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In the Company of Genies

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For the attention of Quilion of Questhaven and none other



I thank you for the volumes you lent to my library some months ago. A number of my library's gentler adventurers have spent many hours traveling the planes, in a sense, while resting comfortably in my reading room.

One good patron though—a woman of means who gives no explanation for how she came to have those means—had a most peculiar and wholly unexpected reaction to your treatise on the Rakshasa. She claimed to have in her possession a text written in the very same handwriting as the volume you lent me. The next day, she brought to my little office a weathered tome in a burnt orange scaly cover. She claims the treasured book had been passed down for at least five generations in the family of someone she slew and was copied directly from the original which is kept at the Temple of the Breach. What makes this surprising is that, from what I understand, the text you lent me was handwritten only weeks before by this friend of yours from Fojindapur.

So, I thank you for the kindness you have done my library through loaning us captivating expositions on Angels, Anicorns, and Rakshasa. I respond by delivering into your hands for your examination a similar volume on Genies at least 140 years in age that was written in what appears to be your friend's very distinctive handwriting. I hope this little puzzle provides some interest for you.

> Regards, Pers Veilborn, Librarian.



From a fragment of a scroll found at the Temple of the Breach titled "Akar Naijesh, Lord of the Jann, King of the Pass, Savior of the Lands Beyond the Pass, to his adopted son, heir, and successor, on the command of genies."

The very substance of the world you know is a brief compromise between four elements. This world seems so solid to you; to one who can reach out and feel the elements and their constant struggle, however, the outward world, the apparent world, is fragile. Within it, there is turmoil. That turmoil is mine to direct as it is for anyone who can sculpt the elements. The elements are locked in silent struggle within every thing. Fire burns in the sword. Air is trapped within the stone. To one who can feel the elements and speak to them, that sword is already broken, the stone weakened.

I am the last of the Lords of the Jann. Not the last janni, but very likely the last janni to achieve these insights and this power in this place. Where once we ruled, we now are slowly forgotten. This is as it should be.

The genies should forget the fragility of this world. They should forget how easy this world would be to conquer. The proxy wars almost unwound the very matter of which this world was made. I mean this literally; we genie lords almost undid the equilibrium that has been found by fire and water and earth and air in various forms of matter. I served in the proxy wars as a soldier, but I die in the keep where the truce was made as a guardian of the peace, a protector of the pass. I die keeping the pass closed to the genies that would return to the field with their host. The land of your birth should never again be a breeding ground for jann soldiers and a battleground for the elemental armies.

If the pass were to be opened again or left unattended, or were to be seized by a would-be emperor, the Warlords of Flame would come once again, and seed the volcanoes with their jann soldiers. The Lords of Water and Ice would bribe the northern chieftains to wake their dragons. The Named Winds would tear entire villages from the ground.

Be careful also of threats from the burnt lands. There are battlefields and dried riverbeds seeded with undiscovered jann who would rise and serve whatever genie found them. These jann mercenaries and the genies they will serve would tear down our gates and seize the pass. The genies cannot be allowed to return from either side of the pass.

To keep the peace, you may need soldiers. I leave to you, as part of your inheritance, orbs of clay, earth, stone, silver, and gold from which you can



wake jann tuned to the earth. I leave to you flasks of pure water, from the Elemental Plane of Water; if their seal is broken, jann with unsullied hearts will pour forth bringing water for your armies to drink and for your enemies to drown in. I leave you the breath of the djinn in these crystal spheres; shatter them when needed. I leave you ever-burning embers in these iron globes; use the globes as tinder, then use the soldiers who emerge from the flames to bring fire to your enemies.

These janni will serve you, too. Use them to protect the pass, and exile them through it if they grow too strong.

Nature of the Jann

Less than a thousand years ago, for a brief and best forgotten moment in time, jann lords ruled half the kingdoms in the Many Storied Empire. As recently as two centuries ago, records show that the Queen of Aspe traveled in the company of four jann mercenaries, one from each of the elemental planes. To this day, most binders of genies, devotees of the elements, and stray seekers of knowledge are drawn to the Empire if not born in it.

However, despite the common perception of the jann as being from the Empire, every civilization has, in its distant past, had contact with us at some point. We have brought needed rain, cleansing fire, fertile earth, and wrathful wind to every nation of substance. We have extorted gold from the mountain clans and threatened to burn the dry,



autumn forests of the inland nations unless we were obeyed. We have built temples, guarded merchant ships on the rocky coast, and calmed hurricanes saving hundreds. As for all the great nations, jann have either served in their armies or led them.

Jann are everywhere in the history of many worlds if you know how to recognize them. Makasa was the first blacksmith in the Islands of the Standing Stones and also a janni. The shield and axe warriors of Greyflood followed a Lord of Water named Darilim into battle. Hayesh taught intuitive logic in the academies of the Formless One before he became a noble djinni and a liberator of enslaved student geometricians. The jann inspire devotion, love, wrath, and, inevitably, fear.

We are made of the same things as this plane, but we ourselves are not of this plane. Even those of us who are *from* the Empire, in that we were 'born' here, are not *of* the Empire. The jann are from the elemental planes and are formed from all four of the elements (although one is usually dominant).

The jann began as an unformed essence—a hopelessly tangled mass of pre-sentient elemental strings—nestled in the subplanar weave between the elemental planes. The mass was a convergence of elements locked in struggle with each other. Over time it became more stable, as a balance was found between the elements and consciousness began.

When a passing human pilgrim slipped through the weave, the consciousness sent forth part of itself in what it thought was human form. This was the first janni. The janni followed the human pilgrim on her quest to drink from each of the Ten Thousand Fountains. They spent four years together on the Elemental Plane of Water, first as like a child and mother and then, as the first janni quickly grew in knowledge and in size, as sisters. When the human pilgrim had drunk her fill from the Ten Thousand Fountains she returned to the Material Plane. The first janni parted ways with her and began to explore the other elemental planes. She grew strong and had adventures on each of the planes, of which wordsmiths have written songs and stories.

Soon, she drew the attention of the Goddesses of Water and Air, who secretly nurtured her and taught her between them, for the janni was beautiful and they loved her. The God of Fire discovered their secret janni, and grew enflamed; he stole her and taught her to play with swords. The God of Earth rescued her and brought her back, but not before teaching her to move and shape earth and stone. This janni grew stronger than any genie and learned to love all four of her protectors and learned how to manipulate all four

of the elements. When this janni died, the Gods of Fire, Earth, Air, and Water restored her pattern and her memory to the weave so that the weave could send forth more jann. The first janni thus became the prototype for all the other jann since. The first janni's knowledge and memories inform the jann, who emerge able to speak in more than one language.

Trapped Jann

While jann are taking form in the weave, they are unseen by anyone who exists solely on one elemental plane (but are easily visible to those few planar travelers who exist on all four at once). Those who can see a janni's essence could trap it in a vessel

crafted by a genie spellwarden for this purpose. In this vessel the essence would gestate at its own pace and beyond the control or shaping of any binder. Spellwardens believe that the imagery on the vessel gives dominance to one element over the others and that ornate vessels encourage a more rapid gestation. Once trapped in a vessel such as this, a janni is helpless and is often sold. A janni emerges in her own time, when she is ready, even if this is the last decision she makes for herself. A janni only emerges from a vessel in which she is trapped when gestation is complete and the janni is ready to take corporeal form, a process that typically takes a number of years (1d% years). To ensure ten trapped jann a year for a hundred years, a genie slaver would slay and capture the essences of a thousand jann. Contrary to common belief, rubbing the vessel containing a janni does not encourage faster gestation.

Jann on the Elemental Planes

Tribes of jann can be found on each of the planes. On the Elemental Plane of Air, many places consider the jann lucky, and pockets of them are protected and nurtured. Many of these jann, in turn, volunteer to serve the djinn. Efreet on the Elemental Plane of Fire raise jann to sell or use in their countless wars against the djinn. The bravest tribes of jann sail the great oceans of the Elemental Plane of Water



surviving storms that last months and building communities without land. Many communities of jann sculptors and gem cutters call the Elemental Plane of Earth home. Those jann are valued by the countless shaitans for their ability to serve as merchants and ambassadors; they travel the planes selling the most precious metals and the finest stonework.

Jann on the Material Plane

Any janni that emerges on what planographers call the Material Plane originally came from one of the elemental planes. Some janni may have travelled from the elemental planes as adults,

but most janni on the Material Plane were brought here to serve in the armies of the genies. Traders transport the jann in some sort of container, such as a flask, jar, locked chest, jewel encrusted golden egg, or a clay pot. The containers can become extremely ornate. The possible types of containers vary widely. One smuggler hid his captured jann essences in enchanted lamps so that he could avoid extraplanar pirates. Once a janni's essence comes to the Material Plane, it remains here, and will often take form again after being slain. These jann continue to become jann in a long, slow, cycle of reincarnation.

Capturing a janni's essence on the Material Plane requires a skilled wizard well-prepared for such a task to be present at the moment a janni was killed. A killed janni's essence will return to its original vessel if possible. If its original vessel is destroyed, a janni's essence will seek a place with conjuration or transmutation magic, with unusual energy, or where there is leakage from the elemental weave. Jann have unexpectedly emerged on the Material World from forgotten potions of *water walk*, active volcanoes, or even dormant extraplanar gates.

