

## GENASI: AIR

On the material plane, the Inner Planes are considered to be remote and distant realms, and elemental influence is rare. But on the Inner Planes themselves, those touched by the power of the elements flourish. While Elemental Air is home to any number of migrant humanoid races, outnumbering them all are the air genasi, who can truly call the Plane of Elemental Air their home.

**Heirs of Elemental Power.** Air genasi resemble humans, but their skin tends towards colors evocative of their elemental home, mostly various shades of blue or cloud-white, while hair tends towards gray or white and eyes yellow, blue, teal, or purple. Their skin is often cool to the touch and their hair can seem to be swept by a breeze that isn't there. Genasi of Elemental Air tend to dress in loose clothing, airy-light and thin robes and gowns that can be blown and cast about in the winds, often decorated with feathers and swirling patterns.

While many air genasi claim descent from djinn, others can trace their lineages back to sylphs, air mephits, or even in some rare cases the vaati. Other genasi have no direct elemental antecedent, instead having resulted from exposure to raw air elemental magic. Conversely, their precise humanoid ancestry is often "lost in the shuffle" – an air genasi's humanoid ancestors could be humans, elves, halflings, gnomes, orcs, or any combination of these or other humanoid races.

**Genasi Lands.** Air genasi are fiercely protective of their



independence, but at the same time recognize the power of the elemental creatures of Elemental Air, in particular the djinn they are often descended from. Genasi tend to be most common in Near Air, building towns and cities on the relatively abundant land there and living out lives much as humanoids would in the Material Plane. These cities are frequently tributary states of the Djinn Caliphate, although the djinn rule with a light touch and the "tribute" often takes the form of a djinni showing up and exchanging gifts – sometimes even magical wishes – in exchange for foodstuffs and materials that are hard to acquire in Middle or Far Air. Air genasi tend to celebrate the arrival of their djinn patron with great festivals and feasts.

Moving between these cities and hopping across the floating islands of Middle Air are more nomadic genasi. These tend to be fiercely protective of their independence and look poorly on those genasi who depend upon the djinn for protection. Lacking a natural fly speed, air genasi nomads usually travel on the backs of cirvatans, rocs, griffons, hippogriffs, squallwings, or other native creatures of elemental air, or else on great flying vessels that can traverse the endless currents of the plane.

**Proud Inheritors.** Air genasi are proud of their connection to Elemental Air, sometimes to the point of haughtiness. They can be flamboyant, and are keen to have an audience for their stories and songs. Even if they have a permanent home in a city within Near Air, they rarely can stand to stay in one place for long and frequently seek out new skies and new air to breathe.

Genasi NPCs can come in as many and varied forms as any other race. In addition, genasi society has produced some specialized NPCs, as follows.

### GENASI AERIAL NOMAD

Genasi nomads traverse the winds of Elemental Air, living lives of true freedom – though in truth their choice of living in Middle or even Far Air means that they must rely on others to acquire needed goods and supplies. Air genasi nomads are frequently traders and merchants, but just as often may be raiders and looters.

### GENASI STORM SORCERER

Magic is inherent to all genasi, and some air genasi choose to explore the limits of their own innate magical gifts without seeking to rely upon pacts made with the djinn, worship of the gods, or hours of stifling arcane study.

### GENASI WIND CHANTER

Music and song are important to air genasi, forming a recurrent and important part of both the city-dwelling genasi of Near Air and the nomads of Middle Air. Chanters add a little magic to their music, allowing them to aid their companions and hinder their foes.

## GENASI AERIAL NOMAD

Medium humanoid (genasi), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws** Dex +5, Con +4

**Skills** Nature +2, Perception +5, Stealth +5, Survival +5

**Senses** passive Perception 15

**Languages** Auran, Common, Primordial

**Challenge** 1 (200 XP)

**Bursting Arrow (1/turn).** Immediately after the genasi hits a creature with a ranged weapon attack, the target and all other creatures within 10 feet of it take 2d6 force damage each.

**Curving Shot.** When a genasi makes an attack roll with a ranged weapon and misses, it can use a bonus action to reroll the attack against a different target within 60 feet of the original target.

**Keen Sight.** The genasi has advantage on Wisdom (Perception) checks that rely on sight.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution. It can innately cast the following spells, requiring no material components.

