

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Genie Traits (Ex or Sp): All genies share a number of traits in common.

—Darkvision 60 ft.

—Elemental Adaptation (Ex): Genies ignore the negative side-effects of the air-, earth-, fire-, and water dominant planar traits. Genies do not need to breathe and are completely comfortable in airless environments. Although genies are immune to the negative side-effects of the various elemental planar traits, a genie who spend more than a week on a plane that possesses a dominant elemental trait that is opposite of his own elemental subtype suffer a -2 morale penalty to attack rolls, damage rolls, saving throws, and skill checks until he leaves that plane.

—Genie Magic (Ex): All genies are extremely powerful magical beings and a genie's effective caster level for his spell-like abilities is equal to 10 plus one-half his outsider hit dice (round down).

—*Plane Shift* (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

—Sustenance (Ex): A genie does not have to eat or drink. However, they enjoy rich flavors, smells, and sensations.

A Note on Advancement

Under the standard d20 rule set a monster's CR can be increased by increasing its monster hit dice (typically the only option available to animals, constructs, magical beasts, oozes, and vermin) and/or by taking class levels (commonly the preferred advancement route for giants, humanoids, and monstrous humanoids).

When advancing a monster by increasing its hit dice the monster does not normally gain new extraordinary/supernatural attacks and/or qualities (though existing abilities typically scale). The author views this as a perfectly means of advancement for the low intelligence creature types like animal, construct, plant, and vermin. These creature types rarely have the ability or capacity to develop beyond raw size and savagery.

However, when we take this approach with creature types such as elementals, fey, outsiders, and to a lesser degree undead I have found the results to be unsatisfactory. It is difficult to believe that such intelligent and powerful creatures would not develop new or enhanced special abilities as their monster hit dice increase.

To rectify this perceived lack under each genie I have provided a section called entitled "Advancement". As the genie's monster Hit Dice increase it gains new and enhanced special abilities. Also, for every two Hit Dice of advancement the genie's CR increases by 1. Thus an advanced 21HD elite djinn would have a CR of 13 (base CR 5) + (7 (14HD of advancement divided by 2) + 1 (elite ability score array).

Do not make the mistake of equating the abilities gained from increasing the genie's monster hit dice to the equivalent abilities gained through taking a class level. For genies in this document 4HD of monster hit dice advancement equates to approximately 5 class levels. Thus our advanced 21HD djinn would have a LA of +9 (base LA +5 plus 4 [14 * 1.25 = 17.5. 17.5 - 14HD = 3.5 rounds up to 4]). Thus a 1st level 21HD djinn fighter would have an ECL of 31st.

ZAKHARAN GENIE, DAO

Large Outsider (Earth, Extraplanar)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares), fly 40 ft. (good), burrow 20 ft.
Armor Class:	20 (–1 size, +1 Dex, +8 natural, +2 leather), touch 10, flat-footed 19
BAB/Grapple:	+8/+19
Attack:	Slam +14 melee (1d8+7)
Full Attack:	2 slams +14 melee (1d8+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Earth mastery, spell-like abilities
Special Qualities:	Dao traits, genie traits, holy water vulnerability, natural cunning
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 24, Dex 12, Con 16, Int 12, Wis 14, Cha 14
Skills:	Appraise +12, Bluff +14, Concentration +14, Climb +10, Craft (any one) +8, Diplomacy +6*, Intimidate +14, Knowledge (any one) +10, Listen +10, Search +10, Sense Motive +12, Spellcraft +10, Survival +10 *not considered a class skill
Feats:	Blindfight ^B , Cleave, Persuasive, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	7
Treasure:	Gems, no coins
Alignment:	Any non-good, usually neutral evil
Advancement:	9–12 HD (Large), 13–24 (Huge), or by character class
Level Adjustment:	+6

The dao (*dao* is singular and plural) are genies from the Elemental Plane of Earth. Dao average 11 feet tall and weigh about 1,200 pounds.

Dao speak Common, Infernal, Ignan, and Terran.

COMBAT

You may summon a zakharan dao with a *summon monster V* spell.

