

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

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

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.