



GENIES
FOR FIFTH EDITION

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DECADENCE & DESPAIR

Long have mortals desired the power and wealth of the genies. The flames of imagination have been fanned by tales of paupers becoming princes, fantastic treasure hoards, and dominion over the powerful genies. The pursuit of these goals has led to the grisly end of more than one adventurer. The genies can bring to life the desires of those who find the vessels that comprise their prisons, but they can also turn those very desires into a trap from which a mortal cannot escape.

Mortals are a means to an end for the most powerful of geniekind. While many are richly rewarded for their loyal service, others become addicted and enslaved to the power and riches the genies provide. Genies entice the magically inclined with powerful incantations and blessings, and those more materially inclined with wondrous treasures. Once they have become reliant on the gifts, the genie's grasp tightens.

Not all are enamored of genies. Many see them as threats to the land, and seek to root out and destroy them at all costs. Those who do so, whether at the behest of a local ruler, commanded by their religion, or motivated purely by fame and fortune, often find they have grabbed an untamable tiger by the toe. Only the most hardened adventurers have ever encountered an Earthen Keep, Hall of Vases, Throne of the Deep, or Tower of Calling Bells and lived to tell the tale. Even fewer if those hallowed grounds are occupied by the Armor of Mercy, Fountain of Misdeeds, Lady of the Calling Bells, or the Mirror of Sorrow.



THE BLAZING CITADEL

Many efreet make their home in the city of the Blazing Citadel. There, the efreet seek to perfect the nature of desire and harness the potent emotions at war within them. They seek to bring this perfection across the planes, and shine as brilliant beacons of desire and want across the myriad planes. To that end, efreet build Towers of Calling Bells as their places of residence when away from the elemental planes. The bells resonate across the planes and strengthen the Blazing Citadel.

Those efreet within the Blazing Citadel adopt courtly titles, such as knight and lady, though translated into many tongues across many races and worlds. The efreet adapt more readily than their kin, and are more open to the interaction of mortals than the rest of the genies. No one has more wants and desires than mortals, and who better to look to than the efreeti? The efreeti has a hard time determining, or caring about, morality. Many tales of the efreeti cast them in an unfavorable light, but just as many help mortals achieve their goals for good. It's just a matter of ensuring the efreeti has the payment and adulation it believes it deserves.

THE EARTHEN COURT

The Earthen Court are genies who call the elemental plane of earth their home. They covet gems and precious metals, and reward those loyal to them with the same. These genies are obsessed with station, and seek to outshine the other members of the court, thus gaining favors and rank from the Earthen Pasha. These genies dwell in ornately decorated tunnels, and often build elaborate structures they call keeps.

The Earthen Court does not care for the suffering of others, though they often play the role of protector to mortals in need. They entice mortals to their service by guarding their families and friends, only to ask



more and more of those they protect, until the price is too high. On the other hand, the greed and desire of the Earthen Court is well known, and has been used against them more than once.

THE HOUSE OF THE TEMPEST

Djinn are among the most flighty and hard-to-interpret genies. They consider themselves the masters of fate and the utter perfection that mortals strive to attain. They are the pinnacle of all thoughts, given life. Djinn are favorably disposed to mortals and seek ways to help them perfect themselves, though this often means creating trials and tribulations to refine and shape mortals.

The House of the Tempest provides blessings and curses in equal measure. They are the immutable hand of fate, keeping the scales of mortality balanced in all things. They change themselves over and over again, adopting personalities and dwellings that suit their current focus and aspect. They compartmentalize these facets of themselves, storing them in beautifully crafted containers, such as boxes, chests, and vases, displaying them with pride. Those who hold high places within the House of the Tempest do so because of the numerous facets the djinni has mastered.

THE VIGILANT COUNCIL

Water genies have appointed themselves the arbiters over the mortals who travel the sea. They claim dominion over all water, and those who venture upon it are subject to judgment by the Watery Vigil. The water genies believe that their greater knowledge and power place them in a place of stewardship over mortals, who often do not know their own best interests.

The Vigilant Council is ruled by the Overseers, who each claim responsibility for a realm of perceived mortal rules. Those who follow the rules of the Vigilant Council receive the rewards and blessings they bestow on the worthy, while those who do not are condemned to the watery depths. The Vigilant Council live in vast halls, carefully shaped by their own hands. One who does not work with their hands receives no esteem. Symbols of station are very important to the Vigilant Council, and the more ornate the symbol, the higher the station. The Vigilant Council is seen as a boon by many mortals, and a fickle mistress by others.

GENIES OF LEGEND

There are many genies who have risen to prominence in legend. These genies possess unusual strength and wit when compared to their kin, and have earned infamy along the way. Typically, these genies feature in tales handed down from mother to child, and serve as evil monsters, kindly servants, or powerful forces of nature the heroes must overcome in their travels. While these genies often serve as parables for the young, there is no doubt they exist. There are villages and societies that worship these genies as gods, so great is their power. An encounter with a genie is never an easy thing, and an encounter with these, even less so.



ARMOR OF MERCY

The Armor of Mercy is the name given to one of the powerful Sultans serving the Pasha of the Earthen Court who resides on the material plane. The Armor of Mercy is considered a magnanimous benefactor and horrific tyrant in equal measure, depending on the source of the tale. Many merchant and noble families give offerings to the Armor of Mercy, hoping he will shield them from misfortune and help them to amass even greater riches. Khem-Nefer is said to have an army of earthen creatures at his command.

KHEM-NEFER, THE ARMOR OF MERCY

Large elemental, true neutral

Armor Class 20 (natural armor)
Hit Points 250 (20d10 + 140)
Speed 30 ft., **burrow** 30 ft., **fly** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +7, Cha +6
Damage Resistances poison
Condition Immunities petrify, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Terran
Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If Khem-Nefer, the Armor of Mercy fails a saving throw, he can choose to succeed instead.

Drifting Sand. When moving, Khem-Nefer, the Armor of Mercy may turn some or all of his body into sand. While sand, he can fly and burrow through nonmagical, unworked earth and stone without disturbing it. Movement made while he is sand does not provoke attacks of opportunity. Upon completing his movement, Khem-Nefer, the Armor of Mercy returns to his normal form. If he is in the air when this occurs, he is able to hover without falling.

Elemental Demise. If Khem-Nefer, the Armor of Mercy dies, his body disintegrates into crystalline powder, leaving behind only equipment he was wearing or carrying.

Immovable. Khem-Nefer, the Armor of Mercy has advantage on Strength and Dexterity saving throws made against effects that would force him to move or knock him prone.

Measured. If Khem-Nefer, the Armor of Mercy has any Legendary Actions remaining at the start of his turn, he heals 50 hit points and gains resistance to one of the following: bludgeoning, piercing, or slashing damage. This resistance ends at the beginning of his next turn.

