

Half-Genie Creature Template (Revised)

Revised by Patric L. Rogers
www.patric.net

Half-genies are the progeny of genies who have reproduced with other creatures or magical amalgamations created by mysterious means. Generally, these offspring live their lives on either the genie's home plane or the home plane of their other parent (usually the Material Plane), but not both.

Appearance Changes

Half-genies are generally more handsome and imposing versions of a given type of creature, with piercing eyes and a commanding presence. This charismatic aura is an unmistakable earmark of their otherworldly heritage.

Creating a Half-genie

"Half-genie" is a template that can be added to any living creature besides an elemental, plan, or ooze (hereafter referred to as the "base creature"). A half-genie uses the base creature's statistics and inherent racial special abilities except as noted below.

Type: Change to outsider. If they are native to an Elemental Plane, half-djinn and half-efreet gain the extraplanar subtype. Half-jann are native to the Material Plane and gain the native subtype. Half-efreet gain the fire subtype.

Hit Dice: Change all current and future racial Hit Dice to d8s. In this template, Hit Dice stands for the base creature's total character Hit Dice, except where it is labeled as another type.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +1 for half-djinn and half-jann. It improves by +3 for half-efreet.

Special Attacks: A half-genie gains the following, limited by its genie type.

Spell-like Abilities: Half-genies with a Charisma score of 10 or higher possess the spell-like abilities according to their type as specified in the tables below. Unless otherwise specified, the half-genie can use the spell-like ability once per day—any number of uses do not stack but are the half-genie's total uses per day. Caster level equals the half-genie's Hit Dice.

Enlarge works just like *enlarge person* except it can affect any living creature. It is a level 1 spell.

Plane shift may only be used to travel to the Astral Plane, any Elemental Plane, or the Material Plane.

Reduce works just like *reduce person* except it can affect any living creature. It is a level 1 spell.

Half-djinni

Half-djinn gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>create food and water, create wine</i> (as <i>create water</i> but wine instead)
3-4	<i>minor creation, invisibility</i> (self only)
5-6	<i>fly</i> (perfect maneuverability)
7-8	<i>invisibility</i> (self only) 2/day
9-10	<i>fly</i> (perfect maneuverability) 2/day, <i>major creation, overland flight</i> (perfect maneuverability), <i>persistent image</i>
11-12	<i>invisibility</i> (self only) 2/day, <i>wind walk</i>
13-14	<i>fly</i> (perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day, <i>whirlwind</i> (transforms own body and all equipment into the whirlwind)
17+	<i>plane shift</i> 3/day

Half-efreeti

Half-efreeti gain the following.

Heat (Ex): A half-efreeti's body deals additional fire damage whenever it hits in melee with a natural attack and each round it maintains a hold while grappling. This extra damage is 1d3 for a Medium creature, scaling up one die step per size larger, and down one die per size smaller.

Hit Dice	Spell-Like Abilities
1-2	<i>detect magic, produce flame, reduce</i>
3-4	<i>detect magic</i> 2/day, <i>enlarge, pyrotechnics</i>
5-6	<i>fly, gaseous form, invisibility</i> (self only), <i>scorching ray</i>
7-8	<i>enlarge</i> 2/day, <i>wall of fire, produce flame</i> 3/day, <i>reduce</i> 2/day
9-10	<i>fly</i> (perfect maneuverability) 2/day, <i>overland flight</i> (perfect maneuverability), <i>polymorph</i> (self only), <i>pyrotechnics</i> 3/day
11-12	<i>permanent image, scorching ray</i> 2/day
13-14	<i>detect magic, plane shift</i>

Hit Dice	Spell-Like Abilities
15-16	<i>enlarge</i> 3/day, <i>plane shift</i> 2/day, <i>reduce</i> 3/day
17-18	<i>plane shift</i> 3/day
19+	<i>limited wish</i>

Half-janni

Half-jann gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>speak with animals</i> , <i>create food and water</i>
3-4	<i>enlarge</i> , <i>reduce</i>
5-6	<i>fly</i> (15 ft. perfect maneuverability), <i>invisibility</i> (self only)
7-8	<i>enlarge</i> or <i>reduce</i> 2/day, <i>speak with animals</i> 2/day
9-10	<i>fly</i> (15 ft. perfect maneuverability) 2/day, <i>invisibility</i> (self only) 2/day, <i>overland flight</i> (15 ft., perfect maneuverability)
11-12	<i>ethereal jaunt</i> (1 hour only)
13-14	<i>fly</i> (15 ft. perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day
17+	<i>plane shift</i> 3/day

Special Qualities: Half-genies gain the following. They also gain abilities specific to their genie type.

Darkvision (Ex): All half-genies have darkvision to a range of 60 ft., or the base creature's range, whichever is better.

Genie Blood (Ex): Half-genies are considered to be the base creature's race, outsiders, and their genie type for the purposes of racially specific abilities and effects.

Telepathy (Su): A half-genie can communicate telepathically with any creature within 50 ft. that has a language.

Half-djinni

Half-djinn gain the following.

