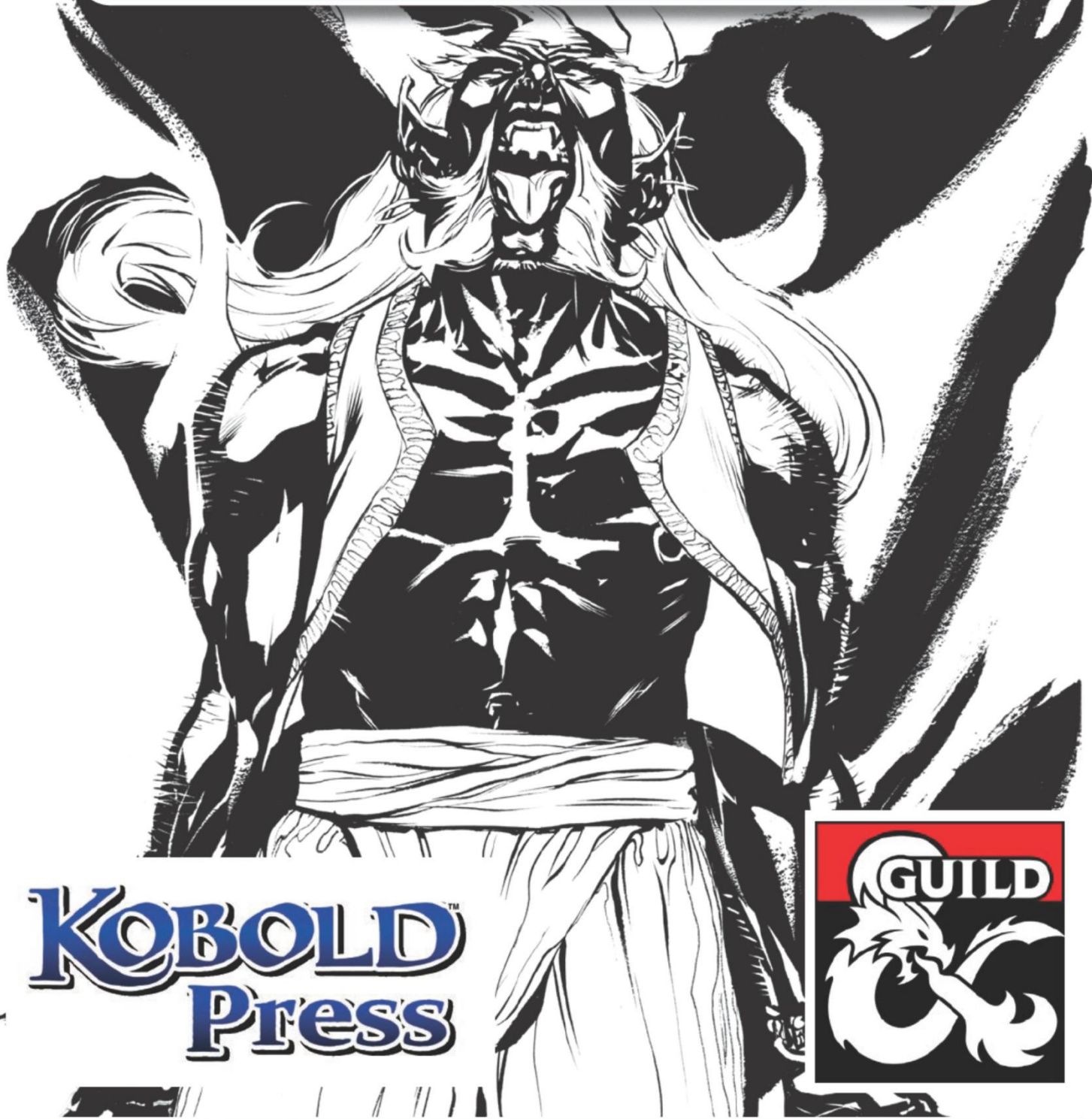


GENIES GREAT AND SMALL

21 NEW GENIES OF ZAKHARA



KOBOLD[™]
Press



Genies Great and Small

21 New Genies of Zakhara

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GREETINGS, EFFENDI!

A thousand greetings, friend! You have traveled far, but you have come to the right place. Follow me to the sultan's renowned library, honored guest, and there we shall plumb lore to depths known by few mortals. The secrets of the genies await!

—Azeer al-Sahadlan, Sha'ir, vizier to the Sultan of Qadib—City of Wands



Of all the beings who live and labor in the Land of Fate, none stir more curiosity than genies. In other lands, genies are beings in obscure stories and esoteric lore. In Zakhara, they are part of everyday life even for the lowliest of commoners. Every Enlightened man, woman, and child knows that genies watch and listen always and that a callous act or boastful word may draw their attention. And with such grim notice comes the evil eye.

Befitting a land of untold splendor and boundless mystery, more genies reside in Zakhara than many would guess. From the lowliest gen to the mightiest slayer, read on and know the wonders of genies!

GEN

Gen are minor genies who reside on the elemental planes. Resembling tiny versions of the more well-known genies, gen are most plentiful on the plane corresponding to their nature. Despite that affinity, each variety of gen can be found on all the Elemental Planes, scurrying about carrying messages or running errands.

Bound Servants. Unlike most genies, the tiny gen are relatively good servants, with little of the dislike of service that their larger brethren exhibit. Gen serve as messengers and servants to more powerful genies,

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and at times they serve mortals with ties to genie lords. Despite their small stature and relatively limited power, gen take their station seriously. They are easily offended if mortals dismiss them or otherwise fail to show them proper respect. Conversely, if mistreated by its master, a gen can become an unlikely ally if approached with the right amount of flattery.

AIR GEN

Also called djinnlings, air gen are unnaturally thin with bluish skin and white hair. In bright light, their bodies seem almost transparent. The mood and even the appearance of an air gen shifts with the local weather. Before a storm, an air gen becomes gray and fidgety, and on a calm day, it is serene and pale blue.

Often aloof and moralistic, air gen tend to give their masters unwanted advice about what they are doing wrong in the moment and about what they could do to be happier.

EARTH GEN

Stocky and thickly built, the daolanin (DAY-oh-lah-NEEN) have tan skin the color of sand and jet black hair. They move heavily as if they can barely carry their own weight. They care little for wealth, instead viewing precious stones and jewelry as delicious treats—as many mortal masters discover only after rather expensive meals.

Earth gen are tactless and direct, caring nothing for the feelings of others. They are ultimately selfish creatures who grumble bitterly when bound into service despite secretly finding it fulfilling. Daolanin have no shame in expressing their own wants and desires.

FIRE GEN

The efreetikin embody elemental fire with their coal-black skin and long, flame-red hair. A fire gen's fingers are tipped with bright red claws that trail sparks, and wisps of smoke curl from their skin. They're always in motion—it's nearly impossible to get a fire gen to stay still.

Fire gens are malicious and judgmental. They're quick to point out faults in those around them, often launching into lengthy diatribes on such faults. Most importantly, their masters must monitor the gens' pyromaniac tendencies. For when bored or when their minds wander, efreetikin set fires without thinking.