Innate Spellcasting. Khem-Nefer, the Armor of Mercy's spellcasting ability is Charisma (spell save DC 14). Khem-Nefer, the Armor of Mercy can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, stone shape*

3/day each: *move earth, passwall, tongues*

1/day each: *conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*

ACTIONS

Multiattack. Khem-Nefer, the Armor of Mercy makes two spear attacks or two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 16 (2d8+7) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 20 Strength check or be knocked prone.

Spear. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 16 (2d8+7) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 20 Constitution saving throw or be poisoned.

Clinging Sands. Khem-Nefer, the Armor of Mercy targets two creatures within 60 ft. that are no more than 10 ft. apart. These creatures must make a DC 20 Strength saving throw, becoming inundated with clinging sand on a failed saving throw. A creature affected by clinging sands, and within 10 feet of another creature that is not, may spend a bonus action and end its turn to pass the clinging sands to the second creature. Clinging sands may not be passed to Khem-Nefer, the Armor of Mercy. Passing the clinging sands in this manner allows the creature to make a saving throw as if they had been targeted with this action.

If an affected creature ends their turn without any other creature within 30 feet of them, this condition immediately ends.

Affected creatures may make a new saving throw at the end of each turn after the first to end the effect.

LEGENDARY ACTIONS

Khem-Nefer, the Armor of Mercy can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Khem-Nefer, the Armor of Mercy regains spent legendary actions at the start of his turn.

Attack. Khem-Nefer, the Armor of Mercy makes one slam attack or one spear attack.

Whirling Sand. Khem-Nefer, the Armor of Mercy moves up to his speed.

Petrify (Costs 2 Actions). A creature suffering from Clinging Sands is petrified.

KHEM-NEFER'S EARTHEN KEEP

Khem-Nefer, the Armor of Mercy dwells within an Earthen Keep in the roots of a great mountain. The halls of his keep are covered in precious metals, with magical, immovable gemstone clusters serving as ambient light sources. Khem-Nefer, the Armor of Mercy's Earthen Keep is a maze of tunnels, secret passageways, simple mechanical devices, and occasional natural sections laden with dangerous rock formations. Those who seek to do Khem-Nefer, the Armor of Mercy harm find themselves contending not only with the member of the Earthen Court, but his dangerous lair as well.

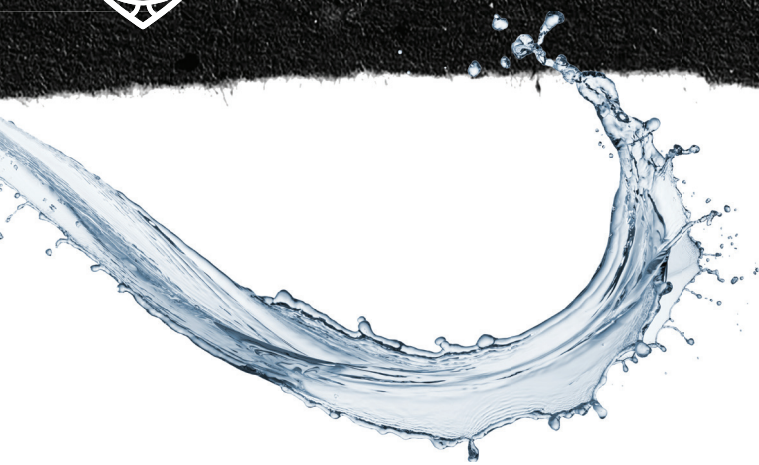
LAIR ACTIONS

When fighting inside his lair, Khem-Nefer, the Armor of Mercy can invoke the magic of his home to take lair actions. On initiative count 20 (losing initiative ties), Khem-Nefer, the Armor of Mercy takes a lair action to cause one of the following effects:

- Khem-Nefer, the Armor of Mercy may call upon his established earthen works to cast earthquake. While maintaining concentration on this effect, Khem-Nefer, the Armor of Mercy may not take other lair actions. Khem-Nefer, the Armor of Mercy cannot use this lair action again until he has used a different one.

- Khem-Nefer, the Armor of Mercy may bring to life one of the many stone statues dotting his lair. Roll a 1d6. On a 6, the creature shares statistics with a clay golem. On any other result, it shares statistics with an earth elemental. No more than five statues may be active at one time.
- Khem-Nefer, the Armor of Mercy may call a sandstorm into being within his lair. All creatures within 60 ft. of Khem-Nefer, the Armor of Mercy must succeed on a DC 20 Constitution saving throw, suffering 4d4 piercing damage and becoming blinded until the end of their next turn on a failed saving throw, or suffering half as much damage and not becoming blinded on a successful one. Khem-Nefer, the Armor of Mercy cannot use this lair action again until he has used a different one.





FOUNTAIN OF MISDEEDS

The Fountain of Misdeeds is an Overseer of the Vigilant Council tasked with determining whether the actions of an individual are considered good within the eyes of the Council. The Fountain of Misdeeds is known to sink ships to judge sailors who cross the sea, delivering those he deems worthy to safety, and condemning the unworthy to the Trenchant Vaults. Nafurat rules from the Throne of the Deeps, wielding a great gavel to assist in his judgment. Tales have him destroying entire families and villages based on his findings from judging people standing before the Throne. Other tales have him returning lost children, toppling unjust empires, and making heroes of those deemed worthy. The Throne of the Deeps resides in a bubble of living glass, a castle beneath the waves.

NAFURAT MIN AL-ATHAM, THE FOUNTAIN OF MISDEEDS

Large elemental, true neutral

Armor Class 18 (natural armor)
Hit Points 297 (22d10 + 176)
Speed 30 ft., **fly** 60 ft., **swim** 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +9
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Aquan, Common
Challenge 16 (15000 XP)

Legendary Resistance (3/day) If Nafurat min al-Atham, the Fountain of Misdeeds fails a saving throw, he can choose to succeed instead.

Amphibious. Nafurat min al-Atham, the Fountain of Misdeeds can breathe both air and water.

Elemental Demise. If Nafurat min al-Atham, the Fountain of Misdeeds dies, his body disintegrates into a burst of bubbles, leaving behind only equipment he was wearing or carrying.

Fluid. When moving, Nafurat min al-Atham, the Fountain of Misdeeds may turn some or all of his body into bubbles. While in this form, he can move through nonmagical water without disturbing it. Movement made while he is bubbles does not provoke attacks of opportunity. Upon completing his movement, Nafurat min al-Atham, the Fountain of Misdeeds returns to his normal form. If he is in the air when this occurs, he can hover without falling.

Torrent. If Nafurat min al-Atham, the Fountain of Misdeeds has any Legendary Actions remaining at the start of his turn after his first attacks he makes during this turn may target an additional creature that is adjacent to the first target, and they deal an additional 2d6 bludgeoning damage.

