

THE WILD GENIE

If you've ever stumbled on a garden in the middle of a desert, a massive sequoia in a prairie, or a luscious fern on a snow capped mountain, you may have accidentally discovered the work of a wild genie. These gregarious elementals are master cultivators, able to summon any manner of plant life out of thin air. Particularly extroverted wild genies may choose to act as generous benefactors to mortal friends in need of a green thumb. Though other genies may look down on those fraternizing with non-magical riffraff, wild genies are free thinkers, unbounded by the conventions of their peers.

Blabbermouths. If you befriend a wild genie, make sure not to confess any embarrassing secrets! Wild genies are notorious gossips, and it's likely every squirrel, sparrow, and raccoon in a 5-mile radius will end up hearing about your awkward rash.



WILD GENIE

Medium elemental, neutral good

Armor Class 11
Hit Points 32 (5d8 + 10)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4
Skills Medicine +6, Nature +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan, Terran
Challenge 1 (200 XP)

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

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: *druidcraft*, *moonbeam*
2/day each: *entangle*, *goodberry*
1/day each: *awaken*, *heroes' feast*

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

Rapid Growth (1/Day). The genie spontaneously grows a tree in a space within 30 feet of it as a bonus action. The tree is Large and can be of any type the genie knows. If the tree lacks the room to be Large, it attains the maximum size possible in the space available.

Each creature in the space of the tree is pushed 10 feet out of its space. In addition, each of those creatures must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone. On a success, the creature can choose to hold on the tree instead of being pushed out of the tree's space. The genie automatically succeeds on the saving throw.

Speak With Plants and Beasts. The genie can communicate with beasts and plants as if they shared a language.