GEN FAMILIARS

Warlocks of the Genie Lord Otherworldly Patron who choose the Pact of the Chain can choose a gen as their Pact Boon familiar (see *Deep Magic: Elemental Magic* from Kobold Press).

WATER GEN

Water gen, also called maridan, have greenish skin, blue eyes, and blue hair. They are perpetually damp even when they haven't been near water for days, and their hair often has bits of seaweed or flotsam tangled in it. They move gracefully both in and out of water and love to adorn themselves with seashells, coral, and pearls.

Water gen are playful and capricious with a great love of mischief and pranks. These pranks are rarely harmful but can be annoying. Maridan are empathetic creatures, and their feelings are easily hurt when others rebuff their mischief.

AIR GEN (PUNNLING)

Tiny elemental, chaotic good

Armor Class 13

Hit Points 15(6d4)

Speed 20 ft., fly 70 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	11 (+0)	12 (+1)	14 (+2)



Skills Acrobat **ics** +S, Deception +4, Sleight of Hand +S, Stealth +S

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 1(200 XP)

Elemental Affinity. The djinnling adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the djinnling dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinnling was wearing or carrying.

Innate Spellcasting. The djinnling's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +S to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Wind Blade. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) slashing damage.

EARTH GEN (DAOLANIN)

Tiny elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 20 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	13(+1)	9(-1)	12(+1)	10(+0)

Skills Athletics +4, Insight +3, Intimidation +2, Survival +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Terran

Challenge 1(200 XP)

Earth Glide. The daolanin can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

Elemental Affinity. The daolanin adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the daolanin dies, its body disintegrates into crystalline powder, leaving behind only equipment the daolanin was wearing or carrying.

Innate Spellcasting. The daolanin's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) bludgeoning damage. A creature hit by a fist attack must succeed on a DC 12 Strength saving throw or fall prone.



FIRE GEN (EFREETIKIN)

Tiny elemental, lawful evil

Armor Class 13

Hit Points 15 (6d4)

Speed 20 ft., fly 50 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +S, Deception +4, Sleight of Hand +S, Stealth +S

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages gnan

Challenge 1(200 XP)

Elemental Affinity. The efreetikin adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the efreetikin dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The efreetikin's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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

ACTIONS

Claws. *Melee Weapon Attack:* +S to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) slashing damage plus 2 (1d4) fire damage.

Ember Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage.

WATER GEN (MARI DAN)

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 21 (6d4 + 6)

Speed 20 ft., fly 50 ft, swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Athletics +2, Deception +4, Insight +3, Perception +3

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks



Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 1(200 XP)

Amphibious. The maridan can breathe air and water.

Elemental Affinity. The maridan adapts to the normal environment on any elemental plane, and it can survive there indefinitely.

Elemental Demise. If the maridan dies, its body disintegrates in a burst of water and foam, leaving behind only equipment the maridan was wearing or carrying.

Innate Spellcasting. The maridan's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

At will: *plane shift* (self only, to the Elemental or Material Planes)

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



ACTIONS

Dagger. *Me/ee or Ranged Weapon Attack:* +S to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Water Lash. The maridan magically shoots water in a 20-foot line that is 5-feet wide. Each creature in the line must make a DC 12 Dexterity saving throw. On a failure, a

target takes 3 (1d6) bludgeoning damage and, if Medium or smaller; is pushed 5 feet away from the maridan and knocked prone. On a success, a target takes half the bludgeoning damage but is not pushed or knocked prone.

GENIE, BOTTLED

A genie bound in a prison with no contact or tasks from a master for too long may lose its mind. When a creature touched by Fate, who can reshape reality with a whim, finds itself twisted with rage and madness, the results are terrifying to behold. Bottled genies are cruel and unpredictable, lashing out at everything and everyone around them.

BOTTLED GENIE TEMPLATE

Any true genie can become a bottled genie if imprisoned long enough. Tasked genies can't become bottled genies; instead, they become slayers.

When a true genie becomes a bottled genie, it retains its statistics except as described below.

Alignment. The genie's alignment becomes chaotic evil.

Innate Spellcasting. The genie gains the following additional innate spells:

At will: dissonant whispers

3/day: confusion

1/day: feeblemind

Insanity. The genie has advantage on saving throws against being charmed or frightened.

New Reaction: Mind Twist. When a creature the genie can see targets the genie with an attack, the creature must make a Wisdom saving throw (DC = 8 + the genie's proficiency bonus + Charisma modifier). On a failed save, the creature must choose a new target for the attack. If there is no other target in range, the attack fails. Creatures immune to being charmed are immune to this effect.

TRUE GENIES

Geniekind is varied and wondrous with many different related types of genies springing from the font of energy within each of the Elemental Planes. The distinction becomes even blurrier when genies become tasked after long service in a particular area (see Genies, Tasked). Though all genies treat one another with greater respect than they do any

non-genie, there is something of a hierarchy which places so-called true genies above all others.

The most well-known true genies are the dao, djinn, efreet, and marid. Less common varieties of true genie include the alnakh, khmsir, and nafurz presented herein. As a simple rule, any genie that isn't a gen or a tasked genie is a true genie.

BOTTLED DJINNI

Large elemental, chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15(+2)	22 (+6)	15(+2)	16(+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 12 (8,400 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, dissonant whispers, thunderwave*

3/day each: *confusion, create food and water* (can create wine instead of water), *tongues, wind walk*

1/day each: *conjure elemental* (air elemental only), *creation, feebleshield, gaseous form, invisibility, major image, plane shift*

Resilience. The djinni has advantage on saving throws against being charmed or frightened.