Jann are a race of soldiers in many ways. During the proxy wars, both the efreet and djinn brought the captured essences of hundreds of thousands of jann to the Many Storied Empire. Most of us were released, emerging as children, trained as soldiers, and raised to adulthood, a process that takes about four years. We then fought and died in the wars that followed.

Some of us remained unreleased until the wars were over; some remain unreleased now. Captured jann essences are still buried in the ashes of ruined fortresses or kept as prized treasures by mighty monarchs. Very rarely rumors spread of the essence of a janni becoming available for purchase at prices that would make a king cringe.

The loathsome men who buy and sell jann deserve to reap the wrath of rivers. They capture us, they slay us, and, as our corporeal form unwinds, they contain our essence. Drown them all! Where jann are common, they do this to thousands of us at a time, capturing thousands of jann essences. Once we emerge from whatever vessel they have trapped us in and take a form resembling that of a human child, they feed us, rear us, indoctrinate us, and command us. They teach us to sail their ships, forge their weapons, train their soldiers, burn their enemies, and die in their wars. Once we have learned all of these things and learned them well, they sell us.

Physical Appearance

Jann resemble humans in many ways. Whether they were raised in jann communities on the elemental planes or raised by humans on the Material Plane, adult jann look like tall, well-formed humans.

Jann are more physically attractive than humans, but they can also be distinguished from humans



by outward signs of the elemental power surging within them. The particular ways in which the four elements find equilibrium within each janni are revealed in her unique appearance. Jann may have eyes as deep as the ocean, as blue as the sky, sparkling like gems, or burning with fire. Jann who live among non-human creatures during their first four years will often take on some of that race's physical characteristics, making jann more diverse in their appearance than most races.

During the first four years of their lives, the elemental forces within the jann continue to writhe against each other, often until one element becomes dominant. (Every janni soldier must first conquer herself!) If that element is air, the janni tends to be taller. If that element is earth, the janni tends to be broad-shouldered with eyes that resemble some form of precious stone or gem. If that element is fire, the janni tends to be lean, ruddy in complexion, with dark hair and eyes; over time, that ruddy complexion may become a deep red skin color. If that element is water, the janni quite often has hair that is white, but possibly with hints of green or blue; a few will lose all their hair and gain a bluish hue to their skin as well. Jann who find balance between these elements are often the most human in their appearance.

This diversity in jann causes some to believe that there are different races of jann, but, it would be more accurate to say that jann have no race. We do not descend from one another the way humanoids do. I have no father or mother; I have predecessors. The elements that are within me have formed a janni before me and will form a janni after me. If I am slain, the elements will part and then find each other again over time, giving shape to another janni, who will not know me but will be made from the same stuff from which I am made. That janni will be unique in that the elements within her will find a different equilibrium entirely her own.

The limitations on the appearance of jann—that we look roughly human—can be traced to the original jann, so loved by the elemental gods. Others say the creation story is a myth and that jann were given human shape by powerful genies because we were to conquer human nations, command human colonies, carry human weapons, and wear clothes and armor made by human hands. They say jann were created to be soldiers. This too, if true, could be revealed in our faces, for even the most peaceful janni is slightly threatening in appearance. The eyes of even the weakest janni hint that behind them is a dangerous mind.

Society

Jann rarely find ourselves in societies of our own kind when we first emerge from the weave, unless part of an army. We find ourselves alone and naked, about the size of an eleven-year-old human child, on one of the four elemental planes, standing in a puddle of residual elemental material. Jann are resourceful and fast, but we need community to survive and we try to make ourselves a part of the communities we encounter during those first few years between pre-adolescence and adulthood. At least on the elemental planes, those communities often include creatures who know what the jann are.

Some jann never know other jann. They emerge from a vessel they have been contained in for decades. They find themselves on the Material Plane in a genie binder's encampment, in a palace vault among other treasures, or as part of the hoard claimed in someone else's epic adventure. We are raised by others. We are dependent on those others. We become like these others (but are also, always, jann).

During our lives, we jann are most influenced by three communities: our first community after emergence, our first community of humans, and our first community of jann. Of these, jann communities are the rarest on the Material Plane. These communities are often small, nomadic, and move on the outskirts of larger humanoid communities. They are formed when adult jann seek out or encounter each other. Some jann caravans move much like migratory birds, flocking south with the harvest in the fall, getting work where they can on the farms. They then stay in the south for the winter, often in villages where they are known and make themselves useful. In the spring, they travel north looking to help with the planting in the same farming communities. Other jann communities live adjacent to larger communities, finding ways to make themselves useful.

For many jann, finding a jann community requires travelling to the elemental planes. Such a journey is difficult, but many jann strive to find a way to make it. A janni who has no memories other than those of the material world treats a journey to the elemental planes like a homecoming nonetheless, or a pilgrimage like that of the human planar traveler who inspired the first janni.

Relations

Often lacking community and culture of other jann, the way different jann relate to the world around them varies widely. The single most important influence on how a janni interacts with human civilization is how that civilization responds to difference. The majority of us find ourselves a part of the village yet apart from the villagers. We are an outsider even when at home, and if we do not feel that way the others remind us that they see us as such. The need to be with others is strong during our formative years, but if a janni is rebuffed by the larger society too often she seldom learns to trust and embrace many people.

Creatures that have not encountered jann before are frequently suspicious of us. Often a janni emerges from her vessel able to speak and walk but in an unfamiliar place and with no knowledge of who or what she is. This odd-looking human child is asked many questions she cannot answer, deepening suspicions. Others sense the constant pulse of the elements within us. The see the strange hints of elemental power in our faces. They see, over even a couple months, that we are capable of rapid growth. This inevitably frightens those who cannot guess what we are.

Those creatures that have encountered jann before may realize that they have a relatively defenseless child of extraordinary potential at their mercy. If protected, a janni will become a valuable ally in only a few brief years. If abused, a janni will become a dangerous foe in just as short of a time.

Jann have good reason to hate efreet who often attempt to enslave us but we get along well with most other forms of genies, who sometimes patronize us but generally recognize us as distant kin. Our natural resistance to fire is all the protection we have against the efreet.

Alignment and Religion

Young jann are drawn to communities through an almost instinctual need. This wanting to belong does not indicate that we are, by nature, good any more than those abused jann who shun all companionship are evil.

Jann have a tendency to see some kind of balance in all things. We are always aware of the tenuous balance between the elements in the world around us; this leads us to believe that opposing forces need each other to progress. Most jann seek a neutral balance between good and evil rather than the triumph of one over the other.

An affinity for a particular element is often revealed in certain behaviors. Jann who feel an affinity with the earth often become committed to the maintenance and protection of a community and its laws, regardless of whether those laws are ethical;

such jann feel grounded in their communities and committed to their defense. However, the playful nature of some jann, particularly those who are drawn mostly to air and water, can lead them on misadventures that upset the balance of opposing forces of good and evil, which they must then attempt to rebalance.

Regarding the deities, jann are again most influenced by those who take us in and raise us. We worship their gods. Most of us, however, find ourselves drawn to those gods who count our favored element among their domains. We seek the aspect of this deity as it reveals itself on the elemental planes. The acolytes of those deities find us suspicious; we embrace a very different aspect of 'their' deity, one that they do not always recognize. We make poor clergy; we have a great interest in the god, but no interest in the dogma. We approach the god individually and personally. We often show our devotion through explorations of the god's element.



Adventurers

Most jann say they have always been adventurers. Whether a janni emerges from a shattered clay pot in a long forgotten training outpost after an earthquake or is released by a great prince who demands it be trained as his servant, the first steps a janni takes in her life are the first steps of an adventure. Our rapid maturation means that our whole life is change. We barely have time to grow into a home before biologically we are capable of leaving it. At four, we can fend for ourselves. By six, most of us are. Even the most surprisingly settled janni dreams of gliding through the eternal ocean of the Elemental Plane of Water or finding gem encrusted tunnels on the Elemental Plane of Earth.

Names

A janni may change her name many times during her life. She is usually given a name when she first emerges, or chooses one without any knowledge of the world upon which to base her choice. Many jann change their names once they discover their true nature. We often take the names of great genies or famous jann lords. Jann with an affinity for the earth might call themselves Traghul after the shaitan or Argend after the Mountain-that-Walked. Jann with an affinity for fire have hundreds of efreet after who to name themselves, but Mizin and Dulan are two of the most popular. Those jann drawn to water often name themselves after rivers, but Sorushin and Morra, both names of fictional marids, are popular as well. Halarbi was never a djinni, but a janni with a strong affinity for air; similarly minded jann might take his name or that of Ahijashi, the most noble of the djinn.

Jann Racial Traits

+2 Dexterity, +2 Wisdom, -2 Constitution: The jann are connected to the elements giving them insight and agility. The elemental strife within each janni sometimes causes the janni to have poor health.

Medium: Jann are Medium creatures and receive no bonuses or penalties due to size.

Normal Speed: Jann have a base speed of 30 feet.

Low-Light Vision: Jann can see twice as far as humans in conditions of low light.

Type: Jann are outsiders with the native subtype.

Dominant Element: Jann are created from all four elements, but one often dominates, affecting other powers. The jann chooses air (electricity), earth (acid), fire, or water (cold) as her dominant element. Once a dominant element has been chosen, it cannot be changed.