1/day: *levitate*

**Unending Breath.** The genasi can hold its breath indefinitely while it's not incapacitated

### ACTIONS

**Multiattack.** The genasi makes two melee attacks or two ranged attacks.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## GENASI STORM SORCERER

Medium humanoid (genasi), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** Con +4, Cha +6

**Skills** Arcana +3, Persuasion +6

**Damage Resistances** lightning, thunder

**Senses** passive Perception 11

**Languages** Auran, Common, Primordial

**Challenge** 6 (2,300 XP)

**Heart of the Storm.** Whenever the genasi starts casting a spell of 1st level or higher that deals lightning or thunder damage, creatures within 10 feet of the genasi take 4 lightning or thunder damage (genasi's choice).

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution. It can innately cast the following spells, requiring no material components.

1/day: *levitate*

**Spellcasting.** The genasi is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The genasi knows the following sorcerer spells:

Cantrips (at will): *light, mage hand, minor illusion, ray of frost, shocking grasp*

1st-level (4 slots): *fog cloud, mage armor, thunderwave*

2nd-level (3 slots): *gust of wind, shatter*

3rd-level (3 slots): *fly, lightning bolt*

4th-level (3 slots): *confusion, ice storm*

5th-level (2 slots): *cone of cold*

**Tempestuous Magic.** As a bonus action before or after casting a spell of 1st level or higher, the genasi can fly up to 10 feet without provoking opportunity attacks.

**Unending Breath.** The genasi can hold its breath indefinitely while it's not incapacitated.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

# GENASI WIND CHANTER

Medium humanoid (genasi), any alignment

**Armor Class** 16 (chain shirt)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

**Saving Throws** Dex +4, Wis +3

**Skills** Acrobatics +4, Perception +5, Performance +7

**Senses** passive Perception 15

**Languages** Auran, Common, Primordial

**Challenge** 2 (450 XP)

**Enthralling Performance (1/day).** If the genasi performs for at least 1 minute, up to three creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be charmed by the genasi. While charmed in this way, the target will idolize the genasi, speaking glowingly of the genasi to anyone who it talks to, and hinders any who oppose the genasi, although it avoids violence unless already inclined to fight on the genasi's behalf.

This effect ends on a target after 1 hour, if it takes any damage, if the genasi attacks it, or if it witnesses the genasi attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that the genasi tried to charm it.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution. It can innately cast the following spells, requiring no material components.

1/day: *levitate*

**Mantle of Inspiration (3/day).** As a bonus action, up to three creatures the genasi can see within 60 feet of it gain 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

**Spellcasting.** The genasi is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *message*, *minor illusion* *vicious mockery*

1st-level (4 slots): *charm person*, *faerie fire*, *healing word*, *hideous laughter*, *thunderwave*

2nd-level (3 slots): *invisibility*, *shatter*

**Unending Breath.** The genasi can hold its breath indefinitely while it's not incapacitated

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## GENASI: EARTH

On the material plane, the Inner Planes are remote and distant realms, and elemental influence is rare. But on the Inner Planes themselves, those touched by the power of the elements flourish. While Elemental Earth is home to any number of migrant humanoid races, outnumbering them all are the earth genasi, who can truly call the Plane of Elemental Earth their home.

**Heirs of Elemental Power.** Earth genasi are humanoid, but their elemental descent is apparent in their appearance. Many always seem to have bits of dust falling from their bodies or mud clinging to their clothes, never getting clean no matter how often they bathe. Others have skin that seems as shiny and polished as gemstones or metal, with tones in deep brown, gray or black. Their eyes can be dark, or sparkle like agates, rubies, or sapphires. They tend to have large hands and feet in proportion to their bodies, and hair that can be the color of any metal or stone. Earth genasi tend to dress in simple, heavy clothing festooned with metal or precious gems. Many go barefoot, so that they can always be in contact with the earth.



Most of the earth genasi can trace their lineage back to dao, but others are descended from couplings between humanoids and other creatures of elemental earth, including pech, earth mephits, korreds, or ajagar. Some genasi have no direct elemental antecedent, instead having resulted from exposure to raw earth elemental magic. Conversely, their precise humanoid ancestry is often “lost in the shuffle” – an earth genasi’s humanoid ancestors could be humans, dwarves, gnomes, drow, orcs, or any combination of these or other humanoid races.