Acid Resistance (Ex): Half-djinn have acid resistance 30.

Half-janni

Half-jann gain the following.

Fire Resistance (Ex): Half-jann have fire resistance 5.

Elemental Endurance (Ex): Half-jann can survive on the Elemental Planes of Air, Earth, Fire or Water for up to 24 hours. Failure to return to the Material Plane before that time expires causes a half-janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Abilities: Modify according to the following table.

Genie Type	Str	Dex	Int	Wis	Cha
Djinni	+0	+4	+2	+2	+2
Efreeti	+2	+4	+0	+2	+2
Janni	+2	+2	+2	+2	+2

Skills: Outsiders have 8 skill points, plus its Intelligence modifier, per racial Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Concentration is a class skill for all half-genies.

Feats: All half-genies gain Improved Initiative as a bonus feat.

Challenge Rating: +2 for a half-djinni or half-janni, +3 for a half-efreet.

Alignment: Half-djinn tend toward good, and half-efreet tend toward evil.

Level Adjustment: +3 for half-jann, +4 for half-djinn, and +5 for half-efreet.

Sample Half-genie

This example uses a fire giant as the base creature and adds the Half-Efreeti template.

Truefire Giant

Large Outsider (Augmented Giant, Fire, Native)

Hit Dice: 15d8+75 (472 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. in half-plate armor (6 squares); base speed 40 ft.

Armor Class: 27 (-1 size, +11 natural, +7 half-plate armor), touch 9, flat-footed 27

Base Attack/Grapple: +11/+26

Attack: Masterwork greatsword +22 melee (3d6+16) or slam +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Full Attack: Masterwork greatsword +22/+17/+12 melee (3d6+16) or 2 slams +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Heat, rock throwing, spell-like abilities

Special Qualities: Rock catching, genie blood, immunity to fire, low-light vision, darkvision 60 ft, telepathy 50 ft., vulnerability to cold

Saves: Fort +14, Ref +6, Will +10

Abilities: Str 33, Dex 13, Con 21, Int 10, Wis 16, Cha 13

Skills: Climb +9, Concentration +8, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14

Feats: Cleave, Great Cleave, Improved Initiative^B, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Environment: Warm mountains

Organization: Solitary or gang (2-5) among normal fire giants

Challenge Rating: 13

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +8

True fire giants are powerfully built giants with hairless skin the color of dark copper. Considered blessed among their fire giant kin, truefire giants are slightly larger and more powerful than normal fire giants. Their outsider blood makes them potent fighters and allows them to live over 1,000 years. They have the best equipment among their clan.

Combat

Truefire giants are merciless and brutal combatants that take every advantage of their fire immunity. Their preferred method of attack is to *enlarge* themselves and *fly* above enemies while hurling heated boulders. On the ground, they cast *wall of fire*, encircling themselves and their opponents with the hot side of the wall facing in to do maximum fire damage to their foes. Another favorite tactic is to grab their opponents and jump into a fire or lava flow. In all cases, if they are losing a given fight badly, truefire giants use their *plane shift* ability or *gaseous form* to escape.

Heat (Ex): A truefire giant's body deals 1d4 points of fire damage when it hits in melee with a slam and each round it maintains a hold while grappling.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks. See the Giant entry in the *MM* for more on rock throwing.

Spell-Like Abilities: 3/day—*detect magic*, *enlarge* (DC 12), *produce flame*, *pyrotechnics* (DC 13), *reduce* (DC 12); 2/day—*fly* (perfect maneuverability), *plane shift*, *scorching ray* (+12 ranged touch); 1/day—*gaseous form*, *invisibility* (self only), *overland flight* (perfect maneuverability), *permanent image*, *polymorph* (self only), *wall of fire* (DC 15). Caster level 15th. The save DCs are Charisma-based.

Genie Blood (Ex): Truefire giants are considered giants, outsiders, and efreet for the purposes of racially specific abilities and effects.

Telepathy (Su): A truefire giant can communicate telepathically with any creature within 50 feet that has a language.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

LEGAL APPENDIX

Release 1.0

Patric L. Rogers (www.patric.net)

Designation of Open Game Content: All text in this document is designated as Open Game Content.

Designation of Product Identity: The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content:

1. The name "Patric L. Rogers";
2. The product name "Half-Genie Creature Template (Revised)", except for its use within Section 15 of the Open Game License;
3. All artwork, illustrations, or graphic design including any text contained within such artwork, illustrations, or graphic design.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner

of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Creature Collection Volume 1 Copyright ©2000 by Clark Peterson.

Creature Collection 2: Dark Menagerie, © 2000 White Wolf Publishing Inc

Hollowfaust: City of the Necromancers, © 2001 White Wolf Publishing, Inc.

Mithril: City of the Golem, © 2001 White Wolf Publishing, Inc.

Relics & Rituals, © 2000 Clark Peterson.

The Divine and the Defeated, © 2001 White Wolf Publishing, Inc.

The Wise and the Wicked, © 2001 White Wolf Publishing, Inc.