Innate Spellcasting. Nafurat min al-Atham, the Fountain of Misdeed's spellcasting ability is Charisma (spell save DC 17). Nafurat min al-Atham can innately cast the following spells, requiring no material components:

At will: create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink

3/day each: tongues, water breathing, water walk

1/day each: conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift

ACTIONS

Multiattack. Nafurat min al-Atham, the Fountain of Misdeeds makes two gavel attacks or uses his Water Burst ability twice.

Gavel. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (4d6+6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 17 Wisdom saving throw or become charmed until the end of its next turn.

Water Burst. Ranged Weapon Attack: +11 to hit, range 60/120 ft., one target. Hit: 15 (2d8+6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 17 Dexterity saving throw or suffer disadvantage on its next attack roll before the end of its next turn.

Geyser. Nafurat min al-Atham, the Fountain of Misdeeds targets a creature. That creature and all creatures within 5 ft. must succeed on a DC 17 Dexterity saving throw or suffer 2d6 cold damage, be tossed 4d10 feet in the air, and become drenched until the end of their next turn.

LEGENDARY ACTIONS

Nafurat min al-Atham, the Fountain of Misdeeds can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nafurat min al-Atham, the Fountain of Misdeeds regains spent legendary actions at the start of his turn.

Attack. Nafurat min al-Atham, the Fountain of Misdeeds makes one gavel attack or one water burst attack.

Whirlpool. Nafurat min al-Atham, the Fountain of Misdeeds moves up to his speed, and one creature within 30 ft. of him must make a DC 17 Strength saving throw or be pulled 20 ft. toward Nafurat min al-Atham, the Fountain of Misdeeds.

Drown (Costs 2 Actions). A creature that is drenched must succeed on a DC 17 Constitution saving throw or become paralyzed and instantly run out of breath. A drowning target may make a new saving throw at the end of each of their turns.



NAFURAT MIN AL-ATHAM'S THRONE OF THE DEEP

Nafurat min al-Atham passes judgment from his Throne of the Deep, nestled within an ever-changing bubble of living glass. The glass creates new buildings, passageways, and mazes at a whim, sometimes sealing off entire sections of the dwelling and allowing water to flood into others. Sirens aid in the creation of the Throne of the Deep and imbue it with their song.

LAIR ACTIONS

When fighting inside his lair, Nafurat min al-Atham, the Fountain of Misdeeds can invoke the magic of his home to take lair actions. On initiative count 20 (losing initiative ties), Nafurat min al-Atham takes a lair action to cause one of the following effects:

- Nafurat min al-Atham, the Fountain of Misdeeds can summon roiling mist to completely engulf a 120-foot radius area. The area becomes heavily obscured and extremely slippery, causing the area to become difficult terrain.
- Nafurat min al-Atham, the Fountain of Misdeeds can call forth the latent siren songs imbued in the Throne of the Deep. Nafurat min al-Atham, the Fountain of Misdeeds may cast a DC 17 confuse. He cannot use this lair action again until he has used a different one.
- Nafurat min al-Atham, the Fountain of Misdeeds causes water jets to erupt in up to 5 locations within 60 ft. of each other. Each water jet fires in a 60 ft. line that is 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and, if it is Huge or smaller, is pushed 20 feet away from the source of the jet and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone. Nafurat min al-Atham, the Fountain of Misdeeds cannot use this lair action again until he has used a different one.



LADY OF THE CALLING BELLS

Nahas al-Aizdira, the Lady of the Calling Bells, rose to the position of Lady upon winning the annual Red Lotus tournament, a test of combat prowess held yearly in the Blazing Citadel. This achievement earned her lands and station in the material world, and granted her the title of Lady. Nahas is a firm believer in the cause of the Blazing Citadel, and takes her charge as ruler of a Tower of Calling Bells to an almost religious level. She recruits acolytes to serve the Tower on a regular basis, replacing them as they burn out. Nahas is not skilled in seduction, but more than makes up for this with her fury in battle, and her rage at perceived wrongs.

NAHAS AL-AIZDIRA, THE LADY OF THE CALLING BELLS

Large elemental, true neutral

Armor Class 18 (natural armor)

Hit Points 283 (21d10 + 168)

Speed 40 ft., fly 60 ft.

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

Saving Throws Int +8, Wis +8, Cha +8

Damage Resistances fire, poison

Senses darkvision 120 ft., passive Perception 13

Languages Ignan, Common

Challenge 16 (15,000 XP)

Legendary Resistance (3/day) If Nahas al-Aizdira, the Lady of the Calling Bells fails a saving throw, she can choose to succeed instead.

Blaze. When moving, Nahas al-Aizdira, the Lady of the Calling Bells may turn some or all of her body into fire. While fire, she can move through nonmagical fire without disturbing it. Movement made while she is fire does not provoke attacks of opportunity. Upon completing her movement, Nahas al-Aizdira, the Lady of the Calling Bells returns to her normal form. If she is in the air when this occurs, she is able to hover without falling.

Elemental Demise. If Nahas al-Aizdira, the Lady of the Calling Bells dies, her body disintegrates into a flash of fire and puff of smoke, leaving behind only equipment she was wearing or carrying.

Inferno. If Nahas al-Aizdira, the Lady of the Calling Bells has any Legendary Actions remaining at the start of her turn after her first, successful melee attacks against her strike her deal 1d10 fire damage to the attacker.

Innate Spellcasting. Nahas al-Aizdira, the Lady of the Calling Bells' spellcasting ability is Charisma (spell save DC 16). Nahas al-Aizdira, the Lady of the Calling Bells can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day each: *enlarge/reduce, tongues*

1/day each: *conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire*

ACTIONS

Multiattack. Nahas al-Aizdira, the Lady of the Calling Bells makes two rapier attacks or uses her Hurl Flame twice.

Rapier. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) piercing damage plus 11 (2d10) fire damage.

Hurl Flame. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 24 (7d6) fire damage.

Immolate. Nahas al-Aizdira, the Lady of the Calling Bells targets a creature within 60 ft. that she can see. That creature must succeed on a DC 15 Dexterity saving throw or suffer 4d6 fire damage and become frightened. At the start of each turn, the creature suffers 2d6 fire damage. The creature may make a new saving throw at the end of each turn. The creature may also spend an action to become prone and roll around to extinguish the flame.

LEGENDARY ACTIONS

Nahas al-Aizdira, the Lady of the Calling Bells can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nahas al-Aizdira, the Lady of the Calling Bells regains spent legendary actions at the start of her turn.

Attack. Attack. Nahas al-Aizdira, the Lady of the Calling Bells makes one rapier attack or one Hurl Flame attack.