Jann Diversity: The elements find different ways to balance themselves in each and every jann. Each jann chooses two of the following:

Adaptive Appearance – The janni's natural tendency to resemble the humanoids around her works faster than most. When the janni is in a settlement with a population of more than 200 of a particular race, she gains a +2 racial bonus on Disguise skill checks she makes to appear to be a member of that race.

Efreet Enmity – The janni's essence retains hostility towards efreet. She gains a +1 bonus on attack rolls against creatures with the fire subtype. She also gains a +2 bonus on any Knowledge (planes) skill checks regarding the efreet and can make these checks untrained.

Fire Resistance: The janni gains fire resistance 5.

Jann Racial Flexibility – The janni spent much of her gestation and early life near humanoids of one race and took on some of their racial qualities. She gains a standard racial trait of her choice from those listed for that humanoid race. The racial trait gained must be valued at 2 RP or less in the *Pathfinder Roleplaying Game: Advanced Race Guide*. She also appears significantly similar to a humanoid of this race. She gains a +2 racial bonus on Disguise skill checks made to pass as a member of this race, but may be mistaken for a member of this race by others even when not disguised.

Jann Artisan – The janni's connections to her dominant element gives her a +2 racial bonus on Appraise and Craft skill checks involving one form of material closely related to or utilizing that element. Some examples of affected Craft skills are:

Water – alchemy, beer, glass, spirits, wine

Air – bows, ships (sailed only), weapons (ranged only)

Fire – armor, glass, weapons

Earth – armor, glass, jewelry, pottery, sculpture, stonemasonry, weapons

Jann Sorcery – The janni has a particular talent for magic involving the elements. She gains a +1 bonus to caster level when casting spells with the elemental descriptor of her dominant element. This bonus does not increase the caster level for the spell-like abilities of the jann paragon class. **Natural Armor:** This janni has a protective elemental layer under her skin, gaining a +1 natural armor bonus to AC. The color of this protective layer may be brown, red, or a bluish-grey. The janni's surface skin is frequently a different color, but the protective layer may be noticeable upon close inspection and is apparent any time the janni is injured.

Subterranean: The janni spent much of her time in gestation beneath the earth. She gains darkvision 60 ft.

Waterchild: The janni has a natural affinity to water. She gains a +2 racial bonus on Profession (sailor) and Swim skill checks, and can make Profession (sailor) checks untrained. The janni also gains a +2 racial bonus on Heal skill checks when made in or near a body of water at least 3000 cubic ft. in volume.

Weaveheld – The janni retains a close connection with the elemental weave. She gains a +2 racial bonus on Knowledge (planes) and can make these checks untrained. She also gains a +2 bonus on Diplomacy skill checks involving creatures that have one of the four elemental subtypes.

Languages: Jann begin play speaking Common and any one elemental language of their choice (Aquan, Auran, Ignan, or Terran). Jann with high Intelligence scores can choose from among the following bonus languages: Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal, and Terran.

Age, Height and Weight

A janni, whether contained in an enchanted vessel or nestled in the elemental weave, will gestate for between one and one-hundred years (d%).

A janni materializes as a human adolescent and within four years becomes an adult. After this rapid period of gaining size, strength, and more clearly defined features, a janni does not noticeably age. A janni may change in appearance, but those changes reflect only changes in her environment and are not part of an aging process.

Jann can be male, female, or characteristics of both or neither. Jann are incapable of reproducing. Sex has no effect on the height or weight of the janni. The height and weight of jann vary greatly.

Jann Height and Weight						
Base Ht	Base Wt	Modifier	Wt Multiplier			
5 ft. 0 in.	90 lbs.	2d12	X4 lbs.			

Favored Class Options

Alchemist: Add +1/2 to the alchemist's bomb damage.

Barbarian: Treat the barbarian's effective level as +1/2 higher for the purposes of qualifying for and determining the effects of elemental totem rage powers.

Bard: Add a 1/2 bonus on all Knowledge (planes) skill checks regarding the elemental planes.

Bloodrager: Add 1/4 to the bloodrager's effective class level when determining the power of the destined and elemental bloodline powers.

Cavalier: The cavalier's mount gains resistance 1 against acid, cold, electricity, or fire. Each time the cavalier select this reward, increase the mount's resistance for one of those types (to a maximum of 5). If the cavalier ever replaces her mount, the new mount has these resistances.

Cleric: Select one domain power granted at 1st level associated with the Earth, Air, Water, or Fire domains that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

Druid: Gain +1/2 uses of wild shape per day to turn into an elemental.

Fighter: Gain a +1 to CMD when resisting a bull rush or trip combat maneuver.

Gunslinger: Reduce the misfire chance for one type of firearm by ¹/₄. You cannot reduce the misfire chance of a firearm below 1.

Inquisitor: Gain +1/2 points of energy resistance when pronouncing the resistance judgment.

Kineticist: Add +1/3 point of energy damage to kinetic blasts with the same element as the kineticist's dominant element.

Magus: Add 1/2 point of energy damage to spells the magus casts that deal energy damage associated with the magus' dominant element.

Monk: Add a +1 bonus on Acrobatics checks made to jump.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add a +1 bonus to Perception checks to detect creatures with any elemental subtype.

Ranger: Add 1/4 to a single existing outsider favored enemy bonus (maximum bonus +1 per favored enemy). The outsider must have one of the elemental subtypes.

Rogue: Add 1/2 bonus to Perception checks to detect airflow and movement of corporeal flying creatures.

Sorcerer: Add 1/2 point of energy damage from a spell or spell-like ability that deals energy damage associated with the sorcerer's dominant element.

Summoner: Gain +1 to the eidolon's resistance to any one energy type.

Vigilante: Add 1/4 bonus to Disguise checks to appear as a member of a different race.

Witch: The witch's familiar gains resistance 1 against acid, cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance for one of those types (to a maximum of 5). If the witch ever replaces her familiar, the new familiar has these resistances.

Wizard: Add 1/4 to the wizard's caster level when casting spells with the elemental descriptor of her dominant element.

Jann Fury (Bloodrager Archetype)

Few things can shake the battlefield like the sight of a janni warrior brimming with elemental rage and power. Jann furies channel their genie heritage into a wild rage to physically overwhelm their enemies, as well as fueling an arsenal of martial spellcasting.

The jann furies are janni bloodragers who focus on developing their heritage abilities. Their ancestral ties to the elemental planes become part of their nature, rather than temporary expressions of bloodline during their bloodrages.

Jann Fury

Bloodline: At 1st level, the jann fury must choose either the destined or elemental bloodline. This modifies the bloodline ability.

Diluted Path: At 1st level, the jann fury chooses one of the five paths available to the jann paragon class. She must choose either the path associated with her dominant element or the path of the true jann. She adds the path's listed skills to her class skill list. If the jann fury gains or has gained a path from another class, it must match the path gained from this archetype. Her effective jann paragon level for elemental powers and path abilities is equal to her class level.

Elemental Pool (Su): At 1st level, the jann fury gains this ability of the jann paragon class. Her elemental pool contains a number of elemental empathy points of a type appropriate to her path equal to her class level. In addition, she chooses one of

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the following elemental powers to learn: flaming falchion, shaitan's scimitar, steamfreeze trident, or windwalker's blade. This ability replaces the bloodline power gained at 1st level.

Path Inheritance: At 3rd level, the jann fury gains the 2nd-level path inheritance of her chosen path. At 7th level, she gains the 6th-level path inheritance of her chosen path. At 10th level, she gains the 8th-level path inheritance of her chosen path. At 13th level and every 3 additional levels above 13th, the jann fury gains a noble inheritance of her chosen path. This ability replaces blood sanctuary and damage reduction.

Path Bloodline (Ex): At 4th level, the jann fury gains the 1st-level bloodline power of her bloodline and the 4th-level path inheritance of her chosen path. This ability replaces the 4th-level bloodline power.

Bloodrage (Su): The jann fury gains this ability at 4th level, except that her effective bloodrager level for the ability is equal to her class level -3.

Noble Janni (Ex): At 13th level, the jann fury gains the noble janni ability of the jann paragon class. This ability replaces the 13th-level bloodline spell and the 16th-level bloodline power.

Elemental Lord (Ex): At 20th level, the jann fury gains the elemental lord ability of the jann paragon class. This ability replaces the 20th-level bloodline power.

Primal Weaver (Kineticist Archetype)

The complexity of the weave between the elemental planes still resonates in some jann, granting them an ability to intuitively touch and manipulate the elements. From the moment of their creation, these primal weavers have an instinctive kinetic control over their dominant element.

Primal weavers are jann kineticists born with their talent and connected to a particular element.

Primal Weaver

Diluted Path: At 1st level, the primal weaver gains the path associated with his dominant element from the five paths available to the jann paragon class. He adds the path's listed skills to his class skill list. If the primal weaver gains or has gained a path from another class, it must match the path gained from this archetype. His effective jann paragon level for elemental powers and path abilities is equal to his class level.

Elemental Focus (Su): At 1st level, the primal weaver must choose the element matching his dominant element for his elemental focus. This modifies the elemental focus ability. **Path Inheritance:** At 2nd, 4th, 6th, 8th, and 10th level, the primal weaver gains the path inheritance of his chosen path that a jann paragon would gain at that level. This ability replaces the utility wild talents normally gained at those levels.

