Path of the Djinnbound

A hunched figure at the edge of the village summons powers from the depths into an orphan child – afraid, dressed in ceremonial robes, and holding a weapon in their tiny hands.
In another place the sages of the tribe call upon the power of the Al-Ghaib and channel it to the pregnant woman standing among the incense, ancestral flames, and statues of forefathers.
Creatures from Al-Ghaib answer, and their essence and chaotic spirits bind with the unborn child.
There are many ways to create a Djinnbound, but the results are the same: you were bound with a djinni when you were a child by the elders, sages, shamans, magicians or priests of your society. It gives you
strange powers and enhanced strength drawn from
the Al-Ghaib itself. These powers manifest as a primal
force residing within you, and when you wield your
weapon the djinn strike with you.
d6 Result
1 You were chosen before birth as the omens in the flames indicated you.
2 Your parents come from a line of keepers of a relic or a site that is related to Al-Ghaib,
and you are next to inherit this power.
3 You were chosen because your parents died in a war, and your chief wants capable
warriors to wreak havoc among the enemies of your society.
4 Your parents were punished for a serious crime, and your tribe used this method as a
punishment. You were indoctrinated to fight against the tribe’s enemies.
5 Your mother endured a great deal of influence from the Al-Ghaib, and a djinn’s essence
is infused within your soul.
6 A djinn attempted to possess you when you were a child, but your soul proved to be
stronger.
Level 3: Power Unleashed: Starting at 3rd level, the power of your bound djinn unleashes through your rage.

Whenever you rage, your djinn appears on your back as an invisible being that occasionally breaks light, and
grants you the following benefits:
D Your djinn allows your weapon swings to echo further as an eldritch force. Your reach with a melee weapon
increases by 5 ft.
D Your djinn can push and pull your opponents in the heat of battle. You can use your bonus action to move a creature within your reach 5 ft. towards any destination except to an ending point that would be out of your reach. The creature must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). A willing creature can choose to fail the saving throw.
D If you grapple, or force a hostile creature to move, within that turn, your rage won't end due to not attacking or not taking damage.
Level 6: Power Beyond the Body: Starting at 6th level, your bond with your djinni grows, granting you access to the features below:
D The echoes of your weapon swings are now stronger, pushing even further. Your melee reach increases by an additional 5 ft.
D Your weapon's echoes burn away any illusions as your djinn grants clarity to you in the heat of battle. While you are raging, any damage you deal to creatures forces those creatures to make a Charisma saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) if they are shapeshifters or not native to the plane you are on. On a failed save, they show their true nature, you realize which plane of existence they are from, and you may choose to deal extra 2d6 necrotic damage. You can choose to deal

damage this way a number of times equal to your proficiency bonus. Expended uses refresh when you finish a long rest. This damage becomes 3d6 at 9th level, 4d6 at 13th level, 5d6 at 17th level.

D Your djinn allows you to gaze further than your natural limits. You gain darkvision out to a range of 60 ft. This bonus can be added to your darkvision if you have it from another source.

Level 10: Power Beyond the Veil: Starting at 10th level, your bound djinn's power becomes your own and you gain the following benefits:

D The eldritch echoes cover your weapon, and you start using them as a part of your battle tactics. Your melee reach increases by an additional 5 ft.

D The djinn protects your mind against any assaults that strikes at your psyche. Your mental fortitude grants you proficiency in Wisdom saving throws.

D When you deal damage to a creature, you can expend one of your Power Beyond the Body uses and give the target disadvantage on the next attack roll.

Level 14: Power Beyond the World: When you reach 14th level your bound djinn becomes your servant and now can be seen by everyone. You gain the following benefits:

D The eldritch echoes of your djinn are one and the same with you, and you can control the attacks as if they were a part of your body. Your melee reach increases by an additional 5 ft.

D You have seen beyond the Al-Ghaib and none can make you afraid. You can't be frightened.

D When you deal damage to a creature, you can expend one of your Power Beyond the Body uses and force the creature to make a Charisma saving throw (DC = 8 + your proficiency bonus +

your Constitution saving throw). On a failed save, they are banished as if they are under the effects of a banishment spell. You concentrate on this while you are raging as if you are concentrating on a spell. If your concentration is broken or your rage ends, this banishment ends. If you complete 6 rounds of concentration, the creature is banished completely if it is not native to the plane of existence you are on.

Revision #1
Created 30 October 2025 17:32:22 by Andrej
Updated 5 November 2025 04:57:34 by Andrej