Flash Fire. Nahas al-Aizdira, the Lady of the Calling Bells moves up to her speed and one creature within 30 ft. of Nahas al-Aizdira must make a DC 15 Dexterity saving throw or suffer 4d6 fire damage and become blinded until the end of its next turn.

Conflagration (Costs 2 Actions). A creature that is immolated must succeed on a DC 15 Dexterity saving throw or become paralyzed. Any creature that begins its turn within a 10-ft. radius of the creature or moves within 10 feet of it must make a DC 15 Dexterity saving throw or suffer 4d6 fire damage, suffering half as much on a successful saving throw. A conflagrated target may make a new saving throw at the end of each of their turns.

NAHAS AL-AIZDIRA'S TOWER OF CALLING BELLS

Nahas al-Aizdira's Tower of Calling Bells is made from polished obsidian, spiraling high into the sky. As the Tower of Calling Bells gains attendants and finds resonance across the planes, the tower grows and changes, altered by the planar song. Nahas al-Aizdira has imbued the Tower of Calling Bells with her own ethos, and those who seek to confront her within her stronghold must contend with a manifestation of her will.

LAIR ACTIONS

When fighting inside her lair, Nahas al-Aizdira, the Lady of Calling Bells can invoke the magic of her home to take lair actions. On initiative count 20 (losing initiative ties), Nahas al-Aizdira takes a lair action to cause one of the following effects:

- Nahas al-Aizdira, the Lady of the Calling Bells causes the fragrant incense always burning in her braziers to become cloying and sickeningly intoxicating. Nahas al-Aizdira, the Lady of the Calling Bells causes up to 3 braziers to emit poisonous smoke. Creatures within 30 ft. of a brazier must make a DC 15 Constitution saving throw or suffer 4d6 poison damage and become poisoned until the end of its next turn. Nahas al-Aizdira, the Lady of the Calling Bells cannot use this lair action again until she has used a different one.

- Nahas al-Aizdira, the Lady of the Calling Bells invokes the ethos built into the very walls of the Tower of the Calling Bells. She targets up to 3 people within 20 ft. of the walls of the tower with a DC 15 geas. Nahas al-Aizdira may choose a different geas for each creature. Unlike a normal geas, the affected creatures may attempt a new saving throw at the end of each turn while within the Tower of the Calling Bells. Nahas al-Aizdira, the Lady of the Calling Bells cannot use this lair action again until she has used a different one.
- Nahas al-Aizdira, the Lady of the Calling Bells causes the bell to ring. Roll a 1d6. On a 6, a fire elemental is summoned. On any other result, all creatures other than those designated by Nahas al-Aizdira, the Lady of the Calling Bells must make a DC 15 Constitution saving throw or suffer 10 (3d6) thunder damage. No more than five elementals may be active at one time.





MIRROR OF SORROW

Murat al-Huzn, the Mirror of Sorrow is in her fourth aspect, having already displayed mastery over beauty, betrayal, and joy. In her current aspect, she creates trials and tribulations for those who gain her attention in order to provide an understanding of all facets of sorrow. In the djinn way of thinking, only by fully understanding something can you call yourself its master and decide whether or not it is part of your being. While vestiges of her other facets sometimes show, they are but glimmers in the current darkness of her soul. Her current House of the Tempest is contained within a storm cloud, and often reforms at a whim.

MURAT AL-HUZN, THE MIRROR OF SORROW

Large elemental, true neutral

Armor Class 18 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 30 ft., fly 90 ft.

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

Saving Throws Dex +8, Wis +8, Cha +10
Damage Resistances lightning, thunder
Senses darkvision 120 ft., passive Perception 13
Languages Auran, Common
Challenge 16 (15,000 XP)

Legendary Resistance (3/day) If Murat al-Huzn, the Mirror of Sorrow fails a saving throw, she can choose to succeed instead.

Elemental Demise. If Murat al-Huzn, the Mirror of Sorrow dies, her body disintegrates into a warm breeze, leaving behind only equipment Murat al-Huzn was wearing or carrying.

Gust. When moving, Murat al-Huzn, the Mirror of Sorrow may turn some or all of her body into mist. While mist, she can move through nonmagical fog without disturbing it. Movement made while she is mist does not provoke attacks of opportunity. Upon completing her movement, Murat al-Huzn, the Mirror of Sorrow returns to her normal form. If she is in the air when this occurs, she is able to hover without falling.

Static. If Murat al-Huzn, the Mirror of Sorrow has any Legendary Actions remaining at the start of her turn after her first, creatures who start their turn within 10 ft. of her must succeed at a DC 18 Dexterity saving throw or suffer 2d6 lightning damage.

Innate Spellcasting. Murat al-Huzn, the Mirror of Sorrow's spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

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

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

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

ACTIONS

Multiattack. Murat al-Huzn, the Mirror of Sorrow makes two dagger attacks or uses her Tempest Shot twice.

Dagger. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (4d4+6) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Dexterity saving throw or become restrained by whirling winds until the end of its next turn.

Tempest Shot. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. Hit: 18 (4d8) lightning damage, and if the target is wearing metal armor it must succeed on a DC 18 Constitution saving throw or become incapacitated until the end of its next turn.

Electrocute. Murat al-Huzn, the Mirror of Sorrow targets a creature within 60 ft. that she can see. That creature must succeed on a DC 18 Dexterity saving throw or suffer 2d6 lightning damage and become incapacitated. At the start of each turn, the creature suffers 2d6 lightning damage. The creature may make a new saving throw at the end of each turn.

LEGENDARY ACTIONS

Murat al-Huzn, the Mirror of Sorrow can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Murat al-Huzn, the Mirror of Sorrow regains spent legendary actions at the start of her turn.

Attack. Murat al-Huzn, the Mirror of Sorrow makes one dagger attack or one Tempest Shot attack.

Dark Reflection. Murat al-Huzn, the Mirror of Sorrow creates a copy of 3 different creatures she can see within range. These copies mimic the actions of their originals, and take no damage from any spells or attacks. Murat al-Huzn, the Mirror of Sorrow chooses the targets of the copies' actions, which have their normal effects. These copies disappear if the copied creatures take no actions or at the start of Murat al-Huzn, the Mirror of Sorrow's next turn.

Chain Lightning (Costs 2 Actions). Murat al-Huzn, the Mirror of Sorrow chooses up to two targets within 20 ft. of a creature incapacitated by her Electrocute action. Those creatures are targeted with Murat al-Huzn, the Mirror of Sorrow's electrocute ability.



