

THE DREAM GENIE

Adventurers in search of soothsaying often seek out enigmatic dream genies. These bulbous elementals are *supposedly* masters of divination; in truth, their innate fortune telling abilities are limited at best. Most dream genies are far more interested in what *may* come to pass than what will. They're intensely curious and often behave in manners many would consider bizarre. Are they performing some sort of ritual? Attempting to peer into the beyond? Perhaps busy manipulating some poor soul's nightmares? More likely, when a traveler spies a dream genie engaging in some inexplicable undertaking, there may simply be no reason for their idiosyncrasies. Dream genies tend to get lost in their own thoughts, oblivious to the equally strange reality in front of them.



DREAM GENIE

Small elemental, chaotic neutral

Armor Class 10

Hit Points 26 (4d6 + 12)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	16 (+3)	10 (+0)	19 (+4)	9 (-1)

Saving Throws Con +5, Wis +6

Skills Insight +8, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities grappled, prone, restrained

Senses truesight 120 ft., passive Perception 16

Languages Celestial, Common, Primordial

Challenge 1 (200 XP)

Amorphous. The genie can move through a space as narrow as 1 inch wide without squeezing.

Elemental Demise. If the genie dies, its body disintegrates into glossy bubbles, leaving behind only equipment the genie was wearing or carrying.

Foresight. The genie can't be surprised and gains a +1 bonus on attack rolls and saving throws. As a bonus action, the genie can bestow this effect upon a willing creature within 5 feet of it. The effect lasts until the start of the genie's next turn.

Innate Spellcasting. The genie's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *acid splash*, *guidance* (can be cast a bonus action)
2/day: *augury*
1/day: *dream*

ACTIONS

Bubble Punch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) acid damage.