Focused Element (Su): At 7th and 15th level, the primal weaver must choose his primary element as his expanded element. This modifies the expanded element ability.

Noble Janni (Ex): At 13th level, the primal weaver gains the noble janni ability of the jann paragon class. This ability replaces metakinesis (quicken).

Noble Inheritance (Ex): At 17th level, the primal weaver gains a noble inheritance of his chosen path. This ability replaces metakinesis (double).

Elemental Lord (Ex): At 20th level, the primal weaver gains the elemental lord ability of the jann paragon class. This ability replaces omnikinesis.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with her race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.

IT THE COMPARY OF GETIES

Jann Paragon Class

All jann feel their connection to the elemental planes in their moods, in their blood, in their passions. Some burn hot and are more drawn to the Elemental Plane of Fire. Others feel deeply rooted in the ground around them and through that develop a connection to the Elemental Plane of Earth. Others are drawn most to the movements of the wind or the flow of water. If they become jann paragons, such jann usually choose one of the four elemental paths: the *path of the djinn*, the *path of the shaitan*, the *path of the efreet*, or the *path of the marid*.

A few jann, however, devote themselves not to the manipulation of one element, but to the control of all of them. These jann look inward, discovering the strength to maintain a balance in their energies, so that they are able to connect with all four of the elemental planes. These jann follow the *path of the true jann*.

Jann paragons choose from these five paths.

Role: The jann paragon is a powerful combatant who can call upon her connection to the elemental planes to summon allies and manipulate the elements. The jann paragon's spells, combined with her other spell like abilities, make her flexible and dangerous.

Hit Die: d10

Class Skills: The jann paragon's class skills are Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Stealth (Dex)

Skill Ranks per Level: 6+Int modifier

Class Features

All the following are class features of the jann paragon.

Weapon and Armor Proficiency: A jann paragon is proficient with all simple and martial weapons. She is proficient with no armor or shields.

Elemental Pool (Su): At 1st level, the jann paragon gains a pool of elemental empathy points at the start of each day equal to three plus her class level. As long as she has at least one elemental empathy point of the appropriate type, the jann paragon can use the following abilities as a swift action without spending the point:

Detect Magic (Sp): The jann paragon can *detect magic* while concentrating.

Level	Base Attack Bonus	Table: Jann Parag		Will	
Level	Dase Attack Donus	Fort Save	Ref Save	Save	Special
1 st	+1	+0	+2	+2	Elemental Pool, Elemental Power, Path
2 nd	+2	+0	+3	+3	Path Inheritance
3 rd	+3	+1	+3	+3	Elemental Power
4 th	+4	+1	+4	+4	Elemental Resistance, Path Inheritance
5 th	+5	+1	+4	+4	Elemental Power
6 th	+6/+1	+2	+5	+5	Path Inheritance
7 th	+7/+2	+2	+5	+5	Elemental Power
8 th	+8/+3	+2	+6	+6	Path Inheritance
9 th	+9/+4	+3	+6	+6	Elemental Power
10 th	+10/+5	+3	+7	+7	Noble Janni
11 th	+11/+6/+1	+3	+7	+7	Elemental Power
12 th	+12/+7/+2	+4	+8	+8	Noble Inheritance
13 th	+13/+8/+3	+4	+8	+8	Elemental Power
14^{th}	+14/+9/+4	+4	+9	+9	Noble Inheritance
15 th	+15/+10/+5	+5	+9	+9	Elemental Power
16 th	+16/+11/+6/+1	+5	+10	+10	Noble Inheritance
17 th	+17/+12/+7/+2	+5	+10	+10	Elemental Power
18 th	+18/+13/+8/+3	+6	+11	+11	Noble Inheritance
19 th	+19/+14/+9/+4	+6	+11	+11	Elemental Power
20 th	+20/+15/+10/+5	+6	+12	+12	Elemental Lord, Noble Inheritance

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Shape Element (Su): The jann paragon can cause a twodimensional image or a three-dimensional shape to appear by briefly reshaping nearby elements. The element must be present within 10 feet per level. The area of element that can be reshaped is limited to 1 cubic foot per level. The effects are temporary, do not cause damage, and do not have any permanent effects on the element reshaped. Jann can only reshape elements into empty space; if the space is occupied, nothing happens.

The element maintains a shape visualized by the jann paragon only while she concentrates, and must remain within 30 feet of the jann paragon. If the empathy point the jann retains is air, the image or shape forms as a swirl of wind and picks up dust. If the empathy point is earth, the image forms on the surface of nearby sand or stone. If the empathy point is fire, the image forms in the flames of a nearby fire. If the empathy point is water, the image forms in or above the surface of a body of water, even a still one.

A noble janni can cause the element to continue to shift and move after ceasing concentration, up to 1 round/level. If the noble janni wills the element to form a sequence of shapes or perform a sequence of small movements while concentrating, the element will continue to repeat that sequence after the noble janni ceases to concentrate until the duration of the effect ends.

Path: Most jann have felt drawn to one of the four elements from as early as they can remember. Their connection to air, earth, fire, or water makes itself known through their personalities, their passions, and, with training, their powers. For the majority of these jann, their outward appearance reveals clues to the connection they have with their path's elemental plane. The jann paragon chooses one of the five following paths to follow:

Path of the Djinn: The jann paragon connects most closely to the Elemental Plane of Air. She adds Appraise and Fly to her class skill list, and her elemental pool contains air empathy points.

Path of the Efreet: The jann paragon connects most closely to the Elemental Plane of Fire. She adds Disguise and Intimidate to her class skill list, and her elemental pool contains fire empathy points.

Path of the Marid: The jann paragon connects most closely to the Elemental Plane of Water. She adds Sense Motive and Swim to her class skill list, and her elemental pool contains water empathy points.

Path of the Shaitan: The jann paragon connects most closely to the Elemental Plane of Earth. She adds Knowledge (dungeoneering) and Survival to her class skill list, and her elemental pool contains earth empathy points.

Path of the True Jann: The jann paragon maintains a balance of all four elements within herself. She adds Fly and Swim to her class skill list, and her elemental pool contains elemental empathy points of any type chosen when she expends them.

As the jann paragon increases in level, she gains powers known as inheritances from her chosen path. The specific powers gained by each path are listed in the Paths section.

Elemental Powers: At 1st level and every 2 additional levels above 1st, the jann paragon gains a new elemental power that can be used by spending elemental empathy points. An elemental power is a supernatural or spell-like ability. Any saving throws or ability checks required by an elemental power have a DC of 10 + 1/2 the jann paragon's level + the jann paragon's Wisdom modifier. The jann paragon must be capable of manipulating an element in order to learn elemental powers that require elemental empathy points of that type. Some jann powers have different effects determined by the type of elemental empathy point used. Followers of the path of the true jann choose the specific effect at the time they use this power.

Using an elemental power requires the jann paragon to spend between 1 and 3 elemental empathy points. Elemental powers that cost 1 elemental empathy point take a move action. Elemental powers that cost 2 or 3 elemental empathy points take a standard action.

Air Lift (Su): The jann paragon can spend 1 air empathy point to summon a wind that lifts her into the air, granting her a fly speed of 60 ft. with perfect maneuverability for 1 round. By spending an additional air empathy point while activating this power, she can increase the duration to 1 minute/level.

Air Surge (Su): The jann paragon can spend 2 air empathy points to summon a wind that makes either a single bull rush or trip combat

maneuver against all targets in a 30-ft. cone. This does not provoke an attack of opportunity. The jann paragon uses her CMB for this maneuver but substitutes her Wisdom modifier for her Strength modifier.

Blast of Embers (Su): The jann paragon can spend 2 fire empathy points to create a 30-ft. long cone of fiery embers that strike everything in their path, dealing 1d6+1 points of fire damage per 2 levels (maximum 10d6+10). A successful Reflex save halves the damage.

Control Water (Sp): The jann paragon can spend 2 water empathy points to cast *control water* as a spell-like ability. The jann paragon must be at least 7^{th} level to learn this elemental power

Control Weather (Sp): The jann paragon can spend 3 air or water empathy points to cast *control weather* as a spell-like ability. The jann paragon must be at least 13th level to learn this elemental power.

Control Winds (Sp): The jann paragon can spend 3 air empathy points to cast *control winds* as a spell-like ability. The jann paragon must be at least 9th level to learn this elemental power.

Dense Water (Su): A jann paragon can spend 1 water empathy point to cause the density of a body of water to change in an area of one 10 ft. cube per level. Creatures in the area suffer a -5 penalty on Swim checks. If the jann paragon is a noble janni, this penalty increases to -10. This effect lasts for 1 minute. If a creature fails a Swim check, the jann paragon has the choice to allow them to go underwater or keep them afloat. Creatures can make a new Swim skill check each round they remain in the area.

Earth's Grasp (Su): The jann paragon can spend 1 earth empathy point to cause a hand formed of mud and stone to burst from the ground beneath a target. The jann paragon makes a grapple combat maneuver against the target using her CMB but substituting her Wisdom modifier for her Strength modifier. This does not provoke an attack of opportunity. If the hand succeeds at grappling the target, it continues to make attempts to grapple or maintain the grapple once per round for as long as the jann paragon continues to concentrate + 1 round/level. The jann paragon can change the hand's target as a free action at the start of her turn as long as the new target is within a 20 ft. radius of where the hand first appeared.

