## Autumn Genie: Jashne (Djinni with the Autumn Seasonal Creature Template)  
**CR 6 (XP 1,600)**

This creature stands nearly twice as tall as a human, its body circled by gentle winds and slowly blowing leaves.

**CG Large outsider (air, extraplanar)**  
**Init +7; Senses** darkvision 60 ft.; **Perception +13**

### Defense

<table>
<thead>
<tr>
<th>AC</th>
<th>18, touch 13, flat-footed 14 (+3 Dex, +1 dodge, +5 natural, –1 size)</th>
</tr>
</thead>
<tbody>
<tr>
<td>hp</td>
<td>59 (7d10+21)</td>
</tr>
<tr>
<td>Fort</td>
<td>+5, <strong>Ref</strong> +8, <strong>Will</strong> +8 (All saves +2 against cold effects, –2 penalty against polymorphing)</td>
</tr>
<tr>
<td>Immune</td>
<td>acid; <strong>Resist</strong> cold and electricity 5</td>
</tr>
</tbody>
</table>

### Offense

**Speed** 20 ft., fly 60 ft. (perfect)  
**Melee** 2 slams +9 (1d8+3 plus 1d4 cold)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** air mastery, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 17)  
**Spell-Like Abilities** (CL 9th)

- At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
- 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*

### Statistics

<table>
<thead>
<tr>
<th>Str</th>
<th>16</th>
<th>Dex</th>
<th>17</th>
<th>Con</th>
<th>16</th>
<th>Int</th>
<th>16</th>
<th>Wis</th>
<th>17</th>
<th>Cha</th>
<th>17</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Atk</td>
<td>+7</td>
<td>CMB</td>
<td>+11</td>
<td>CMD</td>
<td>25</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Initiative\(\), Wind Stance  
**Skills** Bluff +15, Disguise +15, Fly +19, Knowledge (planes) +13, Perception +13, Sense Motive +13, Sleight of Hand +6, Spellcraft +12, Stealth +9 (+11 in natural environments during autumn); +2 circumstance modifiers to Bluff, Disguise, and Sleight of Hand (included above).

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

### Special Abilities

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

### Ecology

**Environment** any (Plane of Air)  
**Organization** solitary, pair, company (1 + 3–6 ordinary djinni), or band (1–3 + 6–8 ordinary djinni)  
**Treasure** standard

The jashne (both singular and plural), also known as “autumn genies,” are a subrace of djinn that hail from regions of the Plane of Air closer to the borders of the Plane of Fire and the Material Plane than typical djinn. Rather than being creatures of pure cloud and air, they are strongly tied to the seasonal winds of autumn and thus agents of change, storms, and impending winter.

Like a djinni, a jashne is about 10 feet tall and weighs about 1,000 pounds. Unlike their airier kith, jashne appear fully humanoid, with their skin, hair, and eyes all slowly morphing through the ever-changing golds, browns, and even blazing reds of autumn foliage. A jashne is always surrounded by a slowly spiraling, chilly breeze which inevitably picks up a few leaves and blades of browning grass that dance around the genie.

Jashne see themselves as agents of change, and are rarely satisfied with the status quo. They are often used as agents and ambassadors to fiery realms by djinn caliphs and warlords, for jashne do not have the same total hatred of efreet that other djinn share. However, jashne are not an inherently peaceful people. They are happy to use negotiation or even guile to create change, but will resort to violence if they see no other way to affect the transformations they desire. Jashne can even become rebels in lands too stable for their ever-changing hearts.
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), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distributes" 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 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 to the extent 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 conveys by Preread This License. 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.

6. 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.

7. Identification: If you Distribute Open Game Content You must clearly indicate which portions of the work that you are Distributing are Open Game Content.

8. 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.

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

10. 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.

11. 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.

12. 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.

13. 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.

14. COPYRIGHT NOTICE

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

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

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder RPG Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

Basidiroth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rick Shepard

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Frogemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Patrick Lawinger

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax

Tome of Horrors III, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Eric Bailey, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Jr., S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwab and Bill Webb

Advanced Bestiary Preview: Autumn Genie, Copyright 2013, Green Ronin Publishing; Author Owen K.C. Stephens (based on a template updated by Jeff Hersh). The following text is designated as Open Game Content: All game mechanics, the name and italicized description of the jasmine.