

THE SPARK GENIE

Those who befriend these smallest of elementals initially feel as though they've hit the jackpot. Spark genies dazzle mortals with their marvelous displays of both artistic prowess and magical electromagnetism. Virtuoso musicians and endlessly useful multitools all in one. What's not to love? Of course, spark genies are as prone to bursts of inspiration as they are to rapid mood swings. One moment they'll be serenading you while starting a campfire, and the next they'll be shocking you with blasts of electricity. A spark genie can never be truly tamed - that would be like catching lightning in a bottle.



SPARK GENIE

Tiny elemental, chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +4

Skills Performance +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities grappled, petrified, restrained

Senses darkvision 30 ft., passive Perception 11

Languages Auran, Common

Challenge 1/4 (50 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 crackling sparks, 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.

Zapper. As a bonus action, the genie can produce a magical effect in a space the genie can see within 10 feet of it. The effect lasts until the start of the genie's next turn. The genie can choose between the following effects:

Light. The space sheds bright light in a 5-foot radius and dim light for an additional 10 feet.

Magnetic Charge. The space is magnetically charged. Loose tiny objects made of magnetic metal that aren't being worn or carried within 10 feet of the space are drawn 5 feet towards it at the end of the genie's turn.

Flame. A small flame flares up in the space. Flammable objects in the space that aren't being worn or carried ignite.

ACTIONS

Spark. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) lightning damage.