

Genie

Genies are elemental beings that hail from the plane of Air or Fire respectively. There may be genies of the water and earth varieties as well, but they are unknown to most scholars on Mystara. They are potent beings, with highly magical abilities allowing them to carry out miraculous tasks seemingly at will. In actuality, certain singular elementals can deal more damage than a genie, and invisible stalkers are far more stealthy by nature. However, no race matches the genies for their versatile might.

Djinni, Lesser

Elemental Monster

Defense 14, **AR** 0, Enchanted

Immunities Corrosive

Health 55, **Speed** 8 Fly 18, Hover

Senses Night Vision

+3 Communication

+2 Constitution

+1 Cunning (Historical Lore)

+4 Dexterity

+4 Magic

+2 Perception

+5 Strength

+3 Willpower

Melee Fist +4 (1d6+5)

Favored Stunts: Disarm and Mighty Blow.

Weapon Groups: Brawling.

Powers

Invisibility: The genie can become unseen with a Major action and remain so indefinitely. They become visible if they attack.

Wonders: Genies can perform wonders with a Major action, but after each magical feat roll 1d6. If the result is a 1, that wonder cannot be performed again until the following day.

Create Feast: The genie can conjure enough food and drink to satisfy a dozen people once per day. The food spoils after 24 hours.

Create Temporary Goods: The genie can conjure 100 lbs. worth of metallic or stone goods, which dissipate after an hour.

Create Permanent Goods: The genie can conjure up to 100 lbs. of wood, paper or cloth goods.

Gaseous Form: Genies can become odorless, pale mist or gas and move through most barriers. They must return to solid form after an hour.

Trickery [Illusion]: The genie can conjure an illusion affecting sight and sound and lasts indefinitely, but immediately dissipates upon being touched by a creature with will.

Grade C

Whirlwind Form: The genie can transform itself into a 3 yard diameter whirlwind which does 2d6 damage to everything it passes over. The genie must return to solid form after 10 minutes.

Djinni appear to be large, eight foot or taller humanoids with pointed ears, and lower bodies made of mist. They can form legs if desired, but the majority of them prefer to hover and have no need of such. They are highly competitive with efreeti, as well as other denizens of the Plane of Air, excepting the Air Elementals. Djinni speak Elemental Common with the Air dialect, and often have a great command of many mortal tongues. Djinni are fiercely *independent*, but also somewhat *altruistic*.

Despite legends, most genies that may be summoned, or found trapped within magical prisons are incapable of granting a wish directly. They can however be very creative in the use of their powers to achieve the goals of the other party, which they usually have no choice but to do. Djinni are suspicious of most mages however because of the likelihood of bound servitude being the result of any such dealings with potent mortals.

If encountered on the Plane of Air, they gain Immunity to Water attacks, and Spell Resistance +2. They can also see Invisible creatures at will.