**Genasi Lands.** Earth genasi typically live in Near and Middle Earth. In the Near portions, genasi construct towns, villages, and cities much like other humanoids on the Material Plane might, usually referred to as redoubts. These settlements are often isolationist and seek to be entirely self-sufficient, rarely welcoming visitors, though some degree of trade between the redoubts is carried out at regular intervals. Most earth genasi redoubts maintain their independence from the dao principally by sending a constant stream of tribute to the Great Dismal Delve: foodstuffs, wood, spices, cloth, and other such goods hard to acquire in Middle or Far Earth.

The genasi of Middle Earth most often live lives of toil and misery as slaves of the dao. The sheer number of genasi means that they are the most common sort of slave kept by the dao. These earth genasi mine for the precious metals and lustrous gemstones that their masters crave. The dao are not deliberately cruel to the genasi so much as uncaring about their safety, valuing the life of an earth genasi only in terms of how many tons of material the genasi can mine for the dao.

**Staid and Steadfast.** Earth genasi are by nature withdrawn, and their connection to the earth keeps them from being wholly comfortable aboveground. Their uncommon size and strength make them natural soldiers, though, and with their stoic demeanor, they can encourage others and become great leaders.

Genasi NPCs can come in as many and varied forms as any other race. In addition, genasi society has produced some specialized NPCs, as follows.

### GENASI GLOOM STALKER

Genasi gloom stalkers are earth genasi who serve as scouts and skirmishers in the tunnels and caverns that make up large portions of Elemental Earth. Free genasi redoubts depend on gloom stalkers to warn them of approaching danger.

### GENASI PRIEST OF GRUMBAR

Earth genasi tend to revere Grumbar, the god of elemental earth, over all other deities, and most of their redoubts contain a temple-fortress to Grumbar as one of its most important buildings.

### GENASI ROCKBREAKER

Genasi rockbreakers rely on their natural strength and affinity for the earth to defend themselves, striking mighty blows with their sledgehammer-like fists.



## GENASI GLOOM STALKER

Medium humanoid (genasi), any alignment

**Armor Class** 16 (breastplate)

**Hit Points** 52 (7d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

**Saving Throws** Str +6, Dex +4

**Skills** Athletics +6, Perception +4, Survival +4

**Senses** blindsight 10 ft., passive Perception 14

**Languages** Common, Primordial, Terran

**Challenge** 2 (450 XP)

**Dread Ambusher.** The genasi has advantage on Initiative. At the start of its first turn of each combat, its walking speed increases by 10 feet until the end of that turn. If it takes the Attack action on that turn, it can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

**Earth Walk.** The genasi can move across difficult terrain made of earth or stone without expending extra movement, and has advantage on all checks and saving throws against effects that would force it to move as long as it is on the ground.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 13). It can innately cast the following spells, requiring no material components:

1/day each: *pass without trace*

**Spellcasting.** The genasi is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The genasi knows the following ranger spells.

1st-level (4 slots): *alarm, detect magic, disguise self, hunter's mark*

2nd-level (2 slots): *rope trick, spike growth*

### ACTIONS

**Multiattack.** The genasi makes two weapon attacks.

**War Pick.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Light Hammer.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

## GENASI PRIEST OF GRUMBAR

Medium humanoid (genasi), any alignment

**Armor Class** 17 (splint)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	12(+1)	16 (+3)	10 (+0)

**Saving Throws** Wisdom +5, Charisma +5

**Skills** insight +5, Persuasion +2, Religion +3

**Senses** passive Perception 13

**Languages** Common, Primordial, Terran

**Challenge** 3 (700 XP)

**Earth Walk.** The genasi can move across difficult terrain made of earth or stone without expending extra movement, and has advantage on all checks and saving throws against effects that would force it to move as long as it is on the ground.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *pass without trace*

**Spellcasting.** The genasi is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following cleric spells.

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st-level (4 slots): *cure wounds, detect magic, guiding bolt, protection from evil and good*

2nd-level (3 slots): *enhance ability, hold person, spike growth, spider climb*

3rd-level (2 slots): *meld into stone*

### ACTIONS

**Multiattack.** The genasi makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

# GENASI ROCKBREAKER

Medium humanoid (genasi), any alignment

Armor Class 17

Hit Points 71 (13d8 + 26)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Str +4, Dex +6