ACTIONS

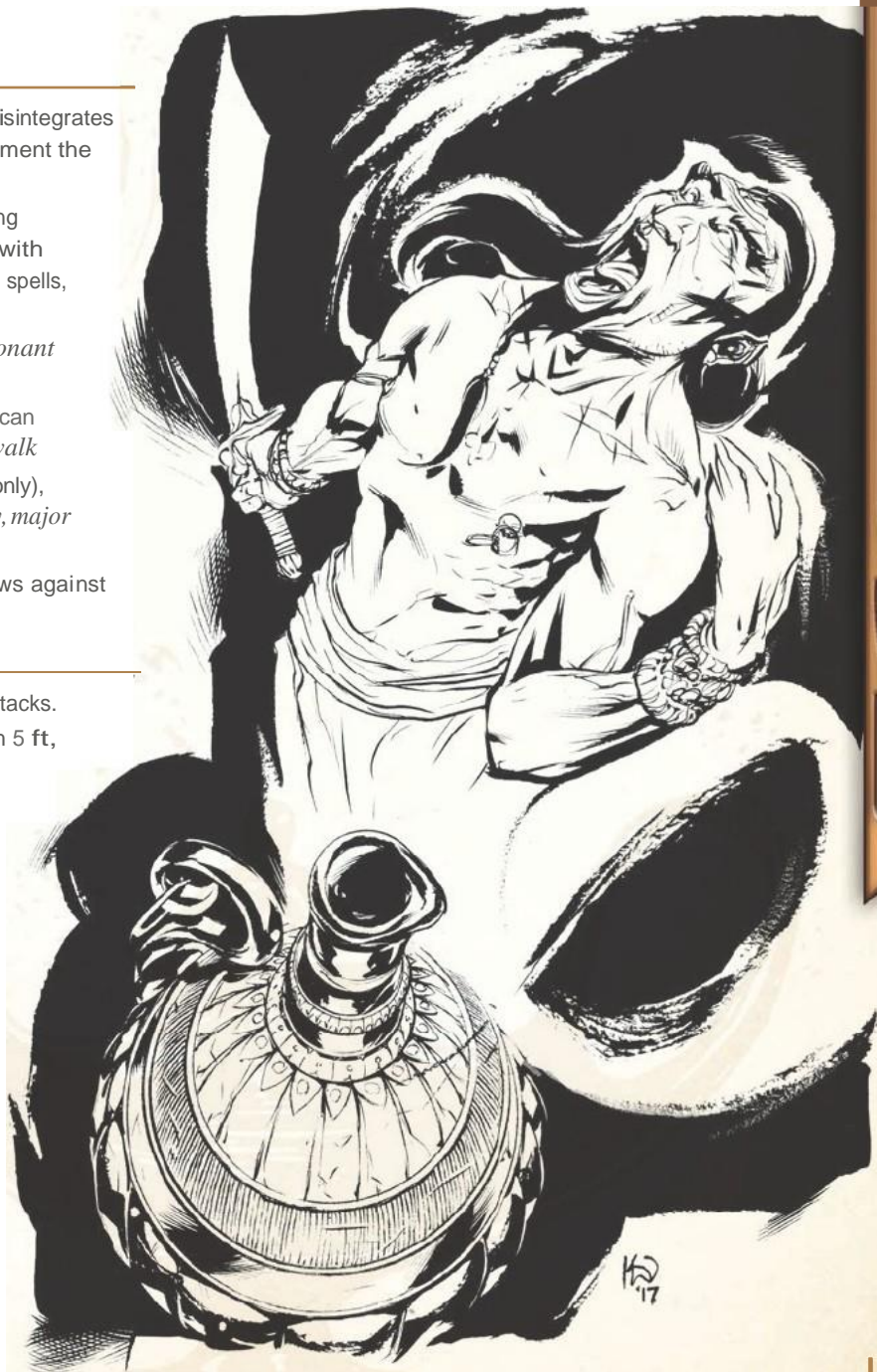
Multiattack. The djinni makes three scimitar attacks. **Scimitar.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

REACTIONS

Mind Twist. When a creature the djinni can see targets the djinni with an attack, the creature must make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target for the attack. If there is no other target in range, the attack fails. Creatures immune to being charmed are immune to this effect.



GENIES

Genies are varied and wondrous creatures, and yet most mortal scholars know only of the four great elements of geniekind. Beyond the dao, djinn, efreet, and marid, there are other true genies just as powerful, who manifest the strength of the elements in the Land of Fate. These lesser known genies hail from the nearest reaches of the Elemental Planes, where the elements blend together in greater harmony before solidifying into the Material Plane. They are enigmatic and reclusive, even shunning the company of other genies.

ALNNAKHI

Hailing from the Elemental Plane of Earth, the tall, slender, and powerful alnnakh are creatures of the oasis. They embody the tenacity of life even in the deepest deserts, and they share a deep kinship with plants. Taller than any other true genies, the alnnakh adorn themselves with jewelry of expertly carved and polished wood and with clothing woven from natural fibers. Their skin is a rich brown, and their hair is deep green. When they fly, their lower halves become swirling columns of palm fronds and flower petals.

Caretakers of the Garden. Alnnakh appoint themselves the guardians of natural growth, such as a remote desert oasis, a forgotten garden, or a lonely stand of trees. They spend their days in solitude, content to nurture their charge and ensure the purity of its surroundings. While they are reclusive, alnnakh aren't cruel and will allow creatures in need to nourish themselves in their oasis or garden. Woe, however, to the intruder who damages the pristine balance of the place.

KHAMSIRI

Lithe genies from areas where the Elemental Plane of Air meets that of Earth, khamsir are swift beings with skin composed of shifting sand. They wear trinkets of sand-blasted rock and bone as well as scanty, flowing garments of tough, woven fabric. They relish the sound of roaring winds and the hiss of sand as it scours stone and wood.

Whimsical Wanderers. Khamsir are consummate explorers, constantly riding the desert winds to see what lies beyond the next dune. They've forgotten the locations of more Jost ruins and ancient artifacts than mortal explorers will ever know. If one can convince a khamsiri to stay still, listen, and cooperate, it's possible to tap their vast knowledge.



NAFU RZI

Muscular humanoid genies with midnight blue skin, the nafurz often display bitter, anguished expressions. Wearing barely enough to preserve their modesty, the nafurz prefer oiled leather of exotic creatures and a few bits of pearl or silver jewelry. They hail from the depths of the Elemental Plane of Water, but having grievously offended Fate, they may never return.

Bound and Bitter. Every nafurzi labors under an unbreakable curse that binds it to a single body of water. They can leave their bound water but can never go far, and many find themselves drawn to springs, oasis pools, or even wells. Lurking in these places where their water entices mortals, the nafurz lash out to drown unsuspecting victims in the depths of their unwanted homes. Sometimes a nafurzi checks its bitter hatred in the hopes that a mortal might find a way to break its curse or at least help it move to a new body of water.

ALNNAKHI

Large elemental (shapechanger), lawful neutral

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., climb 60 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+S)	14 (+2)	19 (+4)	18 (+4)

Saving Throws Dnt +6, Wis +8, Cha +8 **Damage**

Resistances bludgeoning, piercing **Senses**

darkvision 120 ft., passive Perception 14

Languages Sylvan, Terran

Challenge 11 (7,200 XP)

Elemental Demise. If the alnnakhi dies, its body disintegrates into a burst of wood splinters and shredded leaves, leaving behind only equipment the alnnakhi was wearing or carrying.

False Appearance (Plant Form Only). While the alnnakhi remains motionless, it is indistinguishable from a normal plant

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

At will: *druidcraft*, *entangle*, *goodberry*, *thorn whip*, *plant growth*

3/day each: *transport via plants*, *speak with plants*, *tongues*

1/day each: *commune with nature*, *gaseous form*, *invisibility*, *plane shift*, *wall of thorns*

Shapechanger. The alnnakhi can use its action to transform into a Large plant appropriate to its garden (though all alnnakh have an affinity for the date palm) or back to its true form. While in plant form it loses its climb and fly speeds. Otherwise, its statistics remain the same. Any equipment it is wearing or carrying melds into its new form or falls to the ground as the alnnakhi chooses.

ACTIONS

Multiattack. The alnnakhi makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage.

Animate Plants (1/day). The alnnakhi magically animates up to three trees that it can see within 60 feet of it. Such a tree has the statistics of an awakened tree. An awakened tree acts as an ally of the alnnakhi. The tree remains animate for 1 day or until it dies, until the alnnakhi dies or is more than 120 feet from the tree, or until the alnnakhi takes a bonus action to turn it back into an inanimate tree. Then, if possible, the tree takes root.

