# The Genie

## Spell-Like Abilities

### 3/day

**Invisibility (self only)** (illusion[glamer], VSM, creature touched, 8min, SRyes) – Become invisible until you attack

**Plane Shift (willing targets to the elemental planes, Astral Plane, or Material plane only)** (conjuration(teleportation), VSF, creature touched, or 8 creatures holding hands, SRyes) – Go to a random spot in another spot in another plane. WILL negates.

**Speak with Animals** (divination, VS, personal, 8min) – you can talk to animals

### 1/day

**Create Food and Water** (conjuration(creation), 10min, VS, close, food and water, 24 hours) – create enough food and water to sustain 3 humans or 1 horse/lvl for 24 hours.

**Ethereal Jaunt** – This is not useful for this adventure. (This would be useful if you were on the Material Plane)

## Gear

**Lesser Talisman of Freedom** – the first time you become grappled, entangled, or paralyzed, you gain *freedom of movement* for 3 rounds. The talisman then becomes nonmagical.

**Oil of Flame Arrow** – put this oil on up to 50 arrows. These arrows deal 1d6 fire damage if they strike a target within 50 minutes.

**Potion of Cure Light Wounds** – drink this to regain 1d8+1 hit points.

**Potion of Heroism** – drink this to gain a +2 morale bonus on attack rolls, saves and skill checks for 50 minutes.

**Potion of Resist Energy (electricity)** – drink this to gain resist 10 electricity for 30 minutes.

**Quick Runner’s Shirt** – once per day, you may activate this as a swift action to take another move action to move. After you do so, your turn ends.

**Volatile Vaporizer** – you may put this in a 2nd level or lower potion (*cure light wounds* or *resist energy*) in order to disperse it in a 10 foot cloud. Anyone who is within the initial cloud gains the benefits of the potion.

## Resource Tracker

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| --- | --- |
| **Daily Resources** | **Consumable Resources** |
| *invisibility* |  |  |  | *lesser talisman of freedom* |  |  |  |
| *plane shift* |  |  |  | *oil of flame arrow* |  |  |  |
| *speak with animals* |  |  |  | *potion of cure light wounds* |  |  |  |
| *create food and water* |  |  |  | *potion of heroism* |  |  |  |
| *ethereal jaunt* |  |  |  | *potion of resist energy (electricity)* |  |  |  |
| Change Size |  |  |  | *volatile vaporizer (2nd level)* |  |  |  |
| *quick runner’s shirt* |  |  |  |  |  |  |  |

## Change Size

Below are the changed stats if Jamila uses Change Size on herself

### Enlarge Person

N Large outsider (native)

**Init** +5

**DEFENSE**

**AC** 22, touch 11, flat-footed 20 (+7 armor, +1 Dex, +1 dodge, +1 natural, -1 size, +3 shield)

**Ref** +7

**OFFENSE**

**Melee** +1 longsword +12/+7 (2d6+7/19-20) or

dagger +11/+6 (1d4+6/19-20)

**Ranged** mwk composite longbow +7/+2 (1d8+3/x3)

**Space** 10 ft.; **Reach** 10 ft.

**STATISTICS**

**Str** 22, **Dex** 12

**CMB** +13; **CMD** 25

**Skills** Acrobatics -4 (-8 to jump), Fly +12, Stealth -4

### Reduce Person

N Small outsider (native)

**Init** +7

**DEFENSE**

**AC** 26, touch 15, flat-footed 22 (+7 armor, +3 Dex, +1 dodge, +1 natural, +1 size, +3 shield)

**Ref** +9

**OFFENSE**

**Melee** +1 longsword +12/+7 (1d6+5/19-20) or

dagger +11/+6 (1d3+4/19-20)

**Ranged** mwk composite longbow +11/+6 (1d8+3/x3)

**STATISTICS**

**Str** 18, **Dex** 16

**CMB** +9; **CMD** 23

**Skills** Acrobatics -2 (-6 to jump), Fly +18, Stealth +6

## Important Feats

**Combat Reflexes** – You can take attacks of opportunity even if you are flat-footed. In addition, add your Dexterity bonus to the number of attacks of opportunity you get per round.

**Mobility** – You get a +4 dodge bonus to AC versus attacks of opportunity taken against leaving a threatened square.