

Araby Djinn Aspects: Unofficial (though hardly unbalanced) extra stuff for the Araby Djinn.

Djinn or Efreet?

- Each Djinn can buy as many facets as it likes and all facets last for the entire campaign.
- However, a Djinn cannot have facets from both the Djinn and Efreet lists; it must choose either.
- Furthermore, any Djinn with Djinn facets must always generate spells from the Lore of Heavens and any Djinn with Efreet facets must always generate spells from the Lore of Fire.

DJINN FACETS

Mahamot 5gc

At the start of each battle, Djinn may opt to swap the Lore of Heavens signature spell for the 'Steed of Shadows' spell from the Lore of Shadows.

Sarieaab 10gc

Djinn automatically passes all Initiative tests it has to take.

Jazaar 10gc

Djinn starts all battles (*and all pit fights*) with 1 free Power Dice.

Sahar'alrriah 10gc

Djinn can no longer capture scenario objectives, but may make a free running move (*but not charging move*) the turn it is deployed. (*This move is in addition to his other moves that turn.*)

EFREET FACETS

Jonuun 5gc

All of Djinn's close combat attacks are *flaming*.

Kaldihn 10gc

Djinn *hates* all enemies in the first round of each combat (*i.e. +1 to hit*).

Huzaam 10gc

Shooting at Djinn suffers an extra -1 to hit as long as the distance exceeds 12".

Ghadab Wahashi 10gc

Djinn has +1 Strength the turn it charges.

Raeibaa 10gc

Enemies that take *fear* tests within 1" of Djinn must roll 3D6 and discard the lowest.