KHAMSIRI

Large elemental, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft., fly 90 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	20 (+S)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Str +7, nt +S, Cha +8

Damage Immunities slashing

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 12 (8,400 XP)

Elemental Demise. If the khamsiri dies, its body disintegrates into a burst of sand and wind, leaving behind only equipment the khamsiri was wearing or carrying.



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

At will: *detect magic, gust of wind, fog cloud* (takes the form of swirling dust)

3/day each: *tongues, wind wall, wind walk*

1/day each: *conjure elemental* (air elemental only), *control weather* (control winds only), *gaseous form, invisibility, plane shift*

Sand Stealth. While within a sandstorm, dust storm, or similar conditions, the khamsiri has advantage on Dexterity (Stealth) checks, and it can Hide as a bonus action.

ACTIONS

Multiattack. The khamsiri makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 13 (2d6 + 6) slashing damage plus 13 (3d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest if it has sufficient water to drink. The target dies if this effect reduces its hit point maximum to 0.

Create Sandstorm. A 30-foot radius sphere of howling wind and blinding sand magically forms centered on a point the khamsiri can see within 120 feet of it. The sandstorm is a heavily obscured area, and accumulating sand becomes difficult terrain for any creature walking in the storm. Any nonmagical flames in the storm are extinguished. The sandstorm lasts as long as the khamsiri maintains concentration (as if concentrating on a spell). When any creature (other than the khamsiri) enters the sandstorm or starts its turn there, it must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 18 (4d8) slashing damage or half as much on a successful one.

MAFURZI

Large elemental, chaotic evil

Armor Class 17 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 40 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +5, Int +6, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 10ft., darkvision 120ft., passive Perception 13

Languages Aquan, Common

Challenge 11 (7,200 XP)

Amphibious. The nafurzi can breathe air and water.

Elemental Demise. If the nafurzi dies, its body disintegrates into a swirl of stagnant water, leaving behind only equipment the nafurzi was wearing or carrying.

Innate Spellcasting. The nafurzi's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

It can innately cast the following spells, requiring no material components:

At will: *create or destroy water; darkness, detect magic, mirror image*

3/day each: *blight, tongues, water breathing*

1/day each: *conjure elemental* (water elemental only), *control water; gaseous form* (takes the form of water; can enter liquids)

Regeneration. The nafurzi regains 10 hit points at the start of its turn if it is within its bound water. If the nafurzi takes necrotic damage, this trait doesn't function at the start of the nafurzi's next turn. The nafurzi dies only if it starts its turn with 0 hit points and doesn't regenerate.





Waterbound. The nafurzi is bound to a particular body of water. If the nafurzi starts its turn more than 60 feet away from its bound water, it takes 20 necrotic damage, and it has disadvantage on attack rolls and ability checks until the start of its next turn. While in its bound water, the nafurzi can pass through openings as small as 1-inch wide without squeezing.

ACTIONS

Multiattack. The nafurzi makes two fist attacks. If both attacks hit the same creature, the nafurzi can drown it.

Fist. *Me/ee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). The nafurzi has two fists, each of which can grapple only one target.

Drown. The nafurzi forces water into the lungs of a creature it is grappling. The target takes 22 (5d8) bludgeoning damage and must succeed on a DC 18 Constitution saving throw or begin suffocating. A creature suffocating in this way can't breathe as long as it is grappled by the nafurzi.

GENIES, TASKED

Tasked genies were once djinn, efreet, dao, or marids, but they have become something more suited to a specific task or role. Either by immense time spent doing one thing or through magical manipulation of their mind, form, and essence, these genies have changed into new, specialized races. The form of a tasked genie might resemble its original heritage, but its appearance is always suited to its lot in life.

Live to Serve. Tasked genies exist to perform their specialized role, whatever that may be. They might work for powerful genie or elemental lords, but they are also coveted by mortal spellcasters who seek out the specific rituals necessary to conjure and bind a tasked genie into service. Unlike typical genies, tasked genies relish their servitude, even though some openly complain or grumble about it. A tasked genie kept from performing its duties ultimately goes insane, and sometimes, it twists into a murderous mockery of its former self.

ADMINISTRATOR

Administrators are tall (often 7 feet), noble, and universally beautiful. Once either marid or djinn, they dress in flowing silk clothing that highlights their physique, but are always tastefully dressed as appropriate to their duties. They often carry scrolls and ledgers.

Masters of Management. The administrators' purpose is to govern households and bureaucracy for other genies and mortals alike. They act as advisors,

negotiators, majordomos, seneschals, and generally handle their master's day-to-day details. They are proud of their work and are excellent at managing both resources and personnel. They avoid combat and prefer diplomatic solutions, but, if necessary, they can put their skills to use turning invaders against one another.

A well-treated administrator can turn any organization into a well-oiled machine. If neglected or mistreated, however, they can bring even a great city down amidst a shamble of errors and mismanagement.

ARCHITECT

Once dao, the builder genies are broadly built of solid muscle. All architects are bald. Males wear ornate goatees, and both males and females favor sleeveless silk vests that display their musculature as well as ornate jewelry of precious stones and metals. All carry the tools of their trade—drawing compasses and rulers, plumb bobs, chalk, levels, trowels, and builder's squares.

Construction and Destruction. Architects live for their work, longing to leave through their creations a legacy of lasting value that all the multiverse will remember. Whether designing magnificent temples, palaces, city walls, or elaborate mills, architects don't care what they build, but they always prefer the most extravagant and longest-lasting materials. They'll even tear down existing structures to rebuild them with improvements that only a master mason would recognize. Sometimes an architect will lead siege teams in battle, applying their knowledge in a destructive fashion, but they always prefer to rebuild and repair when the battle is done.


CONJURING TASKED GENIES

Calling up a tasked genie is no simple task of spellcraft. Each variety of tasked genie requires a unique ritual coupled with a conjuration spell to bring it forth. The proper ritual to summon a tasked genie can be the object of adventure in forgotten tombs or a task of negotiation for access to a learned wizard's library.

If the DM wishes to consider the ritual as a piece of treasure, the rarity of a ritual is determined by the challenge rating of the tasked genie it summons.

CR	Rarity
1-4	Uncommon
Rare	
10+	Very rare





Architects show great respect toward any race with building achievements, they don't consider races without mansions, bridges, and graceful architecture to be civilized.


ARTIST

Reshaped from dao and djinn long ago, artists are beautiful and graceful. In dress, they either live on the cutting edge of fashion or utterly ignore style and wear the shabbiest rags imaginable so as to focus fully on their work. Regardless of an artist's particular craft, all have long, nimble fingers and a keen eye for form and proportion.

Multitalented Arrogance. Artists' specific roles run the gamut. Some are purely artistic such as poets, composers, musicians, sculptors, painters, and weavers. Others are craftsmen (who bitterly contend that their work is just as artistic as the pure artists) such as potters, woodworkers, carpenters, metal smiths of all types, gemcutters, calligraphers, gardeners, tailors, -and seamstresses.