Genie traits: darkvision 60 ft., elemental adaptation, genie magic, plane shift, sustenance.

Dao Traits (Ex): All dao share the following traits in common:

—Elemental resistance: A dao receives a +4 racial bonus on saving throws against all earth spells and effects.

—Immune to acid.

—Stonecunning: Dao gain a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dao who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dao can use the Search skill to find stonework traps as a rogue can. A dao can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Earth Mastery (Ex): A dao gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the dao suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Holy Water Vulnerability (Ex): Dao take double damage from holy water.

Natural Cunning (Ex): Millennia spent dwelling in the Great Dismal Delve has ingrained dao with an innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Furthermore dao are never caught flat-footed.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *misdirection*, 3/day—*move earth*, *rock to mud* or *mud to rock*, *stone shape*, 1/day—*alter self*, *gaseous form*, *invisibility* (self only), *persistent image* (DC 17), *passwall*, and *wall of stone*. Once per day a dao can grant a non-genie a *limited wish*. A wish granted by a dao is twisted and dangerous, ala the story “The Monkey’s Paw”. Caster level 14th. Save DCs are Charisma-based.

ADVANCEMENT

Dao who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
9d8+27	+1 natural armor
10d8+30	<i>invisibility</i> (self only) 3/day
11d8+33	+2 attribute of choice
12d8+36	<i>stoneskin</i> 1/day
13d8+52	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack),
14d8+56	<i>move earth</i> at will
15d8+60	+2 attribute of choice
16d8+64	<i>alter self</i> 3/day
17d8+68	+1 natural armor
18d8+72	<i>repulsion</i> 1/day
19d8+76	+2 attribute of choice
20d8+80	<i>wall of stone</i> 3/day
21d8+84	+2 Int
22d8+88	<i>mud to rock</i> or <i>rock to mud</i> at will
23d8+92	+2 natural armor
24d8+96	<i>dominate person</i> 1/day

ZAKHARAN GENIE, DAO NOBLE

Large Outsider (Earth, Extraplanar)

Hit Dice:	12d8+60 (116 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 50 ft. (good), burrow 30 ft.
Armor Class:	29 (–1 size, +1 Dex, +12 natural, +7 <i>banded mail</i> +7) touch 10, flat-footed 28
BAB/Grapple:	+12/+25
Attack:	+1 <i>keen large bastard sword</i> +21 melee (2d8+10/17-20), or slam +20 melee (2d6+9)
Full Attack:	+1 <i>keen large bastard sword</i> +21/+16/+11 melee (2d8+10/17-20), or slam +20 melee (2d6+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Earth mastery, spell-like abilities
Special Qualities:	dao traits, genie traits, holy water vulnerability, natural cunning, SR 24
Saves:	Fort +13, Ref +10, Will +10
Abilities:	Str 28, Dex 14, Con 20, Int 16, Wis 14, Cha 16*
Skills:	Appraise +18, Bluff +20, Concentration +20, Climb +18, Craft (any one) +14, Diplomacy +6, Intimidate +20, Knowledge (any one) +14, Listen +14, Search +14, Sense Motive +18, Spellcraft +14, Survival +14
Feats:	Blindfight ^B , Cleave, Exotic Weapon (bastard sword), Improved Initiative, Power Attack, Persuasive
Environment:	Elemental Plane of Earth
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	12
Treasure:	+1 <i>large keen bastard sword</i> , double gems, no coins
Alignment:	Any evil, usually neutral evil
Advancement:	13–16HD (Large), 17–30 (Huge); or by character class
Level Adjustment:	+9

*Noble dao use the following elite ability score array: Str 14, Dex 12, Con 14, Int 14, Wis 10, Cha 12

Noble dao (*dao* is singular and plural) are genies from the Elemental Plane of Earth. Noble dao average 12 feet tall and weigh about 1,500 pounds.

Noble dao speak Common, Infernal, Ignan, and Terran.

COMBAT

You may summon a zakharan noble dao with a *summon monster VIII* spell.