Skills Acrobatics +6, Insight +7, Stealth +6

Senses passive Perception 14

Languages Common, Primordial, Terran

Challenge 4 (1,100 XP)

**Earth Walk.** The genasi can move across difficult terrain made of earth or stone without expending extra movement, and has advantage on all checks and saving throws against effects that would force it to move as long as it is on the ground.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *pass without trace*

**Unarmored Defense.** While the genasi is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

## ACTIONS

**Multiattack.** The genasi makes three unarmed strikes or three dart attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if the target is made of rock, stone, or other mineral and ignoring hardness if the target is an object. If the target is a creature, the genasi can choose one of the following additional effects:

- The target must succeed on a DC 15 Strength saving throw or drop one item it is holding (genasi's choice)
- The target must succeed on a DC 15 Dexterity saving throw or be knocked prone
- The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the genasi's next turn.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, or 8 (2d4 + 3) piercing damage if the target is made of rock, stone, or other mineral and ignoring hardness if the target is an object.

## REACTIONS

**Deflect Missiles.** In response to being hit by a ranged weapon attack, the genasi deflects the missile. The damage it takes from the attack is reduced by 1d10 + 5. If the damage is reduced to 0, the genasi catches the missile if it's small enough to hold in one hand and the genasi has a hand free.



## GENASI: FIRE

On the material plane, the Inner Planes are considered to be remote and distant realms, and elemental influence is rare. But on the Inner Planes themselves, those touched by the power of the elements flourish. While Elemental Fire is home to any number of migrant humanoid races, outnumbering them all are the air genasi, who can truly call the Plane of Elemental Fire their home.

**Heirs of Elemental Power.** Fire genasi tend to be humanoid in build, but their elemental ancestry is obvious from their appearance. Their skin tends towards hues of red or orange, although colors like soot gray are common. Their hair is likewise typically the color of flames and often seems to wave or move just like a fire; in some cases, flames may actually occasionally seem to flicker about their bodies, especially if they call upon their inner magic. Some fire genasi may have other traits marking their elemental heritage, such as pointed ears or small horns like those of an efreeti. Conversely, their precise humanoid heritage is often “lost in the shuffle” – most fire genasi are born from fire genasi, and rarely know (or care) if their ancestors were humans, dwarves, hobgoblins, or the like.

The Elemental Plane of Fire is, naturally enough, hot and bright, and fire genasi dress appropriately on their home plane, in loose-fitting clothing that breathes easily. Their natural resistance to heat and fire allows them to bare more skin to the sun than most humanoids in similar climes would have to. Fire genasi often wear jewelry or other accoutrements made of brass, though some genasi prefer to avoid the metal due to its close association with the efreeti.

**Genasi Lands.** Fire genasi primarily live in Near Fire, the only part of the plane with reliable and large sources of water in the form of lakes and inner seas. Neighborhoods in these settlements tend to belong to fire genasi made up of the same extended family or tribe, which can result in somewhat clannish behavior between one town district and the next, though the settlements unite as one when faced with any outside threat or problem. All fire genasi settlements are organized around a central plaza in which trade and commerce is done, usually in the form of open-market stalls. A sufficiently large genasi settlement will also include public baths for both cleanliness and recreation. Some fire genasi instead live as merchant-nomads, traveling between settlements in Near and Middle Fire and facilitating trade.

More than any other Inner Plane, the Elemental Plane of Fire is under the thumb of its genie overlords, the efreet and their Grand Sultanate. Virtually all fire genasi settlements owe fealty to one efreeti pasha or another and contribute taxes to the efreet to fund their war efforts. When the taxes cannot take the form of material wealth, the efreet are glad to accept slaves instead. Fire genasi make up the bulk of the humanoid population of the City of Brass and indeed most efreet settlements and outposts.

**Hearts of Fire.** Fire genasi can often get themselves into difficulty with their fiery tempers. Reputation and the social perception is very common in fire genasi culture. They are loathe to show weakness of any sort in front of others, while conversely they are quick to flaunt any perceived superiority in wealth or power, though fire genasi wish for others to genuinely acknowledge their preeminence – they build themselves up, rather than trying to put others down.