Monster Manual II Copyright 2002, Wizards of the Coast, Inc.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Hypertext d20 SRD Copyright 2004, Jans W Carton.

Spells & Spellcraft, © 2002, Fantasy Flight Inc.

Mythic Races, © 2001, Fantasy Flight, Inc.

Magic, © 2002, Alderac Entertainment Group, Inc.

Rokugan, © 2001, Alderac Entertainment Group, Inc.

Magic of Rokugan, © 2002, Alderac Entertainment Group, Inc.

Undead, © 2001, Alderac Entertainment Group, Inc.; Authors: Noah Dudley, Andrew Getting, Travis Heerman, Mike Mearls, Jim Pinto, Ree Soesbee, Eric Steiger, Douglas Sun and Rich Wulf.

Dragons, © 2001, Alderac Entertainment Group, Inc.; Authors: A. A. Acevedo, J. Darby Douglas III, Peter Flanagan, Andrew Getting, Mike Leader, Mike Mearls, Jim Pinto, Ree Soesbee, Douglas Sun.

Spells & Magic, © 2002, Bastion Press, Inc.

Secret College of Necromancy, © 2002 Green Ronin Publishing, Authors: David "Zeb" Cook and Wolfgang Baur.

The Shaman's Handbook, © 2002, Green Ronin Publishing; Author, Steve Kenson.

Plot & Poison: A Guidebook to Drow, © 2002, Green Ronin Publishing; Author: Matthew Sernett.

Advanced Bestiary, © 2004 Green Ronin Publishing, LLC, Author: Matthew Sernett

Aasimar & Tiefling: A Guidebook to the Planethouched, © 2005 Green Ronin Publishing, LLC, Author: Robert J. Schwall

Encyclopedia Arcane: Necromancy—Beyond the Grave, © 2001, Mongoose Publishing.

Encyclopedia Arcane: Constructs, © 2002 Mongoose Publishing.

The Quintessential Cleric, © 2002, Mongoose Publishing.

The Quintessential Wizard, © 2002, Mongoose Publishing.

The Primal Codex, © 2001, Netherland Games Inc.

Librum Equitis, Volume 1, © 2001, Ambient Inc.; Author: Matthew Jason Parent.

Thee Compleat Librum ov Gar'Udok's Necromantic Artes, © 2002, Ambient Inc.; Authors: M. Jason Parent, Denise Robinson, Chester Douglas II.

Necromancer's Legacy—Thee Compleat Librum ov Gar'Udok's Necromantic Artes, © 2002, Mystic Eye Games & Ambient Inc.

Heroes of High Favor: Dwarves, © 2002 Benjamin R. Durbin; published by Bad Axe Games, LLC.

Everquest: Roleplaying Game Player's Handbook, © 2002, Sony Computer Entertainment America Inc.

Book of Templates, © 2002, Silverthorne Games; Author: Ian Johnston.

Cleave Asunder, © 2000, Michael J. Kletch

Cross-Class Learning, © 2000, Bradley H. Bemis, Jr.

Paleoskeleton template, © 2002, Erica Balsley

Mindbender (Non-Euclidean) template © 2003, Greg Ragland.

The templates: **Breath Weapon**, **Dragon-blooded**, **Gigantic**, **Half-Template**, **Humanoid**, and **Miniature**; domains **Construct**, **Dread**, **Gloom**; spells **bestial aspect**, **bestial aspect other**, **create undead** (revised), **create greater undead** (revised), **fabricate spirit**, **fabricate greater spirit**, **greater bestial aspect**, **greater bestial aspect other**, **nimbus of fear**, **small miracle**, and **voidburst**; characters: **Kaavaak** and **Sven Varian**; creatures: **Elder Deer** and **Truagekin**; items: **Kaavaak's Crown Ruby**; and rules: **Variant Half-Dragons** and **Vorthr** are all © 2003, Chris S. Sims.

Fleshbound Vampire, **Padrafyte (Half-Medusa)**, **Nettlecloud Vermin** (**Nettlecloud Spider**), **Skinrug**, **Thermic Elemental**, and **Many-Headed (Two-Headed Mutant)**, are Open Game Content from www.SeanKReynolds.com, © 2001, 2002, 2003 Sean K Reynolds.

A Magical Society: Guide to Monster Statistics, © 2005 Expeditious Retreat Retreat Press, Author: Joseph Browning

Monte Cook's Arcana Unearthed, © 2003 Monte J. Cook. All rights reserved.

Book of Templates: Deluxe Edition, © 2003, Silverthorne Games; Authors: Ian Johnston and Chris S. Sims.

Book of Templates: Deluxe Edition, © 2005, Silverthorne Games; Authors: Ian Johnston and Chris S. Sims.

Half-Genie Creature Template (Revised) Copyright © 2009 by Patric L. Rogers. All rights reserved. Author Patric L. Rogers.

END OF LICENSE

If you have enjoyed this product, please consider supporting the author's continued development of d20 material by making a PayPal donation of any size to patricrogers@hotmail.com.