Genie traits: darkvision 60 ft., elemental adaptation, genie magic, plane shift, sustenance.

Dao Traits (Ex): All dao share the following traits in common:

—Elemental resistance: A dao receives a +4 racial bonus on saving throws against all earth spells and effects.

—Immune to acid.

—Stonecunning: Noble dao gain a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A noble dao who merely comes within 10 feet of unusual stonework can make a Search

check as if he were actively searching, and a dao can use the Search skill to find stonework traps as a rogue can. A noble dao can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Earth Mastery (Ex): A dao gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, a dao suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Holy Water Vulnerability (Ex): Noble dao take triple damage from holy water.

Natural Cunning (Ex): Millennia spent dwelling in the Great Dismal Delve has ingrained dao with an innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Furthermore noble dao are never caught flat-footed.

Spell Resistance: A noble dao has a SR equal to 12 + its outsider hit dice (maximum 35).

Spell-Like Abilities: At will—*detect good*, *detect magic*, *misdirection*, *move earth*, *rock to mud* or *mud to rock*, 3/day—*alter self*, *invisibility* (self only), *stone shape*, *wall of stone*, 1/day—*dominate person*, *gaseous form*, *persistent image* (DC 18), *passwall*, *repulsion*, and *stoneskin*, 1/week—*earthquake*. Once per day a noble dao can grant a non-genie a *wish*. A wish granted by the dao is twisted and dangerous, ala the story “The Monkey’s Paw”. Caster level 14th. Save DCs are Charisma-based.

ADVANCEMENT

Noble dao who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
12d8+60	+2 attribute of choice
13d8+65	<i>flesh to stone</i> or <i>stone to flesh</i> 1/day
14d8+56	+1 natural armor
15d8+60	<i>dispel magic</i> 1/day
16d8+64	+2 attribute of choice
17d8+68	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack),
18d8+90	<i>persistent image</i> 3/day
19d8+95	+1 natural armor
20d8+100	+2 attribute of choice
21d8+105	<i>dispel magic</i> 3/day
22d8+110	
23d8+115	+1 natural armor
24d8+120	<i>stone skin</i> to <i>iron body</i>
25d8+125	+2 Int
26d8+156	+1 natural armor
27d8+162	<i>flesh to stone</i> or <i>stone to flesh</i> 3/day
28d8+168	+1 natural armor
29d8+174	+2 attribute of choice
30d8+180	<i>polymorph any object</i> 1/day

ZAKHARAN GENIE, DJINN

Large Outsider (Air, Extraplanar)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	19 (–1 size, +5 Dex, +3 natural, +2 leather armor), touch 14, flat-footed 14
BAB/Grapple:	+7/+15
Attack:	large falchion +11 melee (2d6+6/18-20), or slam +10 melee (1d8+4)
Full Attack:	large falchion +11/+6 melee (2d6+6/18-20), or 2 slams +11 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	djinn traits, genie traits
Saves:	Fort +7, Ref +10, Will +7
Abilities:	Str 18, Dex 20, Con 14, Int 14, Wis 14, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Agile Riposte, Combat Casting, Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Any chaotic or neutral, usually chaotic good
Advancement:	8–10 HD (Large); 11–21HD (Huge)
Level Adjustment:	+5

The djinn (singular djinni) are genies from the Elemental Plane of Air. A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

COMBAT

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

You may summon a zakharan djinni with a *summon monster IV* spell.

Genie traits: darkvision 60 ft., elemental adaptation, genie magic, plane shift, sustenance.

Djinn Traits (Ex): All djinn share the following traits in common:

—Elemental resistance: A djinn receives a +4 racial bonus on saving throws against all air spells and effects.