Artists are temperamental, and they easily take offense to slights against their work. Retribution can be swift, loud, and violent, or it can lay dormant for years before the artist repays an insult, such as drinking vessels laced with poison that slowly waste away a would-be patron. They can be difficult to deal with and often require indulgences, such as extravagant foods or ample time to meditate and contemplate before starting work.

DECENER



Deceivers are tall and gaunt, perverted from djinn into an existence of lies and illusion. Their skin is mottled gray, and their arms are overly long ending in too-large hands with steel claws. Their eyes are always mismatched-one blue and one brown-and their hair is lank and colorless.

Living Lies. Cowards who exist only to twist the perception of others, deceivers shroud themselves in illusion and stealth. They hate to interact with other creatures and avoid it at all costs, only stooping to direct contact when covered by illusion as part of some elaborate scheme. If they are forced into combat, they rake their steel claws across the eyes of attackers to create opportunities to flee back into obscurity. Deceivers try to use their illusions to herd their enemies to their doom.

Even to their bound masters and rare friends, deceivers always lie outrageously. It takes direct magical compulsion (such as dominate monster) to force one to tell the truth. They bear a particular fondness for artist genies, though, seeing their works as a formal, elaborate, and beautiful means of lying.

GUARDIAN

Guardians are terrible to behold. As reshaped efreet, guardians stand over 10-feet tall and weigh over a ton. A guardian has two faces on its head-one facing forward, the other behind. It is completely bald with curling, black horns jutting from its brows. Their skin is deep red and thick like a rhinoceros' hide, and their four massive arms wield wicked blades.

Unyielding Vigil. Guardians are ever-vigilant defenders who are bound to protect a location, such as a treasure vault. Their voices are booming and direct, and they tolerate no attempts to sway them from their task. Guardians freely inform intruders of their task, and they prefer to intimidate or persuade would-be thieves to leave rather than leap to violence. Woe to the thief who tries to bribe a guardian, however, for nothing sets the creature to anger and murder more swiftly.

Because their work is never done, guardians are easily the most frustrated of all tasked genies. Their very nature demands them to maintain constant vigilance. Other genies will never steal from a guardian, though they may advise foolish mortals on how they might do so.

HARIM SERVANT

Tall and stern, harim servants are imposing figures until one gets to know them. But pity the creature with unfavorable intentions toward a harim servant's charges. Standing over 8-feet tall, harim servants dress in understated robes that conceal chain armor, and they often carry twin blades at their hips.

Devoted Caretakers. Despite the name, harim servants do not only look over enclaves of women. They are bodyguards and entertainers that specialize in the defense of households, families, and similar groups of people. They treat their charges with great respect, affection, and care, and they demand the same from any caller. They use their innate magic to serve and entertain those they defend.

Sometimes, harim servants patronize those outside of their charge, particularly those of the opposite sex of the genie. Whether or not others solicit their advice, harim servants tend to suggest clothing and pursuits more suited to lounging in comfort and safety rather than to adventure or business. Other genies never attempt to approach those protected by a harim servant without the servant's permission (which it might grant if the harim servant's master is cruel and mistreats its charges).



HERDSMAN

Herdsmen are shorter than most tasked genies, barely reaching 6 feet in height. They are wiry with quick hands, heavy eyebrows, and darkly tanned and weathered skin from exposure to the sun and wind. Their hair is dark and falls in loose curls from beneath their head coverings. They always smell like their herds with a hint of sour milk.

Riders and Breeders. Herdsmen genies exist to tend herds of beasts, seeing to their needs and protection. They live among their animals, tending them for themselves or for a bound master. Herdsmen are excellent riders and are quick to jump to the defense of their herds, even using their magic to turn the herds against bandits and rustlers.

Despite their seemingly insular nature, herdsman genies are an approachable lot as long as one shows the proper respect to the hosts and to their animals in particular. Herdsmen love contests of speed, and challenging one to a race is a quick way to earn their respect. They also love to haggle and enjoy wiling away an afternoon to get the best deal for their milks, cheeses, and animals.

MESSENGER

Despite their small stature, messengers still bear a close resemblance to the djinn they once were. Standing barely 4-feet tall, messengers have rich blue skin and lower bodies that trail away into an azure blur of motion. Slim and fluid, they wear close-fitting clothes and keep their hair cropped short under tightly-wrapped turbans.

Swift Words. Messengers exist to deliver word to and from the elemental and material planes. While they lack the ability to magically shift themselves between the planes, they know secret portals and passages between the realms that no other genie or mortal could hope to follow. Loquacious and helpful, messengers enjoy conversation with travelers they meet to exchange gossip, offer directions, and learn new stories.

Endlessly energetic, the messengers never stop moving. They can't, in fact, or they risk fading away to nothing. Even when they rest, they don't need to sleep and keep moving at least in minor ways. They hate to be kept waiting and constantly fidget, tap, or pace. Containing a messenger is torturous, and they might agree to perform a service for a captor in exchange for freedom.

The only thing they loathe more than being contained is someone trying to steal their messages. A messenger will never willingly give up a message, physical or otherwise, and will fight tooth and nail to recover a stolen message and escape.

MINER

Miners were once dao who were compelled by a cabal of mortal wizards to work in mines so long that they became something else. Standing 8-feet tall, the thick miners are nearly as wide with powerful slabs of muscle stacked beneath gray or brown stone-like skin. Bald and gruff, they have massive hands with long, curved claws that never stop growing. They must dig constantly through earth and stone to wear down their claws.

Shackled Miglit. Miner genies loathe their state, and they prefer to remain in the dark recesses of mineshafts and caves where no one can see their pathetic existence. Miners never mate or bear children because they can't imagine bringing another being into their enslaved existence. In spite of this perspective, or perhaps because of it, miner genies love of children and sometimes look after the illegitimate offspring of a dao khan until the lord is ready to claim the child.

Like all tasked genies, they long to perform their duties though they outwardly rail against their lot. Indeed, miners would go mad and be physically crippled by their ingrown claws if they didn't mine. Though many work with and for dao, the miners are irrationally angry with the dao for not freeing them from the cruel wizards that bound them.

OATHBINDER

Once efreet, oathbinders still bear the mark of their heritage in their glossy obsidian-like skin, the purple fire shining in their eyes, and the nimbus of white flames that surround them. Large and imposing, oathbinders are 9-feet tall, regal, and stern. They wear no clothing save for brass or iron bands on their arms. Some oathbinders sport white, crystalline beards.

Binding Words. Oathbinder genies exist to create magically binding contracts, sealing written agreements between two parties. Once an oathbinder has sealed a pledge, it knows any time the oath is broken, and it is roused to action. Like a wildfire, the oathbinder appears before the transgressor and demands explanation. If it decides the oathbreaker has done so without due cause, the genie attacks without mercy, burning the oathbreaker to cinders and capturing its spirit for punishment.

Oathbinder genies are aloof creatures who keep their own confidence, and they are all members of an order that strictly governs their conduct. However, they refuse to work for marid whose word famously cannot be trusted.



