



## The Genie (Djinn)

For adventurers, genies can be found in lamps or bottles, and grant you wishes. They might have even defeated one in combat. Yet, that is a view through the wrong end of the telescope.

The genies that weren't foolish enough to be caught thrive in their planes. They live in vast castles swarmed with gold, gems, magical items and oddities that would excite the curiosity or the envy of many outsiders. At the snap of a finger, they can transform as they wish and reshape reality. They are also known for being ruthless negotiators, often twisting the meaning of the wish they grant and the contracts they sign. You have made a pact with such a being, a noble genie.

### Expanded Spell List

The following spells are added to the warlock spell list for you.

Spell level	Spells
1	<i>identify, thunderwave</i>
2	<i>magic aura, warding wind</i>
3	<i>lightning bolt, tiny servant</i>
4	<i>secret chest, storm sphere</i>
5	<i>control winds, geas</i>

### Bonus Language

At 1<sup>st</sup> level, you learn Primordial, and its dialect Auran.

### ADDITIONAL ARCANUMS

In a grand gesture of kindness, the DM can add the following spells to the Warlock spell list: *planeshift, whirlwind, wish*

### Genie Magic

Starting at 1<sup>st</sup> level, you learn how to manipulate the magic of wonders, one that escape the wizards and scholars alike.

You can use the following options:

**Bazaar** When you hold a gem in one hand and another item in the other, as a bonus action, you can tell if the item is worth more or less than the gem in your current location. If you are holding a gem only, you know its worth in gold coins.

**Fashionista** As a bonus action, you can change how clothes and gear feel with a simple touch. If you use the feature on an unwilling creature, it can make a Dexterity or Wisdom Saving Throw to not be affected (its choice).

You can alter the smell, the feel, the colors of one piece of cloth or equipment meant to be worn by a creature, for a duration of 1 hour. You can also make it glow — it sheds bright light within 5 feet — or force it to make a discrete sound of your choice when used. The new properties must be those of existing objects you know.

Alternatively, you can also make the clothes of a creature billow.

This option can be dispelled with *dispel magic*.

**Magic Touch** As a bonus action, you make one weapon or armor you touch magical.

- If it is a nonmagical weapon, it deals an additional weapon damage die of thunder damage, and it becomes magical until the end of your next turn.

- If it is a nonmagical armor, it does not impose disadvantage on stealth check and become magical for a duration of 10 minutes.

You can use this feature a number of times equal to your Charisma modifier (min. 1), and regain all uses after a long rest.

## Minor Whirlwind

At 6<sup>th</sup> level, you can invoke the mantle of your patron to avenge yourself.

As a reaction, when you take damage from a creature within 60 feet that you can see, you create a magical whirlwind around it. The creature must make a Strength saving throw. On a failure, they are restrained by the Whirlwind until the beginning of their next turn, and take 2d8 bludgeoning damage. On a success, they suffer half damage, and the whirlwind disappears.

You can't use this feature again until you take a short rest or a long rest.

## Auran Defenses

At 10<sup>th</sup> level, you are resistant to Lightning and Thunder damage. Wind can never hinder your movement, and you automatically succeed on saving throws against effects using wind.

## Limited Wish

At 14<sup>th</sup> level, you can dispense a limited wish as an action.

**Spell.** You duplicate any spells of 5<sup>th</sup> level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

**Polymorph** You are polymorphed into a **Djinn** (MM145) as per the spell *true polymorph*; you need to maintain Concentration on it. At the end of the hour, you return to your original form. If you pick this option, there is a 30% chance you can't use this feature again for 3 days.

**Invocation.** You get the benefits of one invocation of your choice until the end of your next long rest. You still must fulfill the prerequisites.

You can't use this feature again until you take a long rest.

## Design Notes

Genie Magic is a long feature. But its power is meant to be fairly limited, just spectacular and wide in its use.

6<sup>th</sup> and 10<sup>th</sup> level follow a classic warlock template (with a bit of flavor on 10<sup>th</sup>)

And of course, 14<sup>th</sup> is the expected wish capstone.

## Changelog

### v0.1

18/05/14

First draft, limited to the Djinn only.

## Credits

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