Genasi NPCs can come in as many and varied forms as any other race. In addition, genasi society has produced some specialized NPCs, as follows.

### GENASI CONQUEROR

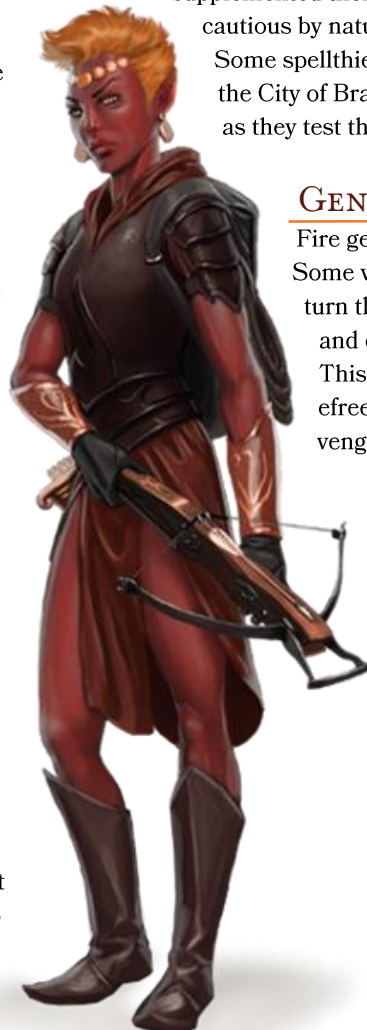
For fire genasi enslaved to the efreet, there is only one true path back to freedom: battle, helping to expand the borders of the Grand Sultanate. Such fire genasi devote themselves utterly to their craft, becoming powerful and dangerous warriors that even the efreet treat with a modicum of respect.

### GENASI SPELLTHIEF

Possession is nine-tenths of the law within most fire genasi settlements. Spellthieves are genasi rogues who have supplemented their skills at thievery with magic. They are cautious by nature since the penalty for theft tends to be harsh. Some spellthieves even operate in rougher neighborhoods of the City of Brass, leading lives of danger – and excitement – as they test the perceptions of the efreet rulers.

### GENASI WISH BINDER

Fire genasi chafe under the slavery of the efreet. Some with particular talents towards magic attempt to turn the normal paradigm of Elemental Fire around and enslave genies to their wills, especially efreet. This is a dangerous gamble, as the eternal life of an efreeti means that they have plenty of time to seek vengeance against their captor.



## GENASI CONQUEROR

Medium humanoid (genasi), any lawful alignment

Armor Class 18 (plate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

**Saving Throws** Wis +2, Cha +5

**Skills** Athletics +6, Intimidation +5

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Primordial

**Challenge** 5 (1,800 XP)

**Aura of Conquest.** If a creature frightened of the genasi is within 10 feet of the genasi, its speed is reduced to 0, and it takes 3 psychic damage at the start of its turn if it starts its turn within 10 feet of the genasi.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day: *burning hands*

**Spellcasting.** The genasi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The genasi has the following paladin spells prepared:

1st-level (4 slots): *armor of Agathys\**, *bless\**, *command*, *detect magic*, *heroism\**

2nd-level (2 slots): *aid*, *branding smite*, *hold person*, *spiritual weapon*

\*The genasi casts these spells on itself before combat

**Blessed Weapons.** The genasi's weapon attacks are magical. When the genasi hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (included in the attack).

### ACTIONS

**Multiattack.** The genasi makes two greatsword attacks.

**Greatsword.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) radiant damage.

**Conquering Presence (1/Day).** Each creature the genasi can see within 30 feet of it must make a DC 14 Wisdom saving throw or become frightened of the genasi for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

## GENASI SPELLTHIEF

Medium humanoid (genasi), any alignment

Armor Class 17 (studded leather) (22 with *shield*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	16 (+3)	11 (+0)	12 (+1)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Perception +2, Sleight of Hand +9, Stealth +9

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Primordial, thieves' cant

**Challenge** 3 (700 XP)

**Cunning Action.** On each of its turns, the genasi can use a bonus action to take the Dash, Disengage, or Hide action, or to control a spectral hand created by casting the *mage hand* spell.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day: *burning hands*

**Spellcasting.** The genasi is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st-level (3 slots): *disguise self*, *shield*, *silent image*

**Sneak Attack (1/Turn).** The genasi deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the genasi that isn't incapacitated and the genasi doesn't have disadvantage on the attack roll.