—Immune to electricity.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 13th. Save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni risk taking damage and being lifted into the air when caught in its whirlwind. An affected creature must succeed on a DC 21 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 21 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 21 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. A djinni can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

ADVANCEMENT

Djinn who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
8d8+16	<i>control winds</i> 1/day
9d8+18	+2 attribute of choice
10d8+20	spell resistance 11 + HD (max 35), <i>create food & water</i> 3/day
11d8+33	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
12d8+36	<i>persistent image</i> 3/day
13d8+39	+2 attribute of choice
14d8+42	Improved whirlwind
15d8+45	+1 natural armor
16d8+48	<i>fabricate</i> 1/day
17d8+51	+2 Dex
18d8+54	<i>create wine</i> 3/day
19d8+57	+2 natural armor
20d8+60	<i>call lightning storm</i> 1/day
21d8+63	+2 attribute of choice

ZAKHARAN GENIE, DJINNI NOBLE

Large Outsider (Air, Extraplanar)

Hit Dice:	10d8+40 (85 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 90 ft. (perfect)
Armor Class:	25 (–1 size, +6 Dex, +6 natural, +4 mithral chain shirt), touch 15, flat-footed 19
BAB/Grapple:	+10/+21
Attack:	+1 <i>large falchion</i> +17 melee (2d6+11/15-20), or slam +16 melee (2d6+7)
Full Attack:	+1 <i>large falchion</i> +17/+12 melee (2d6+11/15-20), or 2 slams +16 melee (2d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	djinn traits, genie traits, SR 21
Saves:	Fort +11, Ref +13, Will +9
Abilities:	Str 24, Dex 22, Con 18, Int 14, Wis 14, Cha 18*
Skills:	Appraise +15, Concentration +18, Craft (any one) +12, Diplomacy +8*, Escape Artist +15, Knowledge (any one) +15, Listen +15, Move Silently +18, Sense Motive +15, Spellcraft +15, Spot +15, Use Rope +6 (+8 with bindings)* * not considered a class skill
Feats:	Agile Riposte, Combat Casting, Dodge, Improved Critical (falchion), Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	11–13 HD (Large); 14–27HD (Huge)
Level Adjustment:	+8

*Noble djinn use the following elite ability score array: Str 16, Dex 12, Con 14, Int 10, Wis 10, and Cha 14

The noble djinn (singular noble djinni) are genies from the Elemental Plane of Air. A noble djinni is about 11 feet tall and weighs about 1,100 pounds.

Noble djinn speak Auran, Auqan, Celestial, and Common, and Ignan.

COMBAT

Noble djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A noble djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

You may summon a zakharan noble djinni with a *summon monster VII* spell.

Genie traits: darkvision 60 ft., elemental adaptation, genie magic, plane shift, sustenance.

Djinn Traits (Ex): All noble djinn share the following traits in common:
—Elemental resistance: A djinn receives a +4 racial bonus on saving throws against all air spells and effects.
—Immune to electricity.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a noble djinni.

Improved Whirlwind (Su): This is identical to the djinni special ability except where noted here: A noble djinni can transform itself into a

whirlwind once every 10 minutes and remain in that form for up to 10 rounds. The whirlwind is 15 feet wide at the base, up to 60 feet wide at the top and up to 100 feet tall. The noble djinni controls the exact height, but it must be at least 10 feet. Creatures the same size category of the noble djinni or smaller must make a DC 25 Reflex save or take 3d6 points of damage and be picked up and suspended in the air, automatically taking 2d6 points of damage each round. The save is Strength-based and includes a +3 racial adjustment.

Spell Resistance: A noble djinni has a SR equal to 11 + it's outsider hit dice (maximum 35).

Spell-Like Abilities: At will—*invisibility* (self only); 3/day—*create food and water*, *create wine* (as *create water*, but wine instead), *persistent image* (DC 20); 1/day—*call lightning storm* (DC 19), *control winds*, *fabricate*, *major creation* (brass, copper, plant matter, and tin items are permanent), and *wind walk*, 1/week—*storm of vengeance*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 15th. Save DCs are Charisma-based.

A noble djinni can grant three *wishes* to any being (non-genies only) who captures it. Noble djinn perform no other services and, upon granting the third *wish*, are free of their servitude.