Elemental Barrier (Su): The jann paragon can spend 2 elemental empathy points to create an elemental barrier that protects her against attacks. The barrier provides a +4 shield bonus to AC. The shield has no armor check penalty. Any time a creature within the jann paragon's reach makes a successful melee attack against her, the creature takes 1d6 points of damage from the elemental barrier. A successful Reflex save negates this damage. The barrier lasts for 1 minute/2 levels.

Elemental Body (Sp): The jann paragon can spend 3 elemental empathy points to assume the form of an elemental similar to the *elemental body* spell for 1 minute/level. The elemental's subtype must be the same as the type of elemental empathy points spent. The jann paragon must be at least 7th level to learn this elemental power.

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Class level	Spell Equivalent
7 th to 11 th	elemental body I
12^{th} to 15^{th}	elemental body II
15 th to 19 th	elemental body III
20 th and above	elemental body IV

Elemental Choke (Su): The jann paragon can



spend 2 elemental empathy points to create a small mass of earth, smoke, gas, or vapor in the lungs of a corporeal creature. If the elemental empathy point spent is earth, the mass blocks air flow and the target creature begins to choke, unable to speak and taking 1 point of damage per round for 1 minute or until a successful Heal check is made in assistance of the target. If the elemental empathy point spent is fire or air, the target is sickened from smoke or toxic gas for 1 round per level. If the elemental empathy point spent is water, vapor briefly condenses inside the target's lungs, giving it the sensation of drowning causing it to be staggered for 1 round per level. A successful Fortitude save negates this effect.

Elemental Cloud (Su): The jann paragon can spend 2 elemental empathy points to alter the substance of her body. She transforms into fog when air or water empathy points are spent, smoke when fire empathy points are spent, and sand or dust when earth empathy points are spent. This effect is similar to the *gaseous form* spell except as noted here. Any gear carried by the jann paragon is not altered and falls to the ground. The cloud has the shape of the jann paragon initially, but becomes less definite and more cloud-shaped as it moves. While in this form, the jann paragon can fly at her usual fly speed, or can fly at a speed of 10 ft. while automatically succeeding at Fly checks. The jann paragon can remain in this form for 1 minute/2 levels. If the jann paragon is a noble janni, she can take a standard action to regain her physical form or return to the cloud form as desired for the duration of the effect. The jann paragon must be at least 5th level to learn this elemental power.

Elemental Diplomat (Su): The jann paragon can spend 1 elemental empathy point to gain the ability to comprehend and speak in Auran, Aquan, Ignan, or Terran for 1 minute/ level. She gains a +5 competence bonus on Diplomacy checks to influence creatures with the appropriate elemental subtype. The element of the empathy point does not need to correspond to the language.

Elemental Flurry (Su): The jann paragon can spend 1 elemental empathy point to create a cloud of dust, smoke, or fog. The cloud has an area up to one 10-ft. cube per level. The cloud lasts while the jann paragon concentrates, up to 1 round/level. The cloud remains stationary and blocks all sight, including darkvision. If the elemental empathy point spent is earth, creatures take 1 point of magic slashing damage from

scouring grit when they move into or start their turn in the cloud. If the elemental empathy point spent is fire, creatures take 1 point of fire damage when they move into or start their turn in the cloud. If the elemental empathy point spent is water, creatures and objects get thoroughly wet while within the cloud; non-magical fires are extinguished, but magical fires are not affected. If the elemental empathy point spent is air, Tiny and smaller creatures cannot enter the cloud. Such creatures inside the cloud when it is created are picked up and thrown out of the cloud along the shortest path possible, and must make a Reflex save or take 1 point of falling damage.

Elemental Mount (Sp): The jann paragon can spend 3 elemental empathy points to conjure a large mount consisting of one of the four elements but taking the shape of a horse or other form of mount chosen by the jann paragon. The mount appears at the jann paragon's side. The mount returns to the elemental planes when it loses all its hit points, is dispelled, or after 1 hour/level. Only the jann paragon who summoned the mount can command the mount, but some mounts can bear another passenger. If the jann paragon is a noble janni, she can designate another creature as the rider of the elemental mount.

An air mount is AC 16 (-1 size, +1 natural armor, + 6 Dex) with 10 hit points + 1 hit point per level. It has a speed of 30 feet plus 10 feet per level (maximum of 150 feet). As a swift action, the mount can gain a fly speed equal to its base speed with good maneuverability for 1 round. It can fly in consecutive rounds, but must end its turn each round on solid ground or fall. It can bear its rider's weight plus up to 5 pounds per level.

An earth mount is AC 19 (-1 size, +6 natural armor, + 4 Dex) with 10 hit points + 2 hit points per level. It has a speed of 10 feet plus 5 feet per level (maximum of 80 feet). It can bear its rider's weight and one passenger's weight, plus up to 20 pounds per level.

A fire mount is AC 19 (-1 size, +4 natural armor, + 6 Dex) with 7 hit points + 1 hit point per level. It has a speed of 30 feet plus 10 feet per level (maximum of 150 feet). Its heat deals 1d6 points of fire damage per round to any rider other than the jann paragon who summoned it. Any creature that makes a successful melee attack on either the mount or rider takes 1d6 points of fire damage. It can bear its rider's weight plus up to 5 pounds per level.

A water mount is AC 19 (-1 size, +4 natural armor, + 6 Dex) with 10 hit points + 1 hit point per level. The water mount has a base speed

and swim speed of 20 feet plus 10 feet per level (maximum of 120 feet). It can tread on water as if it were firm ground, but is dispelled immediately if it does not remain in contact with a body of water. It can bear its rider's weight plus up to 10 pounds per level.

Elemental Wall (Sp): The jann paragon can spend 3 elemental empathy points to conjure an elemental wall in an area within 60 ft. The wall consists of air, water, stone, or fire, depending on the elemental empathy point spent. The jann paragon cannot create the wall so that it occupies the same space as a creature or other object. All walls must be straight, but can be vertical or horizontal.

If the elemental empathy point spent is air, a wall of roiling transparent cloud appears filling one 10-ft. square per 2 levels. The wall does not need to be in contact with any firm surface. The jann paragon can effortlessly create pathways through the wall to allow allies to move through and condense it to again to hinder movement. The wall lasts while the jann paragon concentrates plus 1 round/level. The wall resists creatures attempting to move through it, forcing them to make a Strength check each round they wish to move into or through the wall, and moving at half their normal speed in squares the wall occupies.

Arrows and bolts that pass through the cloud are deflected upward and miss, similar to a *wind wall* spell, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, creatures in gaseous form, and Tiny or smaller flying creatures cannot pass through the wall (although it is no barrier to incorporeal creatures).

If the elemental empathy point spent is earth, the jann paragon can cast *wall of stone* as a spell-like ability.

If the elemental empathy point spent is fire, the jann paragon can cast *wall of fire* as a spell-like ability.

If the elemental empathy point spent is water, a churning wall of water appears as if it were compressed between two invisible barriers the area of which is up to one 5-ft. square per level. The wall of water does not need to be in contact with any surface. The jann paragon can effortlessly part the wall to allow allies to move through or condense it again to hinder movement. The wall lasts while the jann paragon concentrates, plus 1 round/level. The wall extinguishes any nonmagical or magical fires and deals 1d6 points of damage to creatures with the fire subtype when

they move into or start their turn in the wall. The wall resists creatures attempting to move through it, forcing them to make a Strength check each round they wish to move into or through the wall, and moving at half their normal speed in squares the wall occupies.

The jann paragon must be at least 11th level to learn this elemental power.

Fire Surge (Su): The jann paragon can spend 1 fire empathy point to cause an existing torch-sized or larger fire to flare up and surge in a 20-ft. line dealing 1d6 points of fire damage per level (maximum 10d6). Targets can make a Reflex save for half damage.

Fists of Rock (Su): The jann paragon can spend 2 earth empathy points to transform her hands into living stone. Her unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage. This damage increases by +1d6 at 6th level and every 3 additional levels above 6th. In addition, the jann paragon's unarmed strikes ignore the hardness of any object with hardness less than 8. Her fists remain transformed for 1 minute/level.

Flame Burst (Sp): The jann paragon can spend 3 fire empathy points to cast *fireball* as a spell-like ability. The jann paragon must be at least 5th level to learn this elemental power.

Flame Throwing (Su): The jann paragon can spend 2 fire empathy points to conjure a ball of flame, which appears beside her and

immediately launches at a target within 60 feet as a ranged touch attack. On a successful hit, the target takes 3d6 points of fire damage and must make a Reflex save or catch on fire. For every four additional levels above 5th, the jann paragon is able to conjure an extra ball of flame. She can use these additional balls of flame to make attacks against the same target or different targets. The jann paragon must be at least 5th level to learn this elemental power.

Flaming Falchion (Su): The jann paragon can spend 1 fire empathy point to conjure a curved beam of red-hot fire and wield it as if it were a falchion. Attacks with the falchion are melee touch attacks. The falchion deals 1d6+1 points of fire damage per two levels (maximum 5d6+5). Since the blade is immaterial, the jann paragon does not apply her Strength modifier to the damage. A noble janni threatens a critical hit on a natural 18-20 as if it were a real falchion. The falchion has a duration of 1 minute/level.

