Recharge 4-6). After taking damage the Djinn of the Tempest teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Stormy Rebuke (Recharge 4-6). When the Djinn of the Tempest is hit by an attack, it can use its reaction to force the attacker to make a DC 17 Dexterity saving throw, taking 10 (2d10) lightning or thunder damage (Djinn of the Tempest's choice) on a failed save, and half as much damage on a successful one.

"Djinn of the Tempest" by Christopher Ginn @ www.TheDungeonGeek.net
 Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



The Dungeon Geek™
 Fantasy Maps & More

#creatuinary2024