

Monstrous Appendix: New Genies

GEN

Diminutive elemental servitors, gens serve as familiars to sha'irs and measly but self-important servans to the genies, retrieving and fetching things. Gens are 8-12" tall spirits, appearance and personality varying according to which element they are born from.

Flame gen (efreetikin). Quick to judge, and quick to grow bored, flame gen have a malicious streak like unruly children. An idle flame gen will soon pry into unwanted places and start fires. A flame gen appears as an ember-skinned spirit with burning red hair, constantly fidgeting and unable to stand still, looking for the next thing to set ablaze.

Sand gen (daolani). Blunt to the point of rudeness, sand gen care little for etiquette, preferring the most direct approach, particularly where their own desires are concerned. A sand gen appears as a brown-skinned spirit with a squat clunky body resembling a sphere with limbs.

Sea gen (maridan). Capricious and whimsical, sea gen live for pranks, wordplay, and other mischief. Should their efforts at levity be rebuffed, sea gen are prone to becoming sullen. A sea gen appears as a green-skinned spirit with bluish eyes and matted hair tangled with seaweed and shells.

Wind gen (djinnling). Aloof and convinced of their infallability, wind gen behave as miniscule aristocrats, offering their advice on matters which they know nothing about. A wind gen appears as a tiny bluish slender spirit with white hair, its moods reflecting weather patterns.

RITUALS OF CHAINING

Sha'ir's forging a Pact of the Chain undergo a lengthy series of exacting rituals with their gen familiars. Passed down by the first sha'irs, and before them learned (or stolen) from the genies themselves, these rituals bind the fates of sha'ir and gen. Performed on a full moon, these rituals can last for up to 16 hours, and the slightest misstep can

GEN

Tiny elemental, neutral

Armor Class 11

Hit Points 5 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages Primordial

Challenge 1/8 (25 XP)

Elemental Demise. If the gen dies, its body disintegrates into sand, wind, flame, or water, leaving behind only equipment the gen was wearing or carrying.

Gen Type. The gen has one of the following types:

Daolani (sand gen). A sand gen is immune to being petrified, and has a burrow speed of 20 ft.

Djinnling (wind gen). A wind gen has a fly speed of 20 ft., and is unaffected by extreme winds.

Efreetikin (flame gen). A flame gen is immune to fire damage and can cast *produce flame* at will.

Maridan (sea gen). A sea gen is amphibious, and has a swim speed of 20 ft.

ACTIONS

Produce Flame (flame gen only). *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 4 (1d8) fire damage.

Sand Burst (sand gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Water Spray (sea gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the target is pushed 10 feet.

Wind Burst (wind gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., two targets of the gen's choice. *Hit:* The target is pushed 5 feet and knocked prone.

result in genie curses, swapping of consciousness, temporary deprivation of magic by the sha'ir's patron, killing the gen or driving it mad, being summoned to the Inner Planes to make a groveling apology, and worse fates. At the conclusion of these rituals, both sha'ir and gen are exhausted, but the gen is empowered and gains the stats of a **gen familiar**. Its alignment becomes the same as its master's.

GEN FAMILIAR

Tiny elemental, (alignment same as its master's)

Armor Class 13

Hit Points 7 (3d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Primordial

Challenge 1 (200 XP)

Elemental Demise. If the gen dies, its body disintegrates into sand, wind, flame, or water, leaving behind only equipment the gen was wearing or carrying.

Gen Type. The gen has one of the types described above, with additional changes:

Daolani (sand gen). A sand gen can cast *locate creature* without components once per short rest, as long as it can smell the creature and the creature moves on the ground.

Djinnling (wind gen). A wind gen can hear any conversation it sees taking place (even magically warded conversations), and hears all *message* spells if it can see the caster.

Efreetikin (flame gen). A flame gen can cast *fire truth** without components once per short rest.

Maridan (sea gen). A sea gen has advantage on saving throws and ability checks against illusions, and it can cast *minor illusion* without components at-will.

Otherworldly Perception. The gen can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Spell Sharing. Any spell with a target of “self” that the gen’s master casts on him or herself may also affect the gen at the master’s discretion.

ACTIONS

Produce Flame (flame gen only). *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

Sand Burst (sand gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

Water Spray (sea gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage and the target is pushed 20 feet.

Wind Burst (wind gen only). *Melee Spell Attack:* +3 to hit, reach 5 ft., any number of targets of the gen’s choice. *Hit:* The target is pushed 5 feet and knocked prone.

Invisibility. The gen magically turns invisible until it attacks, or until its concentration ends. Any equipment the gen wears or carries is invisible with it.