Resist Energy (Su): The jann paragon can spend 2 elemental empathy points to give a willing touched creature energy resistance 5 against one type of energy. The type of energy resistance corresponds with the elemental empathy point spent: acid (earth), cold (water), electricity (air), or fire. If the jann paragon is a noble janni, this ability instead grants energy resistance 10. The effect lasts for 10 minutes/level.



Ripple (Su): The jann paragon can spend 1 earth empathy point to cause the ground to ripple in an attempt to cause the targets to fall. The jann paragon makes a single trip combat maneuver against all creatures in a 60-ft. line. This does not provoke an attack of opportunity. The jann paragon uses her CMB for this maneuver but substitutes her Wisdom modifier for her Strength modifier.

Shaitan's Scimitar (Su): The jann paragon can spend 1 earth empathy points to conjure an adamantine scimitar. Damage from the scimitar is treated as magic for the purposes of overcoming damage reduction. When the jann paragon uses the scimitar to make successful sunder combat maneuvers, it deals an extra 1d6 points of acid damage per 2 levels to the sundered object. This acid is particularly effective against stone and metal objects, dealing full damage. If the jann paragon drops the scimitar or is disarmed, the scimitar is dismissed. The scimitar has a duration of 1 minute/level.

Shards (Su): The jann paragon can spend 3 earth empathy points to create a 20-ft. radius burst of conjured metal and stone shrapnel dealing 1d6 points of magic piercing damage per class level (maximum 10d6) to every creature in the area. The paragon can cause this burst to occur in any area she can see within 200 ft. Creatures can attempt a Reflex save for half damage. The jann paragon must be at least 5th level to learn this elemental power.

Slam Attack (Su): The jann paragon can spend 1 elemental empathy point to gain a slam attack that can be delivered with one free hand. The hand appears to be enveloped in the relevant element. The attack deals 1d6 points of damage plus the jann paragon's Strength modifier. The slam's damage increases by +1d6 at 5th level and every 5 additional levels above 5th. If the elemental empathy point spent is air or water, the damage is nonlethal bludgeoning or cold damage. If the empathy point is earth, the damage is bludgeoning or piercing damage. If the empathy point is fire, the damage is fire damage. The slam attack is treated as a natural attack and does not provoke attacks of opportunity. The paragon may spend an additional elemental empathy point to add a second slam attack provided both hands are free. The effect lasts for 1 minute/level.

Steamfreeze Trident (Su): The jann paragon can spend 1 water empathy point to conjure a tri-pronged shaft of elemental water that shifts between primal ice and superheated steam, and is wielded as a trident. When the trident is ice, the jann paragon can make melee attacks with it that deal 1d8 points of magic piercing damage, plus 1d6 points of cold damage per 2 levels (maximum 5d6). When the trident is steam, the jann paragon can make melee touch attacks with it that deal 1d6 points of fire damage per 2 levels (maximum 5d6). The jann paragon can change the trident's composition between ice and steam as a swift action. As a full-round action, the jann paragon can use the trident to create a brief cloud of mist similar to *obscuring mist* that lasts 1 round. The trident has a duration of 1 minute/level.

Stone Pellets (Su): The jann paragon can spend 2 earth empathy points to create a blast of small stones that strike everything in a 30 ft. long cone and doing 1d6 points of magic bludgeoning damage per 2 levels (maximum 10d6 damage). Creatures can attempt a Reflex save for half damage. If the jann paragon is a noble janni, she can spend 1 extra Earth empathy point to treat this damage as adamantine, cold iron or silver for the purposes of overcoming damage reduction.

Stone Thrower (Su): The jann paragon can spend 2 earth empathy points to conjure a large rock which flies towards a target within 60 ft. as a ranged attack. The rock does 2d8 points of magic bludgeoning damage on a successful attack. For every four additional levels above 3rd, the jann paragon is able to conjure an additional stone. It also appears within next to the jann and can be directed at the same target or a different target. The jann paragon may choose not to throw the rocks immediately; as long as the jann paragon maintains concentration, she can delay throwing the rocks. When multiple stones are conjured, she can throw one and delay throwing the others. Rocks that are not thrown immediately can be thrown as a swift action in the following round. The jann paragon must be at least 3rd level to learn this elemental power.

Sudden Gust (Su): The jann paragon can spend 2 air empathy points to create a gust of air in a 60-ft. line. The gust does 1d6 points of nonlethal bludgeoning damage per two levels (maximum 5d6 damage) to every creature in its path. A successful Fortitude save negates this damage. All flying creatures in the area take a -4 penalty on Fly skill checks. The jann paragon also makes a single bull rush combat maneuver against all creatures in the area. She uses her CMB for this maneuver but substitutes her Wisdom modifier for her Strength modifier.

Sudden Manifestation (Su): A jann paragon who learns this elemental power can spend 1 additional empathy point to use any power that requires 1 or 2 empathy points as a swift action.

Suffocating Wind (Su): The jann paragon can spend 2 air empathy points to pull the breath from the lungs of any breathing creature within 30 ft. If the target fails a Fortitude save, it is staggered and takes 1d6 points of nonlethal damage per round, leaving it unable to speak or breathe. The target creature is unable to cast spells that require a verbal component and unable to make breath attacks. The target is allowed a new Fortitude saving throw each round. The effect lasts for 1 round/level or until the target makes a successful saving throw.



Summon Elemental (Sp): The jann paragon can spend 2 elemental empathy points to cast *summon monster II* as a spell-like ability. The jann paragon can only use this ability to summon elementals whose type corresponds to the elemental empathy points spent. At 8th level, the jann paragon can instead cast *summon monster IV*. At 12th level, she can instead cast *summon monster V*. At 16th level, she can instead cast *summon monster V*. At 20th level, she can instead cast *summon monster VI*. At 20th level, she can instead cast *summon monster VI*. The jann paragon must be at least 3rd level to learn this elemental power.

Telepathy (*Su*): The jann paragon can spend 3 elemental empathy points to gain the ability to communicate telepathically with any willing creature for a duration of 10 minutes per level. The paragon can only communicate with one willing creature at a time, but can change which creature that is. The creature must be within 50 ft. of the jann paragon.

Veil (*Su*): The jann paragon can spend 1 elemental empathy point to summon particles of an element and creating a concealing haze of sand, smoke or vapor in a 5-ft. radius centered on her square. The veil obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). If the jann paragon is a noble janni, she can see through any veil she creates. This effect lasts for 1 round/level.

Water Blast (Su): The jann paragon can spend 2 water empathy points to create a stinging spray of water that strikes everything in a 30-ft. long cone dealing 1d6 points of nonlethal bludgeoning damage per 2 levels (maximum 5d6) and blinding creatures for 1d6 rounds. Creatures that make a successful Reflex save negate the blinded condition and take half damage.

Water Surge (Su): The jann paragon can spend 1 water empathy point to cause a surge in a body of water, either a wave on the surface or current underwater. The jann paragon makes a single bull rush combat maneuver against all creatures in a 60-ft. line. This does not provoke an attack of opportunity. The jann paragon uses her CMB for this maneuver but substitutes her Wisdom modifier for her Strength modifier. Any creature whose CMD is beaten by 5 or more is also staggered for 1 round.

Windwalker's Blade (Su): The jann paragon can spend 1 air empathy point to conjure a beam of condensed air and wield it as if it were a scimitar. Attacks with the scimitar are melee touch attacks. The scimitar deals 1d6 points of magic slashing damage. On a critical hit, the scimitar deals an extra 1d6 points of electricity damage per 2 levels (maximum 5d6) and deafens creatures for 1 minute. Since the blade is immaterial, the jann paragon does not apply her Strength modifier to the damage. The jann paragon's movement is aided by air currents while she wields the blade, allowing her to take two 5-foot steps each round. A noble janni threatens a critical hit on a natural 18-20 as if it were a real scimitar. The scimitar has a duration of 1 minute/level.

Willful Wind (Su): The jann paragon can spend 1 air empathy point to conjure a wind that attempts a disarm, reposition or steal combat maneuver against one target within 60 ft. This does not provoke an attack of opportunity. The jann paragon uses her CMB for this maneuver but substitutes her Wisdom modifier for her Strength modifier. The wind lasts as long as the jann paragon concentrates, up to 1 round/level, and makes a single combat maneuver attempt against a valid target of the jann paragon's choice each round.

Noble Janni (Ex): At 10th level, a jann paragon is powerful enough to be considered a noble, gaining abilities and a noble form based upon her chosen path. The jann paragon can cast *plane shift* (self only) as a spell-like ability once per day to move to the elemental plane(s) corresponding with her path or to the Material Plane. She also gains one of the following abilities.

Path of the Djinn: The jann paragon gains the air and extraplanar subtypes. When she is on the Elemental Plane of Air, she can take the form of a djinni at will. When in this form, her size increases to Large, with a space of 10 feet and a natural reach of 10 feet. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity, a +5 natural armor bonus to AC, and immunity to acid. The jann paragon also gains a fly speed of 60 ft. with perfect maneuverability while in djinni form. This is a polymorph effect.