MURAT AL-HUZN'S HOUSE OF THE TEMPEST

Murat al-Huzn's House of the Tempest is crafted out of an ever-changing storm cloud. Her House of the Tempest crackles with lightning and often creates torrential downpours at a moment's notice. Hounds comprised entirely of lightning roam the halls, keeping guard over her domain. Deep within the House of the Tempest is the Hall of Vases, the room where Murat al-Huzn spends most of her time. There are four human-sized vases within the hall, and gilded mirrors lining the walls. As needed, Murat al-Huzn will open the vases and change herself into facets of her former self.

LAIR ACTIONS

When fighting inside her lair, Murat al-Huzn, the Mirror of Sorrow can invoke the magic of her home to take lair actions. On initiative count 20 (losing initiative ties), Murat al-Huzn, the Mirror of Sorrow takes a lair action to cause one of the following effects:

- Murat al-Huzn, the Mirror of Sorrow may call upon her former facets to change her aspect temporarily. She may only call one at a time, and cannot use one again until she has used all of her facets. When she calls upon beauty, she may cast a DC 18 charm person on any number of creatures within 60 ft. of her vase of beauty. When she calls upon betrayal, she may cast a DC 18 bane on any number of creatures within 60 ft. of her vase of betrayal. When she calls upon joy, she may cast a DC 18 hideous laughter on any number of creatures within 60 ft. of her vase of joy.
- Murat al-Huzn, the Mirror of Sorrow can attempt to trap those within 15 ft. of a mirror with sorrow. Up to 3 creatures are targeted with a DC 18 enthrall. Murat al-Huzn, the Mirror of Sorrow cannot use this lair action again until she has used a different one.
- Murat al-Huzn, the Mirror of Sorrow causes a DC 18 lightning bolt cast with a 3rd-level spell slot to pass from one mirror to another 3 times in a row. Murat al-Huzn, the Mirror of Sorrow cannot use this lair action again until she has used a different one.



CANTRIPS

1. **Arrow of the Wind Princess** (B, C, D, So, Wa, Wi):
a conjured bow fires forked lightning
2. **Bulwark of the Earthen Sultan** (B, C, D, So, Wa, Wi):
a shield which intervenes against mundane missiles
3. **Lance of the Efreeti Emira** (B, C, D, So, Wa, Wi):
a lance of fire which rewards flexibility
4. **Maul of the Vigilant Council** (B, C, D, So, Wa, Wi):
a conjured maul of water which soothes as it savages

ARROW OF THE WIND PRINCESS

"There is sympathy in the storm within the touch of obsidian. The children of the Wind Princess discovered it long ago, and pass that knowledge down to the worthy. The magnanimous one has long loathed the Armor of Mercy. There are tales the two were once lovers and their affair went wrong. I would not repeat that if I were you. I am allowed such as a chosen scribe of our great princess, and she knows my loyalty is without bound. I would never seek to deceive or evade my great princess, for such things are an impossibility. You cannot hide from the Mirror of Sorrow. No matter what you attempt, you will be found, much to your dismay. It is a great boon, then, that our lady seeks not conflict. Where it can be avoided, of course. That is, save for her war against the Earthen Army."

- Badalan al-Kitab

Arrow of the Wind Princess

Conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Wind Princess to bestow a portion of her power upon you, the smell of fresh rain briefly permeates the area.

You conjure a bow made of swirling storm clouds that immediately fires a lightning arrow and then disappears. Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d6 lightning damage, and another creature within 5 feet of the creature takes 1d4 lightning damage.

This spell's primary damage increases by 1d6 and the spell's secondary damage increases by 1d4 when you reach 5th level (2d6 and 2d4), 11th level (3d6 and 3d4), and 17th level (4d6 and 4d4).

BULWARK OF THE EARTHEN SULTAN

"My lord lies in ruin, having sacrificed his body for the good of mortal kind. His scepter strong in hand, I seek to guide the wayward flock. The Earthen Keep swings wide its doors, and invites the penitent to enter and remain. The Armor of Mercy shall be worn upon the heart of the loyal, and the great cold iron blades, forged as our king would forge them, stand at the ready. Cracked will the mirror be, shattered upon the ground. I shall shelter you from sorrow, and stand strong as your bulwark."

- spoken to Prophet Hazil al-Yaeni, and recorded by his hand

Bulwark of the Earthen Sultan

Conjuration cantrip

Casting Time: 1 reaction, which you take in response to you or an ally being targeted with a ranged attack

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Earthen Sultan to bestow a portion of his power upon you, the smell of churned earth briefly permeates the area.

You point your finger and a shield of crumbling earth appears to prevent a ranged attack from hitting you



or an ally within range. The shield reduces a hit from a ranged attack by 1d6, then explodes with force. The shield is destroyed, and the protected creature is pushed backward 5 feet. If the creature is unable to move, it must succeed at a Strength saving throw, or be knocked prone.

This spell's damage reduction increases to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

LANCE OF THE EFREETI EMIRA

"Our Lady of the Calling Bells is wise beyond measure. The passion of her song prevents the darkness from engulfing the world once more. There are those who are jealous of her. They fear her and seek to turn others against her, but we know the truth of things. The Fountain is a betrayer and others shall know of his trickery. There is nothing Our Lady of the Calling Bells fears, save for the wrath of her mother and father, as all children should. The Fountain of Misdeeds should listen closely to the changing song. Soon, his gavel shall sound his own dirge."

- Nafir al-Kitab

Lance of the Efreeti Emira

Conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Efreeti Emira to bestow a portion of her power upon you, the smell of the burning coals briefly permeates the area.

You conjure a lance of smoke and flame that you may hurl at a creature or use as a melee weapon. It disappears once an attack is made. To hurl the lance, make a ranged spell attack. On a hit, the target takes 1d6 fire damage and becomes vulnerable to the next *lance of the efreeti emira* melee spell attack that hits it before the end of your next turn.

If you wield the lance as a melee weapon, it has a range of 10 feet. You make a melee spell attack, the

creature takes 1d8 fire damage on a successful hit, and is vulnerable to the next *lance of the efreeti emira* ranged spell attack that hits it before the end of your next turn.

This spell's damage increases by 1d6 (ranged) or 1d8 (melee) when you reach 5th level (2d6 or 2d8), 11th level (3d6 or 3d8), and 17th level (4d6 or 4d8).

MAUL OF THE VIGILANT COUNCIL

"Hear the sirens calling, echoing upon the waves. The sailors cannot help themselves, committing themselves to their own doom. Our prince weeps for the lost and the damned. His maul is raised to judge the dead when they come to stand before the Throne of the Deep. There is no pleasure in his actions; he takes no joy in condemnation and judgment. His sorrow is captured in the swinging of his maul, and his mourning is visited upon the faithful. The Pure Prince is forever an ally of our kin."

- Sitta Al-Kitab

Maul of the Vigilant Council

Conjuration cantrip

Casting Time: 1 Action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Vigilant Council to bestow a portion of his power upon you, the smell of the ocean briefly permeates the area.