ADVANCEMENT

Noble djinn who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
11d8+44	+2 attribute of choice
12d8+48	<i>polymorph</i> (self only) 1/day
13d8+52	+1 natural armor
14d8+70	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
15d8+75	+2 Dex
16d8+80	<i>control weather</i> 1/day
17d8+85	+1 natural armor
18d8+90	<i>ice storm</i> 1/day
19d8+95	+2 attribute of choice
20d8+100	<i>control winds</i> 3/day
21d8+105	+1 natural armor
22d8+110	<i>major creation</i> 3/day
23d8+115	+2 Dex
24d8+120	<i>greater dispel magic</i> 1/day
25d8+150	+1 natural armor
26d8+156	<i>polymorph</i> (self only) 3/day
27d8+162	+2 attribute of choice

ZAKHARAN GENIE, EFREET

Large Outsider (Extraplanar, Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	22 (–1 size, +3 Dex, +6 natural, +4 chain shirt), touch 12, flat-footed 19
BAB/Grapple:	+10/+20
Attack:	Slam +15 melee (1d8+6 plus 1d6 fire)
Full Attack:	2 slams +15 melee (1d8+6 plus 1d6 fire)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	efreet traits, genie traits
Saves:	Fort +9, Ref +10, Will +9
Abilities:	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Quicken Spell-Like Ability (<i>scorching ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	8
Treasure:	Standard coins; double goods; standard items
Alignment:	Any, usually neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+7

The efreet (singular efreeti) are genies from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet speak Auran, Common, Ignan, and Infernal.

COMBAT

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

You may summon a zakharan efreeti with a *summon monster VI* spell.

Genie traits: darkvision 60 ft., elemental adaptation, genie magic, plane shift, sustenance.

Efreet Traits (Ex): All efreet share the following traits in common:

—Elemental resistance: Efreet receives a +4 racial bonus on saving throws against all fire spells and effects.

—Immune to fire. Conversely efreet are also vulnerable to cold.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. An efreeti's metallic weapons also conduct this heat. An efreeti can suppress and resume this ability as a free action

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant one *wish* (to non-genies only), *gaseous*

form, *permanent image* (DC 18), *polymorph* (self only). Caster level 15th. Save DCs are Charisma-based.

ADVANCEMENT

Efreeti who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
11d8+22	+1 natural armor
12d8+24	+2 attribute of choice
13d8+26	<i>fire seeds</i> 1/day
14d8+28	Improved heat (increases to 1d8)
15d8+30	<i>gaseous form</i> 3/day
16d8+48	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
17d8+51	<i>permanent image</i> 3/day
18d8+54	+2 attribute of choice
19d8+57	<i>scorching ray</i> (3 rays)
20d8+60	Spell resistance 12 + HD
21d8+63	
22d8+66	+2 Cha
23d8+69	<i>fire shield</i> 1/day
24d8+72	+1 natural armor
25d8+75	<i>polymorph</i> (self only) 3/day
26d8+78	+2 attribute of choice
27d8+81	<i>misdirection</i> 3/day
28d8+84	+1 natural armor
29d8+87	<i>fire shield</i> 1/day
30d8+90	+2 attribute of choice

ZAKHARAN GENIE, EFREETI NOBLE

Large Outsider (Extraplanar, Fire)

Hit Dice:	13d8+52 (111 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 70 ft. (good)
Armor Class:	30 (–1 size, +4 Dex, +9 natural, +8 <i>mithral banded mail</i> +2), touch 13, flat-footed 24
BAB/Grapple:	+13/+23
Attack:	+2 <i>adamantine spear</i> +22 melee (2d6+14 plus 1d8 fire), slam +20 melee (2d6+8 plus 1d8 fire)
Full Attack:	+2 <i>adamantine spear</i> +22/+17/+12 melee (2d6+14 plus 1d8 fire), 2 slams +20 melee (2d6+8 plus 1d8 fire)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	efreeti traits, genie traits, <i>plane shift</i> , SR 25, sustenance, telepathy 100 ft.
Saves:	Fort +12, Ref +12, Will +10
Abilities:	Str 26, Dex 18, Con 18, Int 12, Wis 14, Cha 20
Skills:	Bluff +20, Craft (any one) +15, Concentration +20, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +20, Knowledge (planes) +12, Listen +15, Move Silently +17, Sense Motive +18, Spellcraft +18, Spot +15
Feats:	Combat Casting, Cleave, Dodge, Improved Initiative ^B , Power Attack, Quicken Spell-Like Ability (<i>scorching ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Any, usually neutral
Advancement:	14–18 HD (Large); 19–33 HD (Huge)
Level Adjustment:	+9

*Noble efreet use the following elite ability score array: Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 16

Noble efreet (singular efreeti) are genies from the Elemental Plane of Fire. A noble efreeti stands about 13 feet tall and weighs about 2,300 pounds.