Path of the Efreet: The jann paragon gains the extraplanar and fire subtypes (but does not gain vulnerability to cold). When she is on the Elemental Plane of Fire, she can take the form of an efreet at will. When in this form, her size increases to Large, with a space of 10 feet and a natural reach of 10 feet. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity, a +5 natural armor bonus to AC, immunity to fire, and vulnerability to cold. She deals an extra 1d6 points of fire damage with melee attacks and during any round she grapples a creature. The jann paragon also gains a fly speed of 40 ft. with perfect maneuverability while in efreet form. This is a polymorph effect.

Path of the Marid: The jann paragon gains the extraplanar and water subtypes, gaining a swim speed of 60 ft. and the ability to breathe underwater. When she is on the Elemental Plane of Water, she can take the form of a marid at will. When in this form, her size increases to Large, with a space of 10 feet and a natural reach of 10 feet. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity, a +5 natural armor bonus to AC, and immunity to cold. This is a polymorph effect.

Path of the Shaitan: The jann paragon gains the earth and extraplanar subtypes. When she is on the Elemental Plane of Earth, she can take the form of a shaitan at will. When in this form, her size increases to Large, with a space of 10 feet and a natural reach of 10 feet. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity, a +5 natural armor bonus to AC, and immunity to electricity. The jann paragon also gains a burrow speed of 60 ft. and stone glide (as the earth glide universal monster ability, but also through crystal and metal) while in shaitan form. This is a polymorph effect.

Path of the True Jann: When the jann paragon is on an elemental plane, she gains a fly speed of 20 ft. with perfect maneuverability and can change size at will. When changing size, her size increases to Large, with a space of 10 feet and a natural reach of 10 feet. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity, and +1 natural armor bonus to AC. This is a polymorph effect.

Noble Inheritance: At 12th level and every 2 additional levels, the jann paragon can choose a noble inheritance power from a list unique to her path. The noble inheritance abilities available to each path are detailed in the Paths section.

Elemental Lord (Ex): At 20th level, the jann paragon becomes a lord of her kind. She gains the ability to cast *plane shift* at will as a spell-like ability, and can assume her noble form on any plane as long as she has at least one elemental empathy point remaining in her elemental pool.

Paths

Every jann paragon follows one of the five paths outlined here. A jann paragon's path commonly matches her dominant element, but this is not always the case and is not a requirement. Saving throws and ability checks required by abilities gained from the jann paragon's path have a DC of $10 + \frac{1}{2}$ her class level + her Wisdom modifier unless otherwise noted. If a jann paragon's path matches her dominant element, she gains a +1 bonus to the DC of her path abilities.

Path of the Djinn

The jann paragons who follow the path of the djinn are known as air janni. They are dangerously fast and difficult to strike in melee combat. As they grow in their powers, they become increasingly capable of controlling the air around them.

Path Inheritances

Air Sense (Ex): At 2nd level, the air janni becomes increasingly aware of the slightest motion in the air granting her a +2 bonus on Initiative checks. She also gains a bonus on Perception checks equal to her class level when she remains motionless for at least 3 rounds. The Perception bonus only applies against corporeal creatures.

Acid Resistance (Ex): At 4th level, an air janni gains acid resistance equal to her class level.

Enhanced Air Sense (Ex): At 6th level, an air janni's sense of the motion of the air becomes so refined that if she remains motionless and concentrates for 3 rounds, she notices things others cannot see. She does not need to make Perception checks to pinpoint the location of a corporeal creature within 30 ft. She is aware of creatures that have total concealment or cover as long as air could go around the blockage. The air janni still has the normal miss chance when attacking foes that have concealment. She is still denied her Dexterity modifier to AC against attacks from creatures she cannot see.

Wind Dancer (Ex): At 8th level, the air janni is able to take a 5-foot step without touching the ground allowing her to ignore some difficult terrain, treating it as if it were normal terrain. This allows her to make a 5-foot step into difficult terrain.

Whirlwind (Su): At 10th level, the air janni is able to take the form of a whirlwind as a standard action. The whirlwind has a height of between 10 ft. and 50 ft. While in this form, the air janni has a fly speed of 60 ft. with perfect maneuverability. The whirlwind does not provoke attacks of opportunity, even if the air janni enters the space another creature occupies.

Creatures coming into contact with the whirlwind must succeed on a Reflex save or take damage equal to 1d8 + the air janni's Wisdom modifier.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the air janni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check to cast a spell.

The air janni can remain in whirlwind form for 1 round/2 levels. This ability can be used once per day. This is a polymorph effect.

Noble Inheritances

The air janni can choose from the following noble inheritances.

Acid Immunity (Ex): The air janni gains immunity to acid.

Air Mastery (Ex): The air janni gains a +1 bonus on attack rolls and damage rolls while flying, and airborne creatures take a -1 penalty on attack and damage rolls against her.

Airborne (*Su*): The air janni can now fly while not in her djinni form with a fly speed of 60 ft. and perfect maneuverability.

Djinni Form (Su): Once per day for up to 10 minutes, the air janni can assume her djinni form on any plane.

Greater Whirlwind (Su): The maximum height of the air janni's whirlwind increases by 10 ft. per 2 class levels. The damage dealt by the whirlwind increases to 2d8 + the air janni's Wisdom modifier. Her whirlwind ability can now be used 3 times per day.

Invisibility (Sp): The air janni can cast *invisibility* (self only) as a spell-like ability 3 times per day.

Major Creation (Sp): The air janni can cast *major creation* as a spell-like ability once per day.

Persistent Image (Sp): The air janni can cast *persistent image* as a spell-like ability once per day.

Thrashing Winds (Ex): The air janni can have any of her elemental powers which deal nonlethal damage instead deal lethal damage of the same type. Any creature damaged by the air janni's elemental powers is dazzled for 1 round.

Zephyr Step (Su): The air janni's movement is blurred by shifting breezes and clouds. She gains concealment (20% miss chance) against any attacks of opportunity provoked by her movement.

Path of the Efreet

The jann paragons who follow the path of the efreet are known as fire janni. They learn to control the power of fire, burning a path across the battlefield.

Path Inheritances

Fire Mastery (Sp): At 2nd level, the fire janni gains a +1 bonus on attack and damage rolls when in hot conditions (90° Fahrenheit and above), and can see through flames and smoke without penalty.

Fire Resistance (Ex): At 4th level, the fire janni gains fire resistance equal to her class level.

Hot-Blooded (Ex): At 6th level, the fire janni deals 1d6 points of fire damage to a creature when she succeeds on a combat maneuver check against it, or when it fails a combat maneuver check against her.

Scorching Path (Ex): At 8th level, when a fire janni moves through a threatened square she does 1d6 points of fire damage to any creature that attempts to make an attack of opportunity against her.

Overwhelming Flames (Su): At 10th level, the fire janni treats an amount of fire damage equal to her class level from any effects she creates as untyped damage for the purpose of overcoming fire resistance and immunity to fire.

Noble Inheritances

The fire janni can choose from the following noble inheritances.

Blistering Invective (*Sp*): The fire janni can cast *blistering invective* as a spell-like ability 3 times per day.

Change Size (Su): Twice per day, the fire janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the fire janni chooses when using the ability), except that the ability can work on the fire janni. The fire janni can use this ability when in efreeti form, and the size modifiers stack. A Fortitude save negates the effect. The save DC is Charisma-based. This is a polymorph effect and the equivalent of a 2nd-level spell.

Efreeti Form (Su): Once per day for up to 10 minutes, the fire janni can assume her efreeti form on any plane.

Fire Immunity (Ex): The fire janni gains immunity to fire.

Fireborne (Su): The fire janni can now fly while not in her efreeti form with a fly speed of 40 ft. and perfect maneuverability.

Fire Step (Su): Once per day as a full-round action, the fire janni can teleport from one designated fire to another. The fires must be no more than 1 mile apart and both be at least the size of a small campfire. The fire janni can attempt to teleport when uncertain whether a fire is lit in the designated location. If no fire is lit at that location, the fire janni may choose a second location on the next round and a third on the following round if needed. If no fire is found within 3 rounds, the fire janni returns to the original fire.



Heat Metal (Sp): The fire janni can cast *heat metal* as a spell like ability 3 times per day.

Intimidating Presence (Ex): The fire janni gains a +4 bonus on Intimidate checks when in efreeti form. If she has the blistering invective noble inheritance, she can cast it as a swift action.

Invisibility (*Sp*): The fire janni can cast *invisibility* (self only) as a spell-like ability 3 times per day.

Volcanic Storm (*Sp*): The fire janni can cast *volcanic storm* as a spell-like ability 3 times per day.

Path of the Marid

The jann paragons who follow the path of the marid are known as water janni. They exhibit a quiet strength that underlies subtle, powerful force.

Path Inheritances

Water Mastery (Ex): At 2nd level, the water janni gains a +1 bonus on attack rolls and damage rolls if both her opponent and she are touching water. She can take 10 on Swim checks at all times. The jann paragon can also substitute her class level for her Constitution bonus when making Constitution checks to hold her breath or avoid nonlethal damage from thirst.

Cold Resistance (Ex): At 4th level, the water janni gains cold resistance equal to her class level.

Water's Fury (Su): At 6th level, a water janni can release a jet of water as a standard action. The jet of water travels in a straight line for 10 ft. per level. The jet of water



deals 1d6 points of magic bludgeoning damage and blinds the target struck for 1 round. At 10th level, targets are blinded for 1d6 rounds. A Reflex save reduces the damage by half and negates the blinding effect.