You conjure a maul made of water and swing it in a wide arc in front of you, hitting a creature within 5 feet of you, and up to two creatures within 5 feet of your target. The maul disappears once used. Make a melee spell attack. If the attack hits, the creatures suffer 1d4 cold damage, and you gain your proficiency bonus in temporary hit points.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



1ST-LEVEL SPELLS

5. **Bolt of the Wind Princess** (B, C, D, So, Wa, Wi): an enhancement to arrow of the wind princess, creating a lingering field of lightning
6. **Fury of the Efreeti Emira** (B, C, D, So, Wa, Wi): an enhancement to lance of the efreeti emira, targeting an additional creature and creating an explosion.
7. **Retribution of the Earthen Sultan** (B, C, D So, Wa, Wi): an enhancement to bulwark of the earthen sultan, retaliating against the attacker
8. **Song of the Vigilant Council** (B, C, D, So, Wa, Wi): an enhancement to maul of the Vigilant Council, carrying the alluring song of the sirens with it

BOLT OF THE WIND PRINCESS

"It is hard to hear the words of the Wind Princess over the din of the storm. The flashing and crackling lighting all but drown out her shouts, as the howling wind rises at her command. It does not matter if she is heard. It does not matter that those resisting her assaults do not understand her words. She is the uncaring tempest. She is the unstoppable force of nature. The whipping storm is the manifestation of her will, and she will not be sated until those who cannot withstand the storm learn the truth. She is the reflection of their souls and will. She holds up the mirror to those who confront her, and she shows them the sorrow within."

- Badalan al-Kitab

Bolt of the Wind Princess

1st-Level Conjunction

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a lapis lazuli worth at least 10 gp)

Duration: 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

The next *arrow of the wind princess* you cast before the end of your turn creates a field of lightning upon the ground in a 10-foot radius around your target, and

the target must make a Dexterity saving throw. On a failed saving throw, the target takes 2d6 lightning damage, or half as much on a success.

The first time that a creature enters this field on its turn, or begins its turn in this field, the creature must make a Dexterity save. On a failed saving throw, the creature takes 1d6 lightning damage, or half as much on a success. This field lasts until the end of your next turn.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the initial lightning damage increases by 1d6 lightning damage for each slot level above 1st.

FURY OF THE EFREETI EMIRA

"Escaping the fury of the efreet is a nigh impossible task, and one you would be foolish to try. Not only are you punished, those you love will be punished. Those you seek out will be punished. All you encounter are subject to punishment. The more who attempt to help you, the worse the punishment will be. The efreeti are creatures of passion, and the more status they attain, the brighter that passion burns. There are those who believe that as hot as the fury of the efreeti flares, it will soon flame out, and transgressions will be forgotten and forgive. This is a very mortal perspective. The efreeti do not have a concept of forgiveness. The rage and fury that overtakes them becomes part of their being. Their passion is their life. Their anger is forever."

- Nafir al-Kitab

Fury of the Efreeti Emira

1st-Level Conjunction

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a tiger's eye worth at least)

Duration: 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

The next *lance of the efreeti emira* that you cast before the end of your turn allows you to attack two different creatures.

If both targets are hit, creatures of your choice within a 5-foot radius of the creatures, and both creatures hit, must make Dexterity saving throws. On a failure, the creatures take 1d6 fire damage, or half as much on a success.

If only one creature is struck, all creatures of your choice within a 5-foot radius of the creature, and the creature struck, must make a Dexterity saving throw. On a failure, the creatures take 1d8 fire damage, or half as much on a success.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the radial fire damage increases by 1d6, if multiple creatures are hit, or 1d8, if only a single creature is hit, for each slot level above 1st.

RETRIBUTION OF THE EARTHEN SULTAN

"Compassion is not without limits. Even the most forgiving of Earthen Court are given to fits of anger when circumstances dictate that it must be so. They are called greedy and mercurial, but only by those who envy them. While it is certainly true they seek to position themselves higher than their peers, the Earthen Court richly rewards their mortal followers. The concerns of mortals are not theirs. The Earthen Court are wealthy beyond all measure, and so too are their followers. Those who betray them find their riches turned against them. Their largess becomes vengeance and wrath. Like the earth itself, the Earthen Court are slow to act, but become an unstoppable rockslide once they begin."

- from the writings of the Prophet Hazil al-Yaeni

Retribution of the Earthen Sultan

1st-Level Conjuraton

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a hematite worth at least 10gp)

Duration: 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

The next *retribution of the earthen sultan* that you cast deals 3d6 bludgeoning damage to the source of the damage, and the target must succeed on a Strength saving throw against your spell DC or be knocked prone.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the bludgeoning damage increases by 1d6 for each slot level above 1st.

SONG OF THE VIGILANT COUNCIL

"Upon a throne of the purest water sits the Fountain of Misdeeds. His cool countenance is unwavering as his court awaits his judgment. The right has long been granted to him by the Sultana of the Trenchant Depths, may her name remain immutable. His gavel sings a song while resting at his side, growing discordant when faced with the impure. The Fountain of Misdeeds accounts for both life and knowledge, and then the verdict is rendered...to wash away sins."

- Sitta al-Kittab

Song of the Vigilant Council

1st-Level Conjuraton

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a piece of jade worth at least 10gp)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

The next *maul of the Vigilant Council* you cast before the end of your turn deals an additional 2d6 cold damage, and the creatures hit must make an Intelligence saving throw. The creature is charmed for 1 minute on a failed save, or suffers disadvantage on its next melee weapon attack on a successful one.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.



4TH-LEVEL SPELLS

9. **Blessing of the Earthen Sultan** (B, C, D, So, Wa, Wi):
a spell granting powers of the earthen genies
10. **Blessing of the Efreeti Emira** (B, C, D, So, Wa, Wi):
a spell granting powers of the efreeti
11. **Blessing of the Vigilant Council** (B, C, D, So, Wa, Wi):
a spell granting powers of the water genies
12. **Blessing of the Wind Princess** (B, C, D, So, Wa, Wi):
a spell granting powers of the djinni

BLESSING OF THE EARTHEN SULTAN

The oil must be buried under a moonless sky. The moon is an agent of the wind, and cannot be trusted. Without the prying eyes of the moon and the sun, the oil can learn the secrets of the earth. The oil hears the ancient whisperings of the loam, and it learns. The supplicant then bathes in the oil and is entombed in black soil, rich with the blood of sacrifices. It is then that the sultan grants audience to the supplicant and holds court. If the sultan is so inclined, a boon above the request is granted. It is then the supplicant is able to behold the benevolence of the Earthen Sultan.”

