

GENIE



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Few know what to make of a Genie upon first encounter, and fewer still know what they truly are—only that something inhabits the dried riverbed, the crumbling tower, the hollow where the wind moves wrong. It was not until a wandering merchant struck a bargain with one such presence that the world began to understand the enigmatic Genies.

Genie are elemental spirits, considered renegades by their kin for rejecting the elemental way—that total, consuming immersion in one's element above all else. Unable to reconcile themselves with it, many left the elemental planes for the material world.

Their early reputation did not start well. A Genie's thoughts and desires run broader than their kin, but they are still an elemental—still pulled most naturally toward their own proclivities, their own curiosities, their own element's particular way of moving through the world. What falls outside that area rarely registers. Subtleties, unspoken needs, the careful implication behind a mortal's chosen words are quickly glanced over by a Genie's mind. They took what was said at face value, completely and without exception, with consequences that ranged from baffling to disastrous. The reputation for being malign tricksters was, largely, an accident.

Physically Genie read as nearly human, though something always gives them away—hair that drifts as though submerged, skin that carries the texture of river silt or carries a faint, persistent static that prickles at the touch. Though ancient records of early encounters describe them as far more ephemeral in form—all smoke and shimmer. Perhaps their long stay in the material world left them changed in ways even they cannot fully account for.

OF EQUAL EXCHANGE

To an elemental mind, the world operates on exchange: heat given becomes cold received, water taken from the sky returns to the earth. The idea of something given freely—no return, no balance struck—produces in most Genie a profound discomfort that simply feels wrong.

What surprised even the Genie themselves was how naturally this translated—the material world largely operated through trade. Where implication and nuance had failed them, the deal did not. Terms stated plainly, heard plainly, honored plainly—no unspoken weight to miss, no careful subtext to glance



Djinn
Artwork by Qewie

over. Mortals who had little patience for a Genie's obliviousness found themselves nonetheless able to do business with one. Over generations what had been elemental instinct became the cornerstone of Genie culture, and the reputation for accidental trickery slowly gave way to one of ironclad reliability. Genie settled into communities as brokers, mediators, and notaries—their word, once given, simply unbreakable.

To be offered a deal by a Genie—a personal one, not a commercial exchange—is understood by those familiar with them as something closer to an overture of trust than a transaction. It is, for many Genie, the clearest way to convey a deeply established trust.

GENIE TRAITS

Creature Type. Elemental.

Size. Medium (about 5-7 feet tall).

Speed. 30 feet.

Elemental Form. As a bonus action you can assume an elemental form. If you do so you can gain one of the following boons:

Wispy Flight. You gain a Fly speed equal to your Speed until the beginning of your next turn.

Intangible. You and any equipment you hold become intangible until the beginning of your next turn. While intangible you can squeeze through openings as wide as 1 inch and pass through other creature's spaces without having to expend additional movement. If you end your movement in a space too tight to return into your tangible form you remain intangible until you end your turn in a space large enough for your solid form. As long as you are intangible you can't manipulate objects or creatures, or cast spells (but you still take damage as normal).

You can use this trait a number of times equal to your Proficiency Bonus before you have to finish a long rest to use it again.

Subraces. Choose one of the following lineages: Djinn, Efreet, Dao, or Marid. Your lineage grants you additional traits.

DJINN

Of all the Genie, the Djinn are the easiest to spot and the hardest to ignore. As beings of air, they carry themselves with a tireless whimsy and are quick to laugh, quick to enthuse, and even quicker to get distracted by new marvels. Understanding that others might need a moment of quiet, or simply a slower pace, is a concept most Djinn grasp in theory and struggle with in practice.

Their appearance is equally difficult to miss—hair that billows and shifts like storm clouds, never quite settling, moving with every flicker of mood and excitement. Their skin is soft and tingly to the touch and carries the scent of air before a storm.

Befitting for their nature, their preference in trades are fast, clean exchanges that close before the excitement fades. A coin for a good, a secret for a secret, or a favor delivered on the spot with full commitment and zero reservation. Many find their way into entertainment naturally where their infectious energy can easily capture an audience. Once there, a Djinn on a stage is rarely a problem. Getting them off it is another matter...

Airborn. You have Resistance to Lightning damage.

Float. Once per turn when you fall you can use a Reaction to slow your descent for 30 feet, after which you continue to



Efreet
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fall as normal. Starting at 5th level, the distance is increased to 60 feet. Once you reach 11th level, the distance you can slow your fall is unlimited. If you land at any point during that slowed descent, you take no fall damage and land on your feet.