Wave Walker (Sp): At 8th level, a water janni can tread on any liquid as if it were firm ground as a constant *water walk* spell-like ability.

Vortex (Su): At 10th level, the water janni can transform into a vortex of swirling, churning water as a standard action. The water janni must be underwater to become a vortex, and cannot leave the body of water while in vortex form. The vortex has a height of between 10 ft. and 50 ft. While in this form, the water janni has a swim speed of 60 ft. The whirlwind does not provoke attacks of opportunity, even if the water janni enters the space another creature occupies. Creatures coming into contact with the vortex must succeed on a Reflex save or take damage equal to 1d8 + the water janni's Wisdom modifier.

If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the water janni and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check to cast a spell.

The water janni can remain in vortex form for 1 round/2 levels. This ability can be used once per day. This is a polymorph effect.

Noble Inheritances

The water janni can choose from the following noble inheritances.

Cold Immunity (Ex): The water janni gains immunity to cold.

Deadly Cold (Su): The water janni can have any of her elemental powers which deal nonlethal damage instead deal lethal damage of the same type. She deals +1 cold damage per die to any elemental powers or path abilities that deal lethal damage. In addition, if the water janni uses the elemental power dense water, creatures that fail their Swim checks take 1d6 points of cold damage.

Greater Vortex (Su): The maximum height of the water janni's vortex increases by 10 ft. per 2 levels. The damage dealt by the vortex increases to 2d8 + the water janni's Wisdom modifier. Her vortex ability can now be used 3 times per day.

Ice Storm (*Sp*): The water janni can cast *ice storm* as a spell-like ability 3 times per day.

Invisibility (*Sp*): The water janni can cast *invisibility* (self only) as a spell-like ability 3 times per day.

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Marid's Wake (Su): The water janni can choose to create a wake of water behind her when she swims to help slower swimmers. Creatures in a 30-ft. cone in the direction opposite to the water janni's swimming movement at the start of her turn gain a +10 enhancement bonus to swim speed during their next turn.

Persistent Image (Sp): The air janni can cast *persistent image* as a spell-like ability once per day.

Quench (*Sp*): The water janni can cast *quench* as a spell-like ability at will.

Waverunner (*Su*): The water janni is able to skate across the surface of the water at twice her Swim speed while using *water walk*. When the water janni is running or takes a double movement across water, a wave rises around her and shields her from sight. She gains soft cover (+4 bonus to AC) against ranged attacks and total concealment (50% miss chance).

Path of the Shaitan

The jann paragons who follow the path of the shaitan are known as earth janni. They learn to control the power of earth, stone, and metal while developing their power as a combatant.

Path Inheritances

Grounded Bull Rush (Ex): At 2nd level, the earth janni gains Improved Bull Rush as a bonus feat without needing to meet the feat's prerequisites. She is also able to bull rush a second creature without penalty, and instead takes a -4 penalty for each creature beyond the second.

Electricity Resistance (Ex): At 4th level, an earth janni gains electricity resistance equal to her class level.

Earth Mastery (Ex): At 6th level, an earth janni gains tremorsense to a range of 30 ft. At 10th level, the range of her tremorsense increases to 60 ft.

Stone Grip: At 8th level, the earth janni is able to make a grapple combat maneuver against a single creature she successfully bull rushed immediately upon ending the bull rush as part of the same action. This does not provoke an attack of opportunity.

Stone Curse (Su): At 10th level, the earth janni gains the ability to slam creatures into stone. If the earth janni wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Fortitude save as a full-round action to exit the stone. The save DC is Strength-based.

Noble Inheritances

The earth janni can choose from the following noble inheritances.

Cause Quake (Su): The earth janni increases the strength of her cause tremor ability, now affecting the area as an *earthquake* spell.

Cause Tremor (*Su*): Once per day as a full-round action, the earth janni can cause the ground around her in a radius of 10 ft. per 2 levels to tremor for 1 round. Any creature attempting to move within this area must make a Reflex save to remain standing. Any spellcaster must make a concentration check (DC = earth janni's level + level of spell being cast) or lose any spell it tries to cast.

Electricity Immunity (Ex): The earth janni gains immunity to electricity.

Grapple Stone (*Su*): Once per day, the earth janni may touch a single block of stone causing it to vibrate as a full-round action. Creatures *melded* or trapped inside the stone by the stone curse ability take 3d6 points of damage each round. Similarly, if the earth janni succeeds in grappling a creature with the earth subtype, she can use this ability as part of the grapple to cause the vibration in herself and deal 3d6 points of damage each round the grapple continues. This ability has a duration of 1 round/5 levels.

Metalmorph (*Su*): The earth janni may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Shaitan Form (Su): Once per day for up to 10 minutes, the earth janni can assume her shaitan form on any plane.

Stone Glide (Su): The earth janni can use the stone glide ability even when not in shaitan form for 1 round 3 times per day.

Stone Wall (Su): The earth janni can use the elemental wall elemental power as a swift action. She must still expend 3 earth empathy points to use that ability.

Stoneskin (Sp): the earth janni can cast *stoneskin* as a spell-like ability 3 times per day.

Superior Grounding (Ex): The earth janni can bull rush up to 3 creatures without penalty. She now takes a -4 penalty for each creature beyond the third. In addition, she gains a +8 bonus on opposed Strength-based checks if both she and her opponent are touching the ground.

Path of the True Jann

The jann paragons who follow the path of the true jann are known simply as true janni. They retain a mental and physical flexibility that allow them to surprise their opponents with unexpected elemental powers.

Path Inheritances

Gracious Host (Sp): At 2nd level, the true janni can cast *create food and water* as a spell-like ability at will as long as she has 1 elemental empathy point left in her elemental pool.

Energy Resistance (Ex): At 4th level, the true janni gains acid, cold, electricity, or fire resistance equal to her class level. She chooses the type of energy resistance when this ability is first gained.

Janni's Gift (Ex): At 6th level, the true janni gains the 2nd level path inheritance from another path, either air sense, fire mastery, grounded bull rush, or water mastery. At 10th level, she gains the 2nd level path inheritance from a different path.

Augury (Sp): At 8th level, the true janni gains the ability to cast *augury* as a spell-like ability three times per day.

Planar Destiny (Ex): At 10th level, the true janni can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes the true janni to take 1 point of damage per additional hour spent on the elemental plane, until she dies or returns to the Material Plane. In addition, when the true janni is on the Material Plane she gains a +1 bonus on attack rolls and damage rolls against creatures with the air, earth, fire, or water subtype.

Noble Inheritances

The true janni can choose from the following noble inheritances.

Airborne (Su): The true janni can now fly while on the Material Plane with a fly speed of 20 ft. and good maneuverability.

Divination (Sp): The true janni can cast *divination* as a spell-like ability three times per day.

Elemental Empowerment (Ex): The true janni increases the number of elemental empathy points in her elemental pool by 2. This noble inheritance can be taken multiple times.

Energy Resistance (Ex): The true janni gains energy resistance equal to her class level against another type of energy. This noble inheritance can be taken multiple times; each time it is chosen it applies to a different energy type.

Ethereal Jaunt (Sp): The true janni can cast *ethereal jaunt* with a duration of 1 hour as a spell-like ability once per day.

Invisibility (*Sp*): The true janni can cast *invisibility* (self only) as a spell-like ability three times per day.

Janni Twister (Su): Once per day for up to 10 minutes, the true janni can assume her enlarged form on any plane. While enlarged, the true janni can surround herself with either a vortex or whirlwind. The element appears swirling around her at the center, but this ability otherwise functions similarly to the vortex marid path ability or whirlwind djinni path ability. The true janni is not harmed by any of the effects of the vortex or whirlwind. She gains a swim speed of 60 ft. while in vortex form, and a fly speed of 60 ft. with perfect maneuverability while in whirlwind form.

Speak with Animals (Sp): The true janni can cast *speak with animals* as a spell-like ability three times per day.

Janni Feats

Elemental Attunement (Janni)

You can instinctively manipulate an element. **Benefit:** You gain the basic utility talent associated with your dominant element, as the kineticist class ability.

Extra Elemental Pool (Janni)

You can use your elemental pool more times per day than most.

Prerequisite: elemental pool class ability

Benefit: Your elemental pool increases by 2.

Special: This feat can be taken more than once. Its effects stack.

Extra Elemental Power (Janni)

You expand the ways you can manifest your elemental power.

Prerequisite: elemental power class ability

Benefit: You gain an additional elemental power.

Special: This feat can be taken more than once, selecting a different elemental power each time.

Latent Elemental Power (Janni)

You can manifest an ability of your paragon peers. **Prerequisite:** character level 5th

Benefit: Choose and learn a single elemental power from the list available to the jann paragon class. Your effective jann paragon level is equal to your character level -4 for the purposes of meeting the elemental power's prerequisites and determining its effects. Your latent elemental power does not expend elemental empathy points, and is instead usable a number of times each day equal to 4 – the elemental empathy point cost it normally requires.

Unbound (Janni)

You were raised among free jann, unshackled to mortal spellcasters or genie spellwardens, and are fiercely independent.

Prerequisite: Iron Will

Benefit: Once per day, you can reroll a failed saving throw against any effect that attempts to exert control over your mind or body, such as a *charm*, *dominate* or *possession*.

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