**Mage Hand Legerdemain.** When the genasi casts *mage hand*, it can make the spectral hand invisible, and it can perform the following tasks with it:

Stow one object the hand is holding in a container worn or carried by another creature.

Retrieve an object in a container worn or carried by another creature

Use thieves' tools to pick locks and disarm traps at range

The genasi can perform one of these tasks without being noticed by a creature if it succeeds on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

### ACTIONS

**Multiattack.** The genasi makes two attacks with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.



# GENASI WISH BINDER

Medium humanoid (genasi), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	18 (+4)	11 (+0)	12 (+1)

**Saving Throws** Int +7, Wis +3

**Skills** Arcana +7, History +7

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic, Ignan, Primordial

**Challenge** 6 (2,300XP)

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day: *burning hands*

**Spellcasting.** The genasi is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *prestidigitation*, *ray of frost*

1st-level (4 slots): *find familiar*, *mage armor*\*, *magic missile*

2nd-level (3 slots): *blur*, *Melf's acid arrow*, *misty step*

3rd-level (3 slots): *counterspell*, *magic circle*, *sleet storm*

4th-level (3 slots): *conjure minor elementals*, *dimension door*

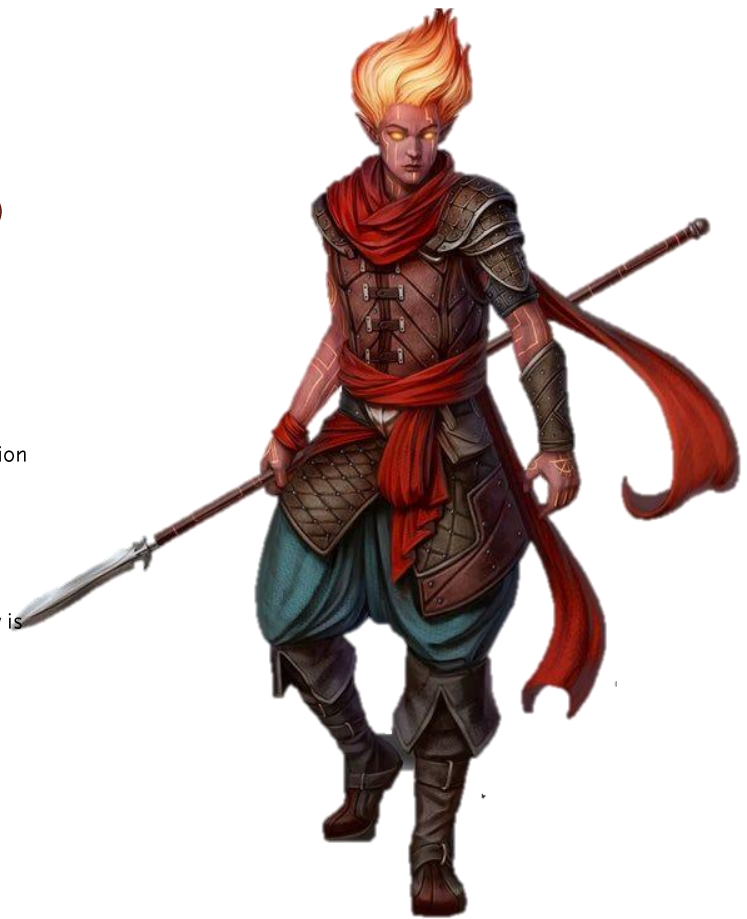
5th-level (2 slots): *conjure elemental*, *planar binding*

\*The genasi casts this spell on itself before combat.

**Split Concentration.** The genasi can concentrate on up to two conjuration spells at the same time. If its concentration is disrupted, it makes a separate Constitution save for each spell it is concentrating on.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



## GENASI: WATER

On the material plane, the Inner Planes are considered to be remote and distant realms, and elemental influence is rare. But on the Inner Planes themselves, those touched by the power of the elements flourish. While Elemental Water is home to any number of migrant humanoid races, outnumbering them all are the air genasi, who can truly call the Plane of Elemental Water their home.