SLAYER

Slayer genies are a terror to behold. Standing 10-foot tall and powerfully muscled, their entire form screams murder. They have four arms, two of which end in human hands that wield deadly weapon while the others bear lion-like paws with razor-sharp claws. Great bat-like wings sprout from their backs, and their skin is dark and polished with hair as coarse as a horse's tail. They have short curving horns and three eyes, two of which sparkle with red flame while the third is bright green.

Corrupted Purpose. A slayer genie's only purpose is to deal death as often as possible. Some efreet were transformed into slayers deliberately, but most come about when a tasked genie goes mad from not performing their task or because they failed spectacularly (such as a guardian's treasure being stolen or a harim servant's charges being murdered). Slayers are consumed by rage and bloodlust, and as a result, all are servants who must be kept in check. They contain their fury and work as terrifying assassins. A masterless slayer leads a short, unbelievably bloody life.

Slayers are boastful creatures who love the company of other warriors and murderers. They spend hours discussing the finer points of stealth, tactics, martial trickery, anatomy, and weapons with anyone who will listen. Their fascination with violence and bloodshed is disturbing; even the most hardened veterans blanch at a slayer's overly-detailed description of a victim's state at the moment of death.

WARMONGER

Born of battle, warmongers are hairy, obese genies who stand about 5-foot tall and can weigh upwards of 300 pounds. Each hair drips blood, and they gird themselves in the heaviest armor available. They are fond of sashes, medals, medallions, and other tokens of station, office, and achievement.

Life of Battle. The warmongers act as strategists, tactical advisors, and even field commanders for their masters. They delight in leading soldiers into battle to outwit opponents on the field with well-laid traps. Warmongers are loyal to a fault, but more so to a cause than to a lord or master. It's not unheard of for a warmonger to decide the task they're set to is more important than a master's whims and as such may subvert orders to fit the spirit of their cause.

In addition, they often refuse to stop fighting at any preset limit. They are sly, canny creatures that are adept at negotiating continued hostilities under the logic that fighting now will prevent worse fighting later. In truth, limiting fighting doesn't matter to them in slightest. They live for the clash of weapons and the howls of victory.

WINEMAKER

Winemakers are bizarre creatures, shaped to maximize their singular task. They are quiet creatures with the head of a cat, the body of a dog, and a Jong elephantine trunk to crush grapes and sample wine. They walk erect, stand around 5-foot tall, and weigh upwards of 150 pounds. Winemakers eschew clothing, but will indulge in jewelry as a decoration, often sporting grape motifs.

Intoxicating Grafters. Winemakers are travelers who wander from harvest to harvest, sampling the bounty of a vineyard to concoct the most wondrous brews imaginable. They rarely stay in one place for more than a few years before setting out in search of better ingredients. Despite their trade, winemakers aren't celebrants. They spend their days in practical application of their craft, and their only holy day is the harvest.

Sadly, winemakers have a great Jove for their own works, and as they age, they become more besotted with the fruits of their labor. Particularly ancient winemakers are known to become strange, eccentric vintners, purveying brews that appeal more to jaded palates. It is more likely that as their skills decay, they become drunkards, madmen, and fools.

ADMINISTRATOR

Medium elemental, lawful neutral

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	17(+3)	12(+1)	13(+1)	18(+4)

Saving Throws Dex +S, Wis +3

Skills Deception +6, Insight +S, Intimidation +6, Perception +5, Persuasion +8

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordial, Telepathy 30 ft.

Challenge 4 (1,100 XP)

Elemental Demise. If the administrator dies, its body disintegrates in a burst of mist, leaving behind only equipment it was wearing or carrying.

Elemental Heritage. The administrator derives from either djinn or marid stock, and it has variable traits depending on its heritage:

- *Djinn.* The administrator has a fly speed of 50 feet, and it is resistant to lightning and thunder damage.

- *Marid*. The administrator has a swim speed of 50 feet, is resistant to cold and fire damage, and can breathe air or water.

Innate Spellcasting. The administrator's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *guidance, unseen servant*

3/day each: *detect thoughts, suggestion*

ACTIONS

Multiattack. The administrator makes two melee attacks. *Scimitar.Me/ee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage plus 10 (3d6) psychic damage.

Authority (Recharge 5-6). The administrator can speak to one creature that it can see within 30 feet in a commanding and authoritative tone. If the target can understand the administrator, it must succeed on a DC 14 Wisdom saving throw or be charmed by this magic for 1 hour. The target is no longer charmed if the administrator or its allies damage the creature or if the administrator charms another creature using this ability.

ARCHITECT

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	16 (+3)	10 (+0)	14 (+2)

Saving Throws Con +7

Skills Athletics +8, History +6, Perception +3

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 13

Languages Common, Terran

Challenge 5 (1,800 XP)

Earthglide. The architect can burrow through nonmagical, unworked earth and stone. While doing so, the architect doesn't disturb the material it moves through.

Elemental Demise. If the architect dies, its body disintegrates into wood splinters and stone dust, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The architect's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *stone shape*

1/day each: *fabricate, move earth, passwall, wall of stone*

Siege Monster. The architect deals double damage to objects and structures.

ACTIONS

Multiattack. The architect makes two slam attacks.

Slam.Me/ee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 5) bludgeoning damage.

ARTIST

Medium elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	17 (+3)	12 (+1)	16 (+3)

Skills Insight +5, Perception +5, Performance +7

Damage Resistances cold, fire

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordia 1

Challenge 3 (700 XP)

Artist's Precision. The artist is proficient in a musical instrument or set of tools appropriate to its craft, and it adds double its proficiency bonus to checks made with the chosen item.

Elemental Demise. If the artist dies, its body disintegrates into material appropriate to its craft (such as a mist of paint, stone chips, or a shower of colored lights and music), leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The artist's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *disguise self, mending*

1/day each: *mirror image, phantasmal force, silent image*

ACTIONS

Multiattack. The artist makes two melee attacks.

Dagger.Me/ee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) slashing damage plus 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Captivating Performance (Recharge 5-6). The artist can display its mastery of its craft in such a way that it enralls all who witness it. Each foe of the artist within 30 feet who can see or hear it (as appropriate to the craft) must succeed on a DC 13 Wisdom saving throw against this magic or be stunned until the end of the artist's next turn. The artist must maintain concentration on the captivating performance as if concentrating on a spell.

DECEIVER

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 126 (23d8 + 23)

Speed 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	12(+1)	13(+1)	10(+0)	18(+4)

Skills Acrobatics +5, Deception +8, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Auran, Thieves' Cant

Challenge 4(1,100XP)

Displacement. The deceiver projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the deceiver is incapacitated or has a speed of 0.

Elemental Demise. If the deceiver dies, its body disintegrates in a puff of smoke and slivers of mirrored glass, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The deceiver's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
At will: *disguise self*, *minor illusion*, *nondetection*, *tongues*
2/day each: *major image*, *phantasmal force*
1/day each: *hallucinatory terrain*, *mass suggestion*, *programmed illusion* (only one active at a time)

Sneak Attack. Once per turn, the deceiver deals an extra 14 (4d6) damage either when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the deceiver that isn't incapacitated and the deceiver doesn't have disadvantage on the attack roll.

Web of Deceit. The deceiver has disadvantage on saving throws and ability checks made to detect the true nature of illusions.