- from the writings of the Prophet Hazil al-Yaeni

Blessing of the Earthen Sultan

4th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 10 minutes

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Earthen Sultan to bestow a portion of his power upon you, the smell of churned earth briefly permeates the area.

Mundane broken objects carried upon your person are mended when this spell is cast. Until the spell ends, you gain the follow benefits:

- You have resistance to poison damage.

- You have advantage on saving throws against being charmed or frightened.
- As a bonus action, whenever you deal bludgeoning damage you may choose for the ground to quake at the location the damage is dealt. Creatures other than you in a 5-foot radius must succeed on a Dexterity saving throw or be knocked prone.

BLESSING OF THE EFREETI EMIRA

“The Lady of the Calling Bells is merciful in all things. Mubarak was once a thriving village on the banks of the Li river. Tales were shared across the dunes of the baskets the village produced. Woven from the kaba leaf, the baskets could hold inordinate weight without the slightest warping. Without warning, the baskets were no longer seen in the markets of Wadh. The first whispers of the plague began to reach the Seat of Osafir not long after. Unto the Efreeti Emira came the petition for aid. Only the Lady of the Calling Bells was able to summon the purging flame and carefully cleanse the village, saving those who were not yet ill. It is only through her doing that Mubarak remains to this day. While it is true the people there now venerate her, it is a result of her deeds that day, not a demand. She has made no requests and has not visited the place since. She is not all things bad, as some would claim.”

- Nafir al-Kitab

Blessing of the Efreeti Emira

4th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 10 minutes

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Efreeti Emira to bestow a portion of her power upon you, the smell of the burning coals briefly permeates the area.

Your skin appears as if it were made of glowing coals on the edge of dying, shedding dim light in a 10-foot radius. Until the spell ends, you gain the follow benefits:



- You have resistance to fire damage.
- When you damage a target, you can choose to deal an additional 1d8 fire damage to the target as a bonus action.
- As an action, you may exude an aura of smoke that provides you half-cover until the start of your next turn

BLESSING OF THE VIGILANT COUNCIL

“The gavel of the Fountain of Misdeeds is an object of lore and mystery. It was given once to the great hero Marih for her defeat of Shabah bin Ghawl, and passed through her family line for nine generations. After only four, the gavel was lost to the Bandit Princess, and it was taken into the far desert. However, it is said the gavel did not find her worthy, and played a role in the destruction of the Sanctum City to find its way to the hands of the loyal once more. Even so, it was a number of years before it made its way to the guild gala this past year. It was sold in a lot for a pretty price to a family long known to have ties to the Vigilant Council. Only time will tell if the gavel agrees with such an arrangement.”

- Sitta al-Kitab

Blessing of the Vigilant Council

4th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 10 minutes

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Vigilant Council to bestow a portion of his power upon you, the smell of the ocean briefly permeates the area.

Your skin appears to be liquid, and you force any dim light within a 10-foot radius to darken until your passing. Until the spell ends, you gain the following benefits:

- You have resistance to cold damage.
- As a reaction to being targeted with a spell, you may either force disadvantage on the attack or grant yourself advantage on the saving throw.
- As a bonus action, whenever you hit with an attack dealing cold or piercing damage you may add 1d6 cold damage to the attack.

BLESSING OF THE WIND PRINCESS

“Those most loyal to the Wind Princess bear a mask carved in her splendid likeness. They are hewn from rich, dark woods and embellished with finely-crafted lapis lazuli adornments. During rituals celebrating the Mirror of Sorrow, or ceremonies dedicated to her name, the masks are donned and doffed to reveal or conceal the face of the adherent, as the rites require. In addition to the mask, most ceremonies also require a gilded mirror, as you might expect, and sacred mead. The apiaries of the djinn are unparalleled, and the honey gathered therein is valuable beyond measure. Of course, only the foolish would take such a thing without the permission of the djinn. Not only would you draw their estimable ire, you would face the bees of the djinn. If one were to tell me she was attempting such a feat, I would already be writing her dirge and epitaph.”

- Badalan al-Kitab

Blessing of the Wind Princess

4th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 10 minutes

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

When you call upon the power of the Wind Princess to bestow a portion of her power upon you, the smell of fresh rain briefly permeates the area.

Your body seems lighter, and you leave no tracks of your passing for the spell's duration. Until the spell ends, you gain the following benefits:

- You have resistance to thunder and lightning damage.
- Your ranged attacks ignore half-cover and three-quarters cover.
- As a reaction, you may impose disadvantage on a ranged attack made only against you.
- You gain fly speed equal to your movement speed.

THE GENIE'S HOARD

Genies would not be complete without fantastical magical items to tempt mortals, or to appear in the hoards alongside genie prisons, such as magical lamps or etched emeralds. Countless tales are told of great treasures beneath the sands and buried in caves out of sight. Fortune-hunters and seekers of ancient knowledge alike are drawn to these places. All hope to find a forgotten treasure and change the course of their life.

Armor of the Martyred Khedive: armor once worn by a noble, slain for her beliefs

Bead of Mirages: a bead from which a vivid illusion springs

Carpet of the Warding Flame: a type of rug often used in the laboratories of alchemists and sorcerers

Dinnerware of the Earthen Kingdom: dishes that allow the user to perfectly spice meals to their liking, echoing the decadence of the earthen

Eye of the Efreeti Emira: a brilliant ruby placed in bows and crossbows to produce bolts of fire

Globe of the Wind Princes: a globe that allows allies to move with the swiftness of the wind

Gloves of the Dread Ghul: gloves that echo a terrible foe, still spoken of in chilling tales

Hat of the Beggar-Prince: a hat reminiscent of the tales of princes masquerading as paupers

Water's Gift: a weapon that carries the gift of the water with it

Shield of the Djinni Princess: a shield empowered by the djinn, giving shelter against arrows and other missiles

Spear of the Earthen Court: an iron spear carrying the magic of the Earthen Court within

ARMOR OF THE MARTYRED KHEDIVE

Armor (light, medium, or heavy), very rare (requires attunement)

This battered-looking armor is emblazoned with a forgotten symbol upon the breast. Most suits also display a symbol upon the shoulder, though this may differ from the symbol upon the chest. This armor possesses 7 charges. The armor regains 1d6+1 charges whenever you surprise a creature in combat, or when your current hit points fall below half of your maximum hit points for the first time in a day.

Iconic. You may expend 1 charge to reroll a Charisma ability check you make. You must use the second roll.

Martyr. Whenever you are below half of your maximum hit points, or after you have been critically hit, you can use your reaction and expend 2 charges to allow the next attack against you to have advantage. Doing so grants allies who can see you advantage on the first attack each of them makes before the end of your next turn.

