

PLAYTEST CONTENT

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Lubeik
Genie of Evil



Rules on Genie Wishes

These rules governing genie wishes have been inspired by previous editions. Feel free to use them in your games to mitigate how much a genie such as a lubeik can influence the flow of the story with their wishes, as well as to distinguish genie wishes, which can be obtained at any point in an adventure and don't theoretically cost anything to produce, from the extremely powerful spell *Wish*.

- Genie wishes can only affect the present. A wish cannot take a creature forward or back in time, and a wish cannot change something that happened in the past or grant information as to what will happen in the future.
- Genie wishes cannot grant something intangible, such as a noble title.
- Genie wishes cannot change the feelings or opinions of another creature, such as making a creature fear another creature.
- Genie wishes cannot bring a creature back from the dead or kill a creature.
- Genie wishes cannot create something. If the wish is to have a thousand gold pieces, the genie will summon a thousand gold pieces from somewhere else (or, more likely, teleport the creature making the wish to the place where those thousand gold pieces are stored).
- Genies cannot grant wishes to other genies, including themselves.
- A wish cannot be used to wish for more wishes.

LUBEIK

Large Elemental, Typically Any Evil Alignment

Armor Class 18 (Natural Armor)

Hit Points 157 (15d10 + 75)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	20 (+5)	17 (+3)	16 (+3)	21 (+5)

Saving Throws Dex +10, Wis +7, Cha +9

Skills Deception +9, Persuasion +9, Sleight of Hand +10, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities grappled, prone

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Incorporeal Form. The lubeik can occupy the space of any creature regardless of its size.

Lubeik Wish. The lubeik can grant 3 wishes per day, only one wish per creature a day. The lubeik cannot be compelled through any magical means to grant a wish. A creature has to make a wish for a lubeik to be able to grant it, but a creature does not have to speak its wish aloud for the lubeik to be able to grant said wish. Thinking of the wish is enough for the lubeik to be able to manifest it into reality. The lubeik can hear and understand the wishes that any creature within 100 feet of the lubeik thinks of. A lubeik's wish is subject to all rules that govern genie wishes.

ACTIONS

Multiattack. The lubeik makes two dagger attacks or uses its Smoke Tendril twice.

Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) necrotic or poison damage (lubeik's choice).

Smoke Tendril. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic or poison damage (lubeik's choice). On a hit, the creature must make a constitution saving throw or be poisoned until the end of the lubeik's next turn.

Smoke Trick. The lubeik assumes a gaseous form of tenuous smoke. For 1 minute, it can move through a space as narrow as 1 inch without squeezing, it has advantage on stealth checks and does not make any sound, attacks against it have disadvantage, and its flying speed is doubled. If the lubeik attacks any creature or casts a spell, it assumes its regular form instantaneously. The lubeik can assume its regular form at will as a free action.

Lubeik Wish. The lubeik grants the wish of a creature within 100 feet.

Spellcasting. The lubeik casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

- At will: *message, minor illusion, bane*
- 3/day each: *detect thoughts, invisibility, hold person, misty step, pass without trace*
- 2/day: *counterspell, haste, stinking cloud*
- 1/day: *passwall, cloudkill*

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