ACTIONS

Multiattack. The deceiver makes two claw attacks.

Claw. *Me/ee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. A creature hit by two claw attacks in the same turn must succeed on a DC 13 Constitution saving throw or be blinded until it receives a lesser restoration spell or similar magic.



GUARDIAN

Large elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Skills Insight +6, Intimidation +7, Perception +6

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 16

Languages Common, Ignan

Challenge 11(7,200 XP)

Elemental Demise. If the guardian dies, its body disintegrates in a flash of cinders, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting (3/day). The guardian can innately cast *dispel magic*, requiring no material components. Its innate spellcasting ability is Charisma.

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

Two Faces. The guardian has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The guardian makes four attacks with its longswords.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15(2d8 + 6) slashing damage.

Fire Breath (Recharge 5-6). The guardian exhales a gout of green fire in a 30-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 49 (14d6) fire damage on a failed save or half as much damage on a successful one.

HARIM SERVANT

Large elemental, lawful neutral

Armor Class 16 (chainmail)

Hit Points 114 (12d10 + 48)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18(+4)	13(+1)	13(+1)	12(+1)

Skills Athletics +8, Perception +4

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial, plus any two additional languages spoken by its master or charges.

Challenge 5 (1,800 XP)

Elemental Demise. If the harim servant dies, its body disintegrates into a few spinning bits of brass, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The harim servant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*, *mending*, *minor image*, *unseen servant*

1/day each: *alarm*, *create food and water*, *creation*

CONJURED DECEIT

When conjured by spells (or equivalent effects) of 5th level or lower, a deceiver loses access to its 1/day innate spells. If magic of at least 6th level or higher conjures the creature (such as a conjure elementals spell cast with a 6th-level spell slot) or sustains its existence on the material plane (such as planar binding cast with a 6th-level spell slot), the deceiver regains the use of those spells.

ACTIONS

Multiattack. The harim servant makes two attacks with its scimitars or slam.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12(2d6 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 10 (2d4 + 5) bludgeoning damage. A creature hit by a slam attack must succeed on a DC 16 Strength saving throw or fall prone.

HERDSMAN

Medium elemental, neutral

Armor Class 16 (studded leather)

Hit Points 119 (14d8 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	18(+4)	11(+0)	14(+2)	11(+0)

Saving Throws Dex +6

Skills Animal Handling +7, Athletics +6, Nature +4, Survival +5

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 12

Languages understands the language of its creator; but can't speak

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the herdsman hits with it (included in the attack).

Elemental Demise. If the herdsman dies, its body disintegrates into sand and animal hair; leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The herdsman's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

1/day each: *conjure animals* (herd animals only), *phantom steed*

Peerless Rider. While mounted, the herdsman has advantage on attack rolls made against a target on foot who is smaller than the herdsman's mount. When an attack target's the herdsman's mount, the herdsman can force the attack to target itself instead. If the herdsman makes a saving throw against an area effect that deals damage, its mount takes no damage.

ACTIONS

Multiattack. The herdsman makes two melee attacks or two ranged attacks. It can replace one melee attack with a lasso attack.

Lasso. *Ranged Weapon Attack:* +6 to hit, range 10/30 ft., one target. *Hit:* Target is restrained (escape DC 16). The herdsman can drag a restrained target at half speed when it or its mount moves. A dragged target must succeed on a DC 14 Strength saving throw or fall prone. The lasso is 30-foot long and has an AC of 11 with 5 hit points.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12(2d8 + 3) piercing damage if used with two hands to make a melee attack.

MESSENGER

Small elemental, neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	10 (+0)

Skills Acrobatics +5, Perception +3

Damage Resistances lightning, thunder

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 13

Languages understands the language of its creator, but can't speak

Challenge 1 (200 XP)

Cold Sleep. The messenger's weapons carry a magical poison that even affects creatures normally immune to poison (though such creatures save against the poison with advantage). A creature damaged by the messenger's weapons must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. For the first minute, the creature is paralyzed but conscious. After that minute, the creature falls unconscious and is cold to the touch while poisoned in this way. A DC 13 Wisdom (Medicine) check is required to realize the poisoned creature is still alive. The creature awakens if it takes damage.

Elemental Demise. If the messenger dies, its body disintegrates into a swirl of wind, leaving behind only equipment it was wearing or carrying. This wind seeks out the nearest intelligent creature (never an enemy) and whispers a plea to avenge the slain messenger. If that creature is another genie, it will always respond.

Innate Spellcasting. The messenger's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *misty step*

1/day each: *dimension door*, *haste* (self only), *pass without trace* (self only)

Perpetual Motion. The messenger doesn't need to sleep. If at the end of the messenger's turn it hasn't moved using its speed or reaction since its previous turn, the messenger takes 5 (1d10) necrotic damage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the creature is exposed to the messenger's Cold Sleep poison (see above).

MINER

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18(+4)	13 (+1)	13 (+1)	10 (+0)

Skills Perception +3, Survival +3

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 13

Languages Common, Terran

Challenge 4 (1,100 XP)

Elemental Demise. If the miner dies, its body disintegrates into rock chips and dust, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The miner's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

2/day: *gaseous form*

Siege Monster. The miner deals double damage to objects and structures.

Tunneler. The miner can burrow through solid rock at half its burrow speed, and it leaves a 10-foot diameter tunnel in its wake.



ACTIONS

Multiattack. The miner makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 12 (2d6 + 5) slashing damage.

Collapse (Recharge 5-6). The miner can collapse a tunnel or structure by striking the wall or ceiling. The area within 20 feet of the point it strikes crumbles and collapses. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 22 (5d8) bludgeoning damage and become restrained. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature is buried alive and can't breathe, but it can be freed as an action with a DC 16 Strength (Athletics) check. Creatures with the Earth Glide or Tunneler traits are immune to this ability.

OATHBINDER

Large elemental, lawful neutral

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	9 (-1)	16 (+3)	20 (+5)

Skills Insight +6, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, gnan

Challenge 6 (2,300 XP)

Elemental Demise. If the oathbinder dies, its body disintegrates into scraps of burning parchment, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The oathbinder's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components: 3/day each: *bestow curse*, *command*, *plane shift*, *Otiluke's resilient sphere*

Oathkeeper. The oathbinder is immune to all damage and spells from a creature whose oath it oversees. Against a creature that has broken a binding oath (see below), the oathbinder's attacks deal an extra 10 (3d6) necrotic damage.

ACTIONS

Multiattack. The oathbinder makes two searing wrath attacks.

Searing Wrath. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 11 (2d10) fire damage. If the target is

a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Binding Oath. The oathbinder magically seals a written oath between its master and a willing participant. The ceremony to seal the oath takes 1 hour to perform. Once sealed, the oathbinder knows instantly if either party breaks the terms of the oath. The oathbinder can plane shift to the location of the oathbreaker to determine the nature of the broken oath. If the oath was broken because the terms no longer apply, the oathbinder is satisfied and it returns from whence it came. Otherwise, the oathbinder attacks until either it or the oathbreaker dies. If it kills an oathbreaker, the oathbinder genie captures the creature's soul for one month per level or challenge rating of the oathbreaker. During this time, spells and other effects that contact the soul or return the soul to life automatically fail. A properly worded wish can end the binding oath without bringing down the wrath of the oathbinder.