Rally. Whenever you are below half of your maximum hit points, or you and your allies are outnumbered in a combat, you may expend 3 charges to grant yourself 3d8 temporary hit points as a bonus action. While these temporary hit points remain, you have advantage against being charmed and frightened, and you may use the help action as a bonus action.

BEAD OF MIRAGES

Wondrous item, rare

This small grey sphere measures an inch in diameter and weighs an ounce. Typically, 1d4+1 *beads of farce* are bound together.

You may use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. A *major illusion* spell cast from a 6th-level spell slot appears at the location. You decide upon the illusion prior to the explosion.



CARPET OF THE WARDING FLAME

Wondrous item, very rare

You can speak the carpet's command word as an action to activate or deactivate the warding magic woven into the threads of the carpet. The carpet may not be moved while it is active. Once activated, the carpet remains active until unraveled, dispelled, or discharged. The rug is triggered by the first person to step upon it, blasting everything within a 15-foot radius in intense flames. Those in the affected area must make a DC 14 Dexterity saving throw, taking the damage listed in the chart on a failed saving or half damage on a success. After emitting this blast, the rug is discharged.

If the rug is dispelled, or discharged, the carpet mends and recharges its magic after being exposed the light of sunrise and sunset within a 24-hour period. Unraveling the rug requires a successful Intelligence (Weaver's Tools) check against the stated DC. Unraveling the rug takes an hour.

Four sizes of carpet of *warding flame* exist. The DM chooses the size of a given carpet or determines it randomly.

CARPET OF THE WARDING FLAME

d100	Size	Unraveling DC	Damage
01-20	3ft. x 5ft.	13	3d12 fire
21-55	4ft. x 6ft.	14	4d12 fire
56-80	5ft. x 7 ft.	15	5d12 fire
81-100	6ft. x 9ft.	16	6d12 fire

DINNERWARE OF THE EARTHEN KINGDOM

Wondrous item, uncommon

This carefully crafted dinnerware provides perfect spicing to any meal served on it, according to the eater's taste. In a pinch, the dinnerware may also operate as a heavy thrown weapon, providing a +1 bonus to attack and damage rolls. The dinnerware typically come sets of four, eight, or sixteen.

EYE OF THE EFREETI EMIRA

Wondrous item, very rare (requires attunement)

This gem is a round, red crystal that would fit snugly into sights for a bow or crossbow. As a bonus action, you can speak this gem's command word and cause the front of the ranged weapon to which it is attached to glow with an intense, red heat. This light illuminates a 40-foot radius and dim light for an additional 40 feet. While the bow or crossbow is heated, it deals an extra 2d6 fire damage to any target hit by a bolt or arrow from the weapon. The heat and light last until you use a bonus action to speak the command word again, or until you drop or holster the weapon.

GLOBE OF THE WIND PRINCES

Wondrous item, rare (requires attunement)

This small globe of glass, roughly the size of an apple, swirls with smoke and a softly flickering blue light. The globe vibrates with a barely contained energy, and is prone to rolling out of hands and along flat surfaces if not properly secured. Possessing and being attuned to the *globe of the wind princes* grants advantage on Dexterity (Initiative) checks.

As an action, you may set the globe free from your grasp, allowing it to float freely around the room. At the start of each round, the globe hovers over an ally. As a reaction, you may swap turns in the initiative with that ally for this round. Once combat has ended, the globe returns to your grasp, provided you are conscious and not incapacitated, or falls to the ground, waiting to be claimed by whomever picks it up, if you are unconscious or incapacitated.

Once the globe has been set free, it no longer grants advantage on initiative checks until it is placed in the light of a setting sun.

GLOVES OF THE DREAD GHUL

Wondrous item, rare (requires attunement)

These shiny black gloves are made of articulated chitinous plates, with fingers ending in sharpened talons. These gloves have 5 charges. The gloves regain 1d4+1 expended charges each day at midnight.

Insect Plague. While wearing the gloves, you can use an action and expend 1 charge to cast the *insect plague* spell (5th-level, DC 15).

Infested Claws. While wearing the gloves, you can use a bonus action and expend 2 charges to cover your gloves in necrotic energy. Once you have done so, the gloves may be used as a weapon. The wearer has proficiency with these weapons, the gloves deal 1d6 slashing damage + 1d8 necrotic damage on a successful hit, and are considered a magical weapon for the purpose of overcoming resistances and immunities. The gloves are considered a light, finesse weapon. Creatures who are immune to disease are immune to the necrotic damage from the gloves. The gloves revert to their normal state after an hour of use, or until the wearer no longer wishes them to be weapons.

HAT OF THE BEGGAR-PRINCE

Wondrous item, very rare (requires attunement)

This hat is filthy from neglect and misuse. It is covered in grease, food, and dirt stains that are never able to be cleaned, even by magical means. While wearing this hat, you have advantage on all Stealth checks, as no one wants to look directly at you.

You may also cast a DC 15 *stinking cloud* as an action. Once you have done so, you may not do so until the next sunset.

Curse. Once you don this cursed hat, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the hat, you have disadvantage on all Charisma checks and saving throws.

WATER'S GIFT

Weapon (any), uncommon (requires attunement)

This magic weapon protects you in the harshest of environments. While you have this weapon on your person, you have advantage on any saving throw against exhaustion due to the extreme cold or high altitude. You also deal an extra 1d6 weapon damage with this weapon when attempting to break the ice of non-living icy surfaces. In addition, you and any of

your companions within 30 feet of you have advantage on Dexterity (Acrobatics) and Strength (Athletics) skill checks to navigate icy environments. The weapon magically prevents you and any companions within range from freezing to death or being damaged from frostbite.

SHIELD OF DJINNI PRINCESS

Armor (shield), rare (requires attunement)

This iron shield carries with it a portion of the power of the Djinn, given to the worthy as a reward. You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

You may use your reaction to absorb a missile into the shield if it would otherwise miss you. You may store up to your proficiency bonus in missile weapons in this fashion. As an action, you may forcibly expel the missile from your shield. The expelled missile is a +2 missile, has a range of 100/400, uses Dexterity to resolve the attack, the bearer of this shield is always proficient in this attack, and deals 1d10 piercing + 1d6 force damage.

If the attack is a critical hit, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target succeeds on the saving throw, it takes an additional 3d6 force damage.

SPEAR OF THE EARTHEN COURT

Weapon (spear), rare (requires attunement)

This iron spear carries with it a portion of the power of the Earthen Court, given as a reward to those who have earned a place of honor. The spear has 5 charges, and regains 1d4+1 when buried in the earth for one hour.

You may expend a charge to cast *magic weapon*. This does not require concentration to maintain. You may only have one wrathful smite active at a time.

You may expend 2 charges to cast *enlarge* upon yourself.

You may expend 3 charges to cast a DC 15 *spike growth*, cast with a 2nd-level spell slot.



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