Efreet speak Auran, Common, Ignan, Infernal, and Terran

COMBAT

Noble efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

You may summon a zakharan noble efreeti with a *summon monster IX* spell.

Efreet Traits (Ex): All noble efreet share the following traits in common:

- Elemental resistance: Noble efreet receives a +4 racial bonus on saving throws against all fire spells and effects.
- Immune to fire. Conversely noble efreet are also vulnerable to cold.

Change Size (Sp): Thrice per day, a noble efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 17 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): A noble efreeti's red-hot body deals 1d8 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. An efreeti's metallic weapons also conduct this heat. An efreeti can suppress and resume this ability as a free action

Spell Resistance: A noble efreeti has a SR equal to 12 + it's outsider hit dice (maximum 35).

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (3 rays); 3/day—*gaseous form*, *invisibility*, *misdirection*, *permanent image* (DC 18), *polymorph* (self only), *wall of fire* (DC 16), grant a *wish* (to non-genies only); 1/day—*fire seeds* (DC 21), *fire shield*, *flame strike* (DC 20); 1/week—*firestorm* (DC 22). Caster level 16th. Save DCs are Charisma-based.

ADVANCEMENT

Noble efreeti who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
14d8+56	+1 natural armor
15d8+60	+2 attribute of choice
16d8+64	<i>fire shield</i> 3/day
17d8+68	+1 natural armor
18d8+90	<i>dispel magic</i> 1/day
19d8+95	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
20d8+100	<i>polymorph</i> (self only) at will
21d8+105	+2 attribute of choice
22d8+110	<i>find the path</i> 1/day
23d8+115	Improved heat (increase damage to 2d6)
24d8+120	+1 natural armor
25d8+125	+2 Cha
26d8+156	<i>flame strike</i> 3/day
27d8+162	+1 natural armor
28d8+168	<i>screen</i> 1/day
29d8+174	+2 attribute of choice
30d8+180	<i>dispel magic</i> 3/day
31d8+186	+1 natural armor
32d8+192	<i>wall of fire</i> at will
33d8+198	+2 attribute of choice

ZAKHARAN GENIE, MARID

Large Outsider (Extraplanar, Water)

Hit Dice:	13d8+39 (98 hp)
Initiative:	+3 (+3 Dex)
Speed:	20 ft. (4 squares), fly 40 ft. (good), swim 60 ft.
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
BAB/Grapple:	+12/+23
Attack:	Slam +18 melee (1d10+6); or water jet +12 ranged touch (3d6)
Full Attack:	2 slams +18 melee (1d10+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	spell-like abilities, water jet, water mastery
Special Qualities:	genie traits, marid traits, SR 25
Saves:	Fort +11, Ref +11, Will +11
Abilities:	Str 22, Dex 16, Con 16, Int 14, Wis 12, Cha 16
Skills:	Bluff +18, Craft (any two) +12, Concentration +18, Diplomacy +15, Escape Artist +12, Intimidate +15, Knowledge (any one) +15, Listen +12, Move Silently +12, Sense Motive +18, Spellcraft +18, Spot +12
Feats:	Awesome Blow, Combat Casting, Improved Bullrush, Iron Will ^B , Negotiator, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Any chaotic or neutral, usually chaotic neutral
Advancement:	14–16 HD (Large); 17–36 HD (Huge)
Level Adjustment:	+7

Marids are genies from the Elemental Plane of Water. A marid stands about 15 feet tall and weighs about 3,000 pounds.

