

## THE MEMORY GENIE

Not all genies deal in wishes and elemental manipulation.

Some weave subtler, more emotional magics. Memory genies are able to probe into mortals' thoughts and to empathize deeply with them. While "reading minds" is very clearly a supernatural ability, it might not be quite so obvious that "fully comprehending and sympathizing with another's state of mind" is. Any well-traveled adventure though would attest that having a genie listen, believe their confessions, and validate their emotions is among the most impressive magics found throughout the multiverse.

**Sympathetic Woe.** Memory genies tend to be deeply troubled. Understanding the pain of others does not always allow them to accept these same emotions in themselves. This can lead to self-destructive behavior, social isolation, and feelings of bitterness or resentment.



### MEMORY GENIE

*Huge elemental, neutral*

**Armor Class** 12

**Hit Points** 47 (5d12 + 15)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	17 (+3)	19 (+4)	6 (-2)

**Saving Throws** Con +5, Wis +6

**Skills** History +5, Insight +6, Perception +6, Religion +5

**Damage Vulnerabilities** psychic

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, prone

**Senses** truesight 120 ft., passive Perception 16

**Languages** Common, Primordial

**Challenge** 3 (700 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 shimmering dust, leaving behind only equipment the genie was wearing or carrying.

**Immemorial Memory.** The genie remembers everything it has ever experienced.

#### MEMORY WHIPLASH

At the DM's discretion the Memory Probing's whiplash may transmit short sequences of the genie's memory to the target. The target knows of these memories' foreign nature but experiences them as their own.

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

**Memory Probing.** The genie can attempt to probe into the mind of any number of creatures it can see within 30 feet of it as a bonus action. Each target must succeed on a DC 14 Wisdom saving throw, or the genie can perceive the target's thoughts, memories and emotions as if they were its own. A probed target has disadvantage on attack rolls against the genie and the genie has advantage on attack rolls against that target.

The probing lasts as long as the genie maintains concentration, up to 10 minutes (as if concentrating on a spell). A probed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the genie's Memory Probe for the next 24 hours. A willing creature can choose to fail the saving throw.

At the end of each of its turns the genie has a 5 percent chance of succumbing to memory whiplash for each target it probes. Each whiplash deals 2 (1d4) psychic damage to the genie.

#### ACTIONS

**Memory Leak.** *Melee Spell Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

**Blurred Perception (1/Day).** The genie attempts to alter the perception of a target it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw, with disadvantage if the genie is using its Memory Probe on it, or have disadvantage on Wisdom (Insight and Perception) checks for the next 10 minutes.