**Heirs of Elemental Power.** Water genasi are humanoid in build, but their elemental ancestry is obvious in their appearance. Their skin is typically bluish or aquamarine and can be clammy or moist to the touch, while their hair is usually straight and can be any of a multitude of colors, as can their eyes, though they tend towards bright blue or green. Water genasi usually have other obvious traits suggesting their aquatic ancestry, such as gills, webbed hands or feet, small fins at their calves or arms, pointed ears, or other such traits. Conversely, their precise humanoid heritage is often “lost in the shuffle” - most water genasi are born from water genasi, and rarely know (or care) if their ancestors were humans, orcs, elves, gnomes, or the like.

Water genasi dress according to the climate that they live in. In the regions of Elemental Water near to the Frostfell where the plane meets Elemental Air, this tends to be warm and thick clothing of furs. Much of the rest of Elemental Water, including most of Near Water, is instead much warmer, even tropical. Water genasi there tend to wear little beyond what is needed for basic modesty. Tattoos are quite common among the water genasi, representing anything from stories about the past, personal achievements, or even simple artistic flourishes.

**Genasi Lands.** Water genasi live primarily in fishing villages, seaside towns, and great port cities in Near Water. They rarely build anything far inland, and their settlements can often have districts located as much beneath the waves as above it, though few genasi choose to actually live and sleep underwater. These genasi cities are frequently the furthest frontier of some fief or domain held by marid, who will sometimes come to genasi settlements to acquire goods difficult to acquire in Middle or Far Water, as well as to dole out favor and misery as the mood strikes them.

Some water genasi do not permanently settle in Near Water, but instead live nomadic lifestyles traveling from port to port, or from island to island across the vast stretches of Middle Water. These genasi voyagers make their living as both merchants and pirates, often both as the need requires. Such water genasi guides are invaluable to visitors from other planes, as they often have memorized the locations of dozens or even hundreds of islands and know which current and wind to follow to reach them.

**Free as the Ocean.** Water genasi almost all have some experience aboard or around sea vessels. They make excellent mariners and fishers. Some water genasi prefer quiet and solitude, while others are more than happy to share the sea and its vistas with others; in either case, the wide shores are their natural homes. They go where they want, do what they want, and rarely feel bound to anything.



Genasi NPCs can come in as many and varied forms as any other race. In addition, genasi society has produced some specialized NPCs, as follows.

### GENASI FATHOMLESS WARLOCK

The Elemental Plane of Water is home to countless mysteries and secrets, and some water genasi devote themselves to their discovery – and seek aid in doing so from the most powerful denizens of Water.

### GENASI TIDECALMER

Tidecalmers are genasi devoted to understanding the plane of Water itself. Most water genasi villages, towns, or cities of any size have tidecalmers in them, but they are also prevalent among the genasi nomads, where they aid them in seeking out land and reading the currents.

### GENASI WAVERAGER

The Elemental Plane of Water offers plenty of opportunity for battle, against (or as) pirates, sea monsters, dangerous denizens of the isles, or any number of other perilous threats. Waveragers are genasi who are able to summon up the magic in their blood to create dangerous storms while they battle.

# GENASI FATHOMLESS WARLOCK

Medium humanoid (genasi), any alignment

**Armor Class** 13 (studded leather)

**Hit Points** 60 (11d8 + 11)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	11 (+0)	13 (+1)	20 (+5)

**Saves** Wis +3, Cha +7

**Skills** Arcana +2, Deception +7

**Damage Resistances** acid, cold

**Senses** passive Perception 10

**Languages** Common, Primordial; can understand the speech of any creature fully submerged in water

**Challenge** 4 (1,100 XP)

**Amphibious.** The genasi can breathe both air and water.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day: *create or destroy water*

**Spellcasting.** The genasi is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, minor illusion, prestidigitation*  
1st-5th level (3 5th-level slots): *Bigby's hand* (appears as a tentacle), *charm person, cone of cold, control water, Evard's black tentacles\** *gust of wind, hallucinatory terrain, lightning bolt, protection from evil and good, silence, sleet storm, thunderwave*

\*When the genasi casts this spell, it gains 11 temporary hit points, and damage can't break its concentration on this spell.

**Tentacle of the Deeps (2/Day).** As a bonus action, the genasi can create a 10-foot-long spectral tentacle at a point it can see in 60 feet. The tentacle lasts for 1 minute or until the genasi creates another tentacle.