Marid speak Aquan, Auran, Common, and Draconic.

COMBAT

Marid love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

You may summon a zakharan marid with a *summon monster VII* spell.

Marid Traits (Ex): All marid share the following traits in common:

—Elemental resistance: Marid receives a +4 racial bonus on saving throws against all water spells and effects.

—Immune to cold. Conversely marids are also vulnerable to fire.

Drench (Ex): A marid's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The marid can dispel magical fire it touches as *dispel magic* (caster level equals the marid's HD).

Water Jet (Su): Once per round as a standard action a marid hurl of gout of pressurized water at a target up to 60 feet away. A successful ranged touch attack roll inflicts 2d8 points of impact damage, the target is *drenched* (see above), and must make a DC 21 Reflex save or be blinded for 1d6 rounds. This jet is difficult to aim and the noble marid suffers a -2 penalty to his attack roll when using it. The save DC is Constitution-based and includes a +2 racial bonus.

Water Mastery (Ex): A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty

on attack and damage rolls. (These modifiers are not included in the statistics block.)

A marid can be a serious threat to a ship that crosses its path. A marid can easily overturn small craft (5 feet of length per Hit Die of the marid) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Spell Resistance: A marid has a SR equal to 13 + its outsider hit dice (maximum 35).

Spell-Like Abilities: At will—*detect evil/good*, *liquid form*[†], *control water*, *wall of fog*, *water breathing*, *water walk* (self only); 3/day—*gaseous form*, *invisibility*, *persistent image*, *polymorph* (self only), and *purify food and drink* (water only). Once per year a marid can grant a non-genie a *limited wish*. Caster level 16th.

[†] As *gaseous form* except you liquefy and gain a swim speed 40 ft.

^{††} Provides the benefit of a *wind wall* spell and is composed of water.

ADVANCEMENT

Marids who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
14d8+42	<i>detect magic</i> 3/day
15d8+45	+2 attribute of choice
16d8+48	+1 natural armor
17d8+68	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
18d8+72	<i>curtain of water</i> 3/day
19d8+76	Improved water jet (3d8 damage, range 90 ft.)
20d8+80	
21d8+105	<i>freezing sphere</i> 1/day
22d8+110	+2 attribute of choice
23d8+115	+1 natural armor
24d8+120	<i>solid fog</i> 1/day
25d8+125	+2 attribute of choice
26d8+130	spell resistance 10 + HD (max 40)
27d8+135	<i>curtain of water</i> at will
28d8+140	+1 natural armor
29d8+145	
30d8+150	+2 Cha, <i>control weather</i> 1/day
31d8+155	
32d8+160	+1 natural armor
33d8+165	+2 attribute of choice
34d8+170	+1 natural armor
35d8+175	
36d8+180	+2 attribute of choice, grant a non-genie a <i>wish</i> 1/year

ZAKHARAN GENIE, MARID NOBLE

Large Outsider (Extraplanar, Water)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+5 (+5 Dex)
Speed:	30 ft. (6 squares), fly 50 ft. (good), swim 80 ft.
Armor Class:	33 (-1 size, +4 Dex, +14 natural, +6 <i>studded leather</i> +3), touch 13, flat-footed 29
BAB/Grapple:	+16/+28
Attack:	+2 <i>spear</i> +25 melee (2d6+11), slam +23 melee (2d8+9); or water jet +17 ranged touch (4d8)
Full Attack:	+2 <i>spear</i> +25/+20/+15 melee (2d6+11), 2 slams +23 melee (2d8+9); or water jet +17 ranged touch (4d8)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	drench, spell-like abilities, water jet, water mastery
Special Qualities:	genie traits, marid traits, <i>plane shift</i> , SR 30, sustenance, telepathy 100 ft.
Saves:	Fort +14, Ref +14, Will +13
Abilities:	Str 26, Dex 18, Con 18, Int 16, Wis 12, Cha 22
Skills:	Bluff +25, Craft (any two) +15, Concentration +20, Diplomacy +25, Escape Artist +15, Intimidate +20, Knowledge (any one) +20, Listen +15, Move Silently +15, Sense Motive +20, Spellcraft +20, Spot +15
	35/46 skill points max rank 18/9
Feats:	Awesome Blow, Cleave, Combat Casting, Improved Bullrush, Iron Will [®] , Negotiator, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary, company (2–4)
Challenge Rating:	15
Treasure:	Standard coins; double goods; standard items
Alignment:	Any chaotic or neutral, usually chaotic neutral
Advancement:	17–20 HD (Large); 21–40 HD (Huge)
Level Adjustment:	+8

