

THE DELIRIUM GENIE

Born not of the elements but of pure madness incarnate, delirium genies roam desert dunes in search of travelers and settlements to torment. While most genies are haughty creatures who can be appeased with flattery, merely witnessing the gaze of delirium genie might turn a heroic adventurer into a babbling lunatic. It is difficult to ascribe "personalities" to these barely sentient clouds of malice; their only desire seems to be creating storms, warping the terrain, and unleashing treacherous magical disturbances.

Amorphous Horror. Delirium genies are highly volatile in shape and form. Though they may initially present as demonic entities, their rapidly morphing silhouette has been known to induce nausea in onlookers.



DELIRIUM GENIE

Huge elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	18 (+4)	22 (+6)

Saving Throws Con +7, Wis +8, Cha +10

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, grappled, petrified, restrained

Senses darkvision 120 ft., passive Perception 18

Languages Primordial

Challenge 11 (7,200 XP)

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

Aura of Ruin. At the start of each of the genie's turns, each creature within 30 feet of it must succeed on a DC 16 saving throw, or gain one random flaw from the Short-Term Madness table in the DMG. The flaw lasts until the start of the genie's next turn.

Elemental Demise. If the genie dies, its body disintegrates into a swirling cloud of smoke, leaving behind only equipment the genie was wearing or carrying.

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

ACTIONS

Multiattack. The genie makes three Corrupting Gaze attacks.

Corrupting Gaze. *Melee or Ranged Spell Attack:* +10 to hit, reach 10 ft. or range 150 ft., one target. *Hit:* 34 (8d6 + 6) psychic damage.

Searing Blast (Recharge 6). Each creature within 20 feet of the genie must succeed on a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Also on a failure, the target is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 14 (4d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.