

DJINN OF MALIFICA

To become a fully formed Atriarch, all Children of Malifica must first merge with a unique crystal that is found deep in the waters of their home. The Crystal, itself, is a catalyst that can absorb ambient energy to stabilize and feed the growth of the tentacle child to which it is bound. Ultimately, the Children learn to control the crystal, draining energy from their enemies and unleashing it in powerful explosive waves.

For the Djinnns of Malifica, the crystal cores at the center of their beings become their sole focus. They constantly drain energies from their surroundings or from other sentient beings, filling their crystals with so much energy that they threaten to shatter. A nascent Djinn becomes so obsessed with obtaining this energy that he will cannibalize the crystals of other Children of Malifica, increasing his own power at the expense of his siblings.

Upon acquiring three crystals, a Djinn undergoes a dark apotheosis. The crystals merge together and swell exponentially in power and in size, dwarfing the fleshy parts that remain. This new form allows the Djinnns to move nimbly about the battlefield. The crystal contains so much energy that the Djinnns may float above the ground, no longer requiring mundane forms of locomotion. Depending on the Djinn, the energy contained within the crystal can either be used for various esoteric purposes or released to cause devastating waves of destruction.

A captured Djinn can be shattered into its original form and its three crystals stripped away. Each crystal acts as a magical battery capable of incredible feats of creation or destruction, making the capture of such a being incredibly valuable. However, it is not an easy feat to achieve and only the most powerful and experienced sorcerers have lived to reap the boundless powers of the Djinnns.



DJINN OF MALIFICA

LARGE FIEND, NEUTRAL EVIL

Armour Class 17 (Plates of Ghu'Harn)

Hit Points 136 (16d10+48)

Speed 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saving Throws DEX +5, CON +5, WIS +4, CHA +7

Condition Damage Resistances spells, magical slashing, piercing, and bludgeoning, poison

Damage Vulnerabilities fire, radiant

Condition Immunities blinded, charmed, frightened, grappled, sleep

Senses truesight 120 ft., Passive Perception 11

Languages Common, Abyssal

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Magic Resistance. A Djinn of Malifica has advantage on saving throws against spells and other magical effects.

Aversion to Fire. If a Djinn of Malifica takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next round.

Explosive Release. When reduced to 0 hit points, the Djinn can release all stored energy in a 20-foot radius explosion. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much on a successful one.

Amphibious. A Djinn of Malifica can breathe both air and water.

Regeneration. A Djinn of Malifica regains 10 hit points at the start of its turn. If the Djinn of Malifica takes fire damage, this trait doesn't function at the start of the Trickster of Malifica's next turn. The Djinn of Malifica dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Djinn of Malifica makes two Malific Scimitar attacks, and three Grasping Tentacles attacks.

Malific Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) slashing damage.

Grasping Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (3d6+4) slashing damage.

Diabolic Restraint. A Djinn of Malifica that strikes a target 3 times in a single turn with its Grasping Tentacles will cause a creature to immediately suffer the Restrained Condition. A creature can attempt a DC 16 Strength check to break free of the tentacles at the beginning of their turn as a regular action.

Innate Spellcasting. Djinn of Malifica's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: Detect Magic, Mage Hand, Prestidigitation

3/Day: Chain Lightning, Dispel Magic, Lightning Bolt, Thunderwave

LEGENDARY ACTIONS

A Djinn of Malifica can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A Djinn of Malifica regains spent legendary actions at the start of its turn.

Energy Drain. The Djinn targets one creature it can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw or take 18 (4d8) lightning damage, and the Djinn gains temporary hit points equal to the damage dealt.

Aerial Ascent (Costs 2 Actions). The Djinn floats gracefully to any point it can see within 60 feet, ignoring difficult terrain and provoking no opportunity attacks.

Explosive Surge (Costs 3 Actions). The Djinn releases a burst of energy in a 30-foot radius centered on itself. Each creature in that area must make a DC 14 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much on a successful one.