*Noble marids use the following elite ability score array: Str 14, Dex 14, Con 12, Int 10, Wis 10, and Cha 16

Noble marids are genies from the Elemental Plane of Water. A noble marid stands about 16 feet tall and weighs about 3,400 pounds.

Noble marids speak Aquan, Auran, Common, and Draconic.

COMBAT

Marid love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

Marid Traits (Ex): All noble marids share the following traits in common:

—Elemental resistance: Noble marids receives a +4 racial bonus on saving throws against all water spells and effects.

—Immune to cold. Conversely noble marids are also vulnerable to fire.

Drench (Ex): A noble marid's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The marid can dispel magical fire it touches as *dispel magic* (caster level equals the marid's HD).

Water Jet (Su): Once per round as a standard action a noble marid hurl of gout of pressurized water at a target up to 90 feet away. A successful ranged touch attack roll inflicts 3d8 points of impact

damage, the target is *drenched* (see above), and must make a DC 24 Reflex save or be blinded for 1d6 rounds. This jet is difficult to aim and the noble marid suffers a -2 penalty to his attack roll when using it. The save DC is Constitution-based and includes a +2 racial bonus.

Water Mastery (Ex): A noble marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A noble marid can be a serious threat to a ship that crosses its path. A marid can easily overturn small craft (5 feet of length per Hit Die of the marid) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Spell Resistance: A noble marid has a SR equal to 15 + it's outsider hit dice (maximum 35).

Spell-Like Abilities: At will—*detect evil/good*, *control water*, *curtain of water*[†], *liquid form*^{††}, *wall of fog*, *water breathing*, *water walk* (self only); 3/day—*detect magic*, *gaseous form*, *invisibility*, *persistent image*, *polymorph* (self only), and *purify food and drink* (water only). 1/day—*control weather*, *freezing sphere*, and *solid fog*. 1/week—*command water* (as *control water*, AoE changes to 100' by 100' by 10'/caster level, treat as an 8th level spell). Once per year a noble marid can grant a non-genie a *wish*. Caster level 16th.

[†] Provides the benefit of a *wind wall* spell and is composed of water.

^{††} As *gaseous form* except you liquefy and gain a swim speed 40 ft.

ADVANCEMENT

Noble marids who advance by increasing their outsider hit dice gain the following benefits:

Hit Dice	Advancement
17d8+68	+1 natural armor
18d8+72	<i>solid fog</i> 3/day
19d8+76	+2 attribute of choice
20d8+80	<i>detect magic</i> at will
21d8+105	huge size (+2 Str & Con, +3 nat. armor, -2 Dex, -1 ac/attack)
22d8+110	<i>horrid willing</i> 1/day
23d8+115	+1 natural armor
24d8+120	Improved water jet (4d8 damage, range 120 ft.)
25d8+125	+2 attribute of choice
26d8+130	<i>purify food and drink</i> (water only) 3/day
27d8+135	+1 natural armor
28d8+140	<i>greater dispel magic</i> 1/day
29d8+145	+2 attribute of choice
30d8+150	<i>freezing sphere</i> 3/day
31d8+155	+1 natural armor
32d8+160	
33d8+165	+2 Cha
34d8+170	<i>polymorph</i> (self only) at will
35d8+175	+1 natural armor
36d8+180	<i>permanent image</i> 1/day
37d8+185	+2 attribute of choice
38d8+190	<i>greater dispel magic</i> 3/day
39d8+195	+1 natural armor
40d8+200	+2 attribute of choice