SLAVER

Large elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +6, Int +5

Skills Athletics +10, Medicine +6, Perception +6, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Primordial

Challenge 13 (10,000 XP)

Assassinate. During its first turn, the slayer has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the slayer scores against a surprised creature is a critical hit.

Elemental Demise. If the slayer dies, its body disintegrates into a spray of boiling blood, leaving behind only equipment it was wearing or carrying.

Sneak Attack. Once per turn, the slayer deals an extra 14 (4d6) damage either when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the slayer that isn't incapacitated and the slayer doesn't have disadvantage on the attack roll.



ACTIONS

Multiattack. The slayer makes four attacks: two with its claws and two with its scimitars.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target

must make a DC 15 Constitution saving throw. On a failed save, the target takes 24 (7d6) poison damage or half as much damage on a successful save.

Invisibility. The slayer magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the slayer wears or carries turns invisible with it.



WARMONGER

Medium elemental, neutral

Armor Class 18(plate)

Hit Points 136(16d8 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	18(+4)	16(+3)	14(+2)	15(+2)

Saving Throws Dex +3, Wis +5

Skills Athletics +7, History +6, Perception +5, Persuasion +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common plus two additional languages

Challenge 7 (2,900 XP)

Aura of Courage. The warmonger's allies within 30 feet of it can't be frightened, and they add the warmonger's Charisma bonus to their saving throws.

Elemental Demise. If the warmonger dies, its body disintegrates into metal shards, leaving behind only equipment it was wearing or carrying.

Martial Advantage. Once per turn, the warmonger can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the warmonger that isn't incapacitated.

ACTIONS

Multiattack. The warmonger makes three melee attacks and uses its Frightful Presence.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11(2d6 + 4) slashing damage.

Frightful Presence. Each creature of the warmonger's choice that is within 120 feet of the warmonger and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the warmonger's Frightful Presence for the next 24 hours.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the warmonger can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the warmonger. A creature can benefit from only one Leadership die at a time. This effect ends if the warmonger is incapacitated.

REACTIONS

Parry. The warmonger adds 3 to its AC against one melee attack that would hit it. To do so, the warmonger must see the attacker and be wielding a melee weapon.

WINEMAKER

Medium elemental, neutral

Armor Class 13(natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16(+3)	12(+1)	13(+1)	10(+0)

Skills Nature +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Primordial

Challenge 1(200 XP)

Elemental Demise. If the winemaker dies, its body disintegrates into a puddle of vinegar, leaving behind only equipment it was wearing or carrying.

Innate Spellcasting. The winemaker's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: detect poison and disease, purify food and drink
1/day: goodberry, plant growth

Master Brewer. The winemaker has proficiency in brewer's tools, and it adds double its proficiency bonus to any check made to use them. Any fermented beverage or fruit juice made under the direction of a winemaker is held to the highest standards, and it is worth four times what a normal beverage might bring in the marketplace.

ACTIONS

Trunk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the creature is restrained and the winemaker can't use its trunk on another target.

Wine Spray (Recharge 5-6). The winemaker sprays wine from its trunk in a 20-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

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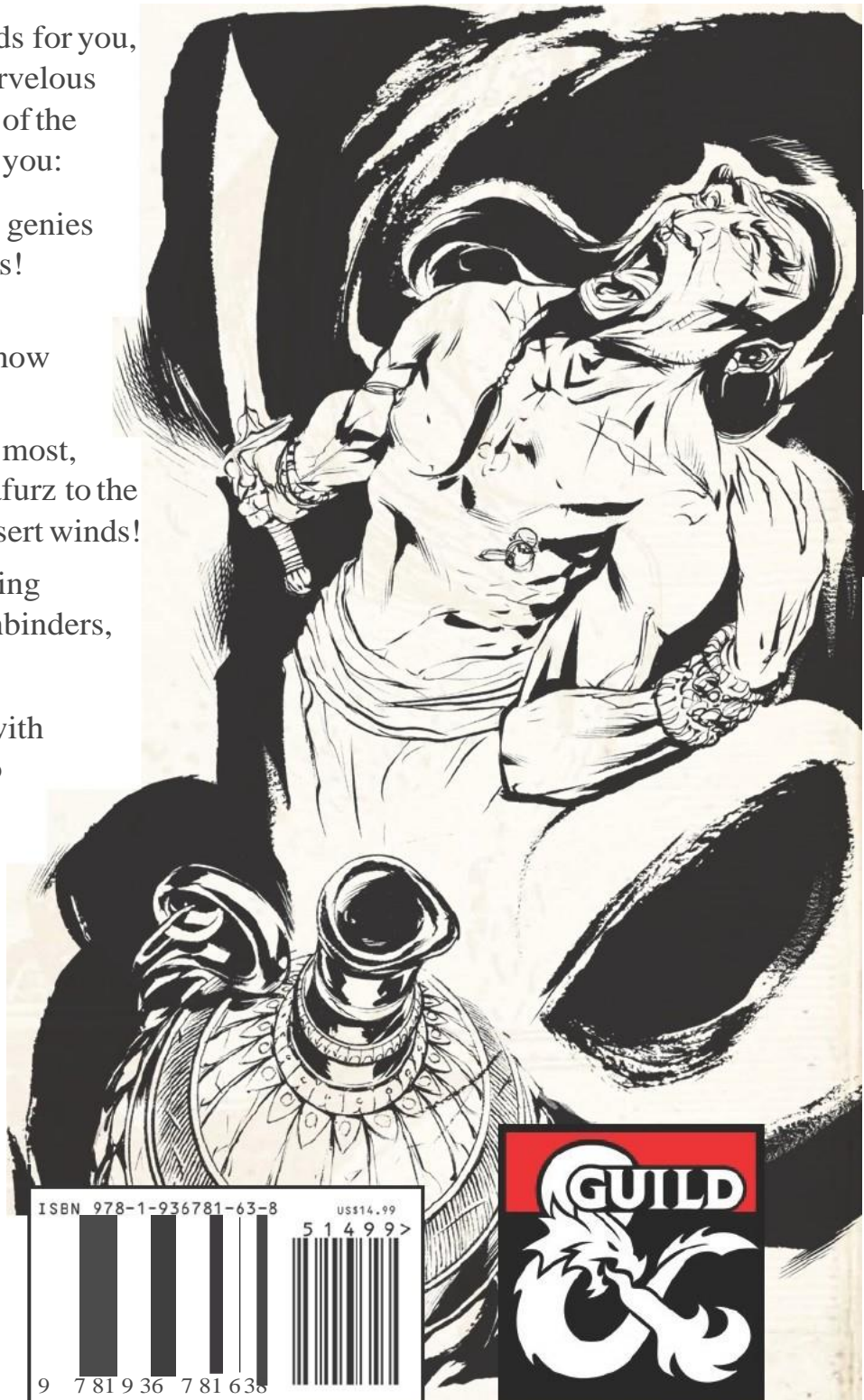
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