Form of Elemental Air. Whenever you use your **Elemental Form**, you don't provoke Opportunity Attacks until the beginning of your next turn.



Dao
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Efreet

The fiery Efreet perhaps are the most infamous of the Genie. Like a wildfire they carve their way through the world on their own terms—assertive, competitive, and deeply uncomfortable with any interaction that does not have a winner. To an Efreet, most social exchanges are a contest of will, and they expect others to push back just as hard. Those who don't are quickly trampled over, not out of malice but expectation.

Matching their fiery temperament, their skin is dark and warm like cooling ember, hair a cascade of living flame that shifts between orange and deep red—occasionally shedding sparks when their temper runs hot. The air around them carries the faint smell of coal.

In trade, they bring that same combative energy—to an Efreet, the very effort of showing up and pressing their case is itself a contribution to their side of the deal, one they expect the other party to match in kind. This philosophy, taken to its furthest extreme, has led some Efreet toward banditry. Raids become imposed trades in which force is the only currency they offer.

Fireborn. You have Resistance to Fire damage.

Flame Magic. You learn either the *Firebolt* or the *Green Flame Blade* cantrips. Choose one of the two and then whether Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you choose this lineage.

Form of Elemental Fire. When you use your **Elemental Form**, until the beginning of your next turn any creature that deals damage to you while within 5 ft. of you takes Fire damage equal to your Proficiency Bonus.

Dao

Originally known as the Ma'Dawi, the Dao are earthen Genies—tough and stubborn as earth itself, but also ever-so vain. Born from earth, the Dao are drawn to the riches of the underground, with an appreciation of gemstones and rare ores that borders on reverence. From this appreciation grew a deep understanding of value, which has been shrewdly utilized to adapt to dealing with other species. While oblivious to the subtleties of emotions at large, Dao understand want and desire and how it bleeds unavoidably into anyone's trading position.

From there, the Dao culturally expanded this wisdom, applying set values to that which would not be measured by mortal logic. Friendships, secrets, promises, or a life—all can be given a definitive value in the eyes of a Dao, much to the distaste of other, more sentimental species.

Still, it is that understanding that has made them the most successful of Genie in the material world. They can be frequently found in the upper echelons of trading companies and other enterprises where an absence of scruples is less a flaw than a qualification.

Earthborn. You have advantage on saving throws to resist or end the Petrified or Prone condition.

Natural Armor. When you aren't wearing armor, your base AC is 11 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Form of Elemental Earth. Whenever you use your **Elemental Form**, you gain the following benefits until the beginning of your next turn:

- You gain Temporary Hit Points equal to twice your Proficiency Bonus.
- You gain a Burrow Speed equal to your Speed.

MARID

In the elemental planes, the Marid sit atop of the Genie hierarchy as the undisputed sovereigns of their kind, draped in titles and attended by courts that vouch for their inflated sense of self-worth. The Marid renegades on the material plane still carry themselves with the same haughty grandeur, stubbornly clinging to old titles that hold little meaning outside their elemental domains.

Still, even far from their ancestral courts, the Marid retain an unmistakable air of nobility. Their bodies reflect the deep colors of ocean water, accented by delicate iridescent scales like opulent jewelry, and their voices carry the same range as the sea itself—gentle as a calm shore one moment, crashing against cliffs the next.

Old hierarchies die hard. A Marid on the material plane still regards the other Genie as lesser than their own—and mortals as tolerable at best. What has changed is the audience. With no court to preside over, many Marid set about building new ones—seeking positions of influence, collecting devoted followers, or constructing outright cults around themselves with the patience and flair of someone who considers this entirely reasonable.

This longing for reverence is evident in their trading habits. Marids are easily swayed by flattery, especially when it comes in the form of sincere praise and deference. To them, acts of worship are as valuable as coin or jewels. Paradoxically, this trait has given them a reputation for generosity, with countless tales of wishes granted in exchange for tribute and adulation. Naturally, Marids delight in this reputation, however undeserved it may be.

Waterborn. You have Resistance to Acid or Cold damage, you must choose which when you choose this lineage.

Amphibious. You can breathe air and water, and you have a Swim Speed equal to your Speed.

Form of Elemental Water. Whenever you use your **Elemental Form** trait, you can choose one of the following:

- You create a cloud of fog in a 10-foot-sphere centered on yourself which remains until the beginning of your next turn. The area is heavily obscured.
- You freeze the ground in a 10-foot-radius centered on yourself until the end of your next turn. The area becomes Difficult Terrain for the duration.



