



*The Elemental Planes and the Genies in the
Science Fantasy World*

For use with the Starfinder Roleplaying game or Pathfinder
Roleplaying game.

by Etienne “SilverCyanide” Falardeau
silver.derstin@gmail.com



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Introduction

The supernatural planes, or the supernal realms as they will sometimes be referred to in this document, are a staple of the *Pathfinder Roleplaying Game*, and as such, can take an important role in any *Starfinder Roleplaying Game* campaign you might run as a Game Master. This is the first of a series of documents (which will later be composed in a single book) which describe what happens in those realms now that science has reached a point where it rivals the power of magic. Some of the terms used in this document are references to the *Chronicles of the Stars* game setting, but all of these can be effectively used in any *Starfinder Roleplaying Game* campaign with little to no adjustment. Any necessary additional rules, including new spells, will be in the final Appendix of this document. What is required to correctly understand the creatures described here is only the *Starfinder Roleplaying Core Rulebook*, by Paizo Publishing.

This document will cover the races of Geniekind, fully sentient elemental beings which rule over the different Elemental Planes and sometimes do battle over them. From the happy-go-lucky Marid to the stern and hard-working Shaitan and the great war between the Efreeti and Djinni, you will have a good idea of who is who and how to effectively use these creatures in your campaigns. An important point of fact is that none of these creatures are “monsters” in the general sense. Genies are highly intelligent and social creatures. They have their own civilization, trade alliances and friends in both the supernal realms and in reality, also known as the Prime Material Plane. With the Elemental Planes being fairly close to the Prime Material Plane, genies often have contact with the different mortal sentient races and are less “alien” than some of the other supernatural creatures. They can engage in simple trade with mortals, and then go on to larger scale once magical portals and gates are created. Genies will assist the other sentient races out of the kindness of their heart, a sense of duty or simply for profit. Some of them might have hidden motives and hold ancient grudges, but they are, overall, very “human” in their own way.

As in many Arabian legends, genies are known for their ability to grant wishes, which might very well break the balance of any campaign. Game Masters should be very careful when using genies in this manner. Djinn and Marid generally are good-natured and will not try to trick mortals with their wishes, while Efreet are more tricky and will have the wishmaker regret making a wish which goes against the desires of the Lord of Flames. Another thing some people might notice in this document is that except for a few specific exceptions, none of the creatures have an alignment. This is

not an error, but rather a conscious choice by the editor. First, in the *Chronicles of the Stars* campaign setting, alignment is used a lot less than the concept of *Reasons*, an overbearing spiritual concept towards which your character or various creatures aspire. While various creatures will have an alignment, it is just used as a basic roleplaying tip. The second reason is that genies are as varied as they are numerous. While most Efreeti would be Lawful Evil, it is quite possible that the players could meet an overly sadistic and megalomaniac Chaotic Evil Efreet, or even if most Marid are Chaotic Neutral, a lot of them might very well be Lawful Neutral, residing in a more structured city in the depths of the Elemental Plane of Water. Elemental beings, and especially genies, are not like Archons or Devils, they are not defined and shaped by their alignment, and can be far more fluid.

Each of the genie also feature a piece of equipment that is iconic to them, which players might be able to acquire as reward for services provided or as reward for defeating one such creature. These pieces of equipment might seem quite powerful compared to some of the regular equipment you can find in the *Starfinder Roleplaying Game Core Rulebook*. This is intentional, as players are not meant to simply go to a local arms dealer and purchase an Efreeti Falchion. All those pieces of equipment follow a special set of rules which allows players to upgrade them using their skills at Engineering and Mysticism, making them relevant from the start of a campaign to the end of it.

For Game Masters, each entry will also feature tactics for use with these supernatural creatures and explain you the typical combat strategy employed by the genies. This should help you not only plan out combat encounters with these beings, but also give you an idea of how they would operate on a larger scale when planning out a longer term campaign. Of course, you are the final decision maker and can adapt any of this material for your own use! The most important thing is clearly to have fun with the different types of genies and make sure your players enjoy encounters with those wondrous beings as well. Never let the rules get in the way of a good roleplaying opportunity!

GENIES

While the various species of Etherite are beings touched by the elements, the vast majority of them are Faetouched, coming from the *Hedgerow* and the lands of the Faelord. Those creatures, the Oread, Undine, Sylph and Ifriit, are just as much a part of society in the Prime Material Plane as any other sentient mortal race. There is a whole other section of the supernal realm which appears to be based on the unusual concept of "elements", which reflects the ancient Greek myths. These realms are "closer" to reality than most other supernal realms, making their contact with reality easier. Many sorcerers and witches are known to summon or manipulate these elemental realms, bringing various