When the genasi creates the tentacle, it can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 9 (2d8) cold damage, and its speed is reduced by 10 feet until the start of its next turn.

As a bonus action on your turn, you can move the tentacle up to 30 feet and repeat the attack.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## REACTIONS

**Guardian Coil.** While the genasi's Tentacle of the Deeps is active, when a creature within 10 feet of it that the genasi can see takes damage, the genasi can choose one of those creatures and reduce the damage to that creature by 9 (2d8).

# GENASI TIDECALMER

Medium humanoid (genasi), any alignment

**Armor Class** 11 (16 with *barkskin*)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	12 (+1)	18 (+4)	11 (+0)

**Saving Throws** Int +4, Wis +7

**Skills** Animal Handling +7, Survival +7

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical (from *stoneskin*)

**Senses** passive Perception 14

**Languages** Common, Primordial

**Challenge** 5 (1,800 XP)

**Amphibious.** The genasi can breathe both air and water.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day: *create or destroy water*

**Spellcasting.** The genasi is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, resistance*

1st-level (4 slots): *cure wounds, entangle, fog cloud, thunderwave*

2nd-level (3 slots): *barkskin\**, *gust of wind, hold monster, mirror image, misty step*

3rd-level (3 slots): *call lightning, sleet storm, water breathing, water walk*

4th-level (3 slots): *control water, freedom of movement, hallucinatory terrain, ice storm, stoneskin\**

5th-level (1 slot): *commune with nature, conjure elemental, greater restoration*

\*The genasi casts these spells on itself before combat

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

# GENASI WAVERAGER

Medium humanoid (genasi), any alignment

**Armor Class** 13 (hide armor)

**Hit Points** 76 (9d8 + 36)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	9 (-1)	12 (+1)	9 (-1)

**Saving Throws** Str +5, Con +6

**Skills** Athletics +5, Survival +3

**Damage Resistances** acid

**Senses** passive Perception 11

**Languages** Common, Primordial

**Challenge** 2 (450 XP)

**Amphibious.** The genasi can breathe both air and water.

**Innate Spellcasting.** The genasi's innate spellcasting ability is Constitution (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day: *create or destroy water*

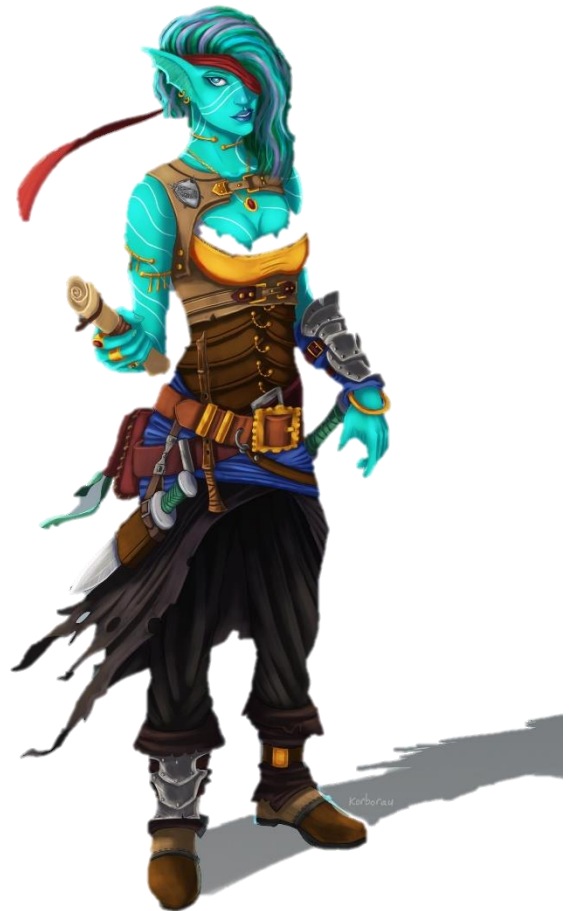
**Reckless.** At the start of its turn, the genasi can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Storm Aura.** As a bonus action, the genasi can choose one creature within 10 feet of it. That creature must make a DC 14 Dexterity saving throw or take 3 (1d6) lightning damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Pike.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## SPELL: SHAPE WATER

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** S

**Duration:** Instantaneous

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.