Marid
Artwork by Qewie

Aside from the Genie, I have also created other Monster Girl-inspired player races, such as the [Nycter](#) and the [Vulpine](#).



GENIE FEATS

MARK OF IBLIS

Origin Feat (Prerequisite: Genie), you can replace your Origin Feat from any Background with this.

You gain the following benefits:

Form of Smokeless Flame. Whenever you use your **Elemental Form**, you can choose both boons simultaneously rather than one.

Ephemeral Form. Whenever you use your **Elemental Form**, you gain Resistance to Bludgeoning, Piercing, and Slashing damage until the beginning of your next turn.

Elemental Refresh. Whenever you finish a Short Rest, you recover one expended use of your **Elemental Form**.

SOVEREIGNTY OF AIR

General Feat (Prerequisite: Djinn Genie)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Effortless Float. You can use your **Float** trait without having to use a Reaction, unless you have the Incapacitated condition.

Elemental Sovereignty. Whenever you use your **Elemental Form**, you gain Immunity to Lightning damage until the beginning of your next turn.

Gust. You learn the *Gust of Wind* spell and have it always prepared. You can cast it once without expending a spell slot. You regain the ability to cast it this way when you finish a Long Rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

SOVEREIGNTY OF EARTH

General Feat (Prerequisite: Dao Genie)

You gain the following benefits:

Ability Score Increase. Increase your Constitution or Charisma score by 1, to a maximum of 20.

Earthen Shield. As long as you have Temporary Hit Points granted by your **Form of Elemental Earth**, you reduce the first instance of damage you take each turn by an amount equal to your Proficiency Bonus.

Elemental Sovereignty. Whenever you use your **Elemental Form**, you become immune to the Prone and Petrified conditions until the beginning of your next turn. If you are prone when you use your **Elemental Form**, you stand up as part of the same Bonus Action.

Sprouting Shards. You learn the *Spike Growth* spell and

have it always prepared. You can cast it once without expending a spell slot. You regain the ability to cast it this way when you finish a Long Rest. Constitution or Charisma is your spellcasting ability for this spell (choose when you select this feat).

SOVEREIGNTY OF FIRE

General Feat (Prerequisite: Efreet Genie)

You gain the following benefits:

Ability Score Increase. Increase your Strength or Charisma score by 1, to a maximum of 20.

Deeper Flame Magic. You learn the cantrip from your **Flame Magic** trait that you did not choose when you selected that trait. Additionally, you learn the *Flame Blade* and *Flaming Sphere* spells and have them always prepared. You can cast one of these spells without expending a spell slot and regain the ability to cast it this way when you finish a Long Rest. You use the same spellcasting ability you chose for your **Flame Magic** trait for these spells.

Elemental Sovereignty. Whenever you use your **Elemental Form**, you gain Immunity to Fire damage until the beginning of your next turn.

Blazing Strike. Whenever you use your **Elemental Form**, the next time you hit with a weapon attack or spell attack before the beginning of your next turn the attack deals additional Fire damage equal to your Proficiency Bonus.

SOVEREIGNTY OF WATER

General Feat (Prerequisite: Marid Genie)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Elemental Sovereignty. Whenever you use your **Elemental Form**, you become immune to the damage type you chose for your **Waterborn** trait until the beginning of your next turn.

Fluidity. Whenever you use your **Elemental Form**, you can choose to create the effect of your **Form of Elemental Water** centered on a point within 30 feet of yourself, instead of solely centered on yourself.

Mirage. You learn the *Blur* spell and have it always prepared. You can cast it once without expending a spell slot. You regain the ability to cast it this way when you finish a Long Rest. Constitution or Charisma is your spellcasting ability for this spell (choose when you select this feat).



LESSER WISH (EXPERIMENTAL FEAT)

General Feat (Prerequisite: Any Genie), Level 8+

You gain the following benefits:

Ability Score Increase. Increase one of your Ability scores by 1, to a maximum of 20.

Your Wish Is My Command. When another creature uses an action to verbally request something of you with the words "I wish for...", and you can hear them, you can use your action on your following turn to cast any spell of a level equal to or lower than half your Proficiency Bonus (rounded up), without expending a spell slot or requiring material components. You may interpret the request as you see fit. Once you use this feature, you can't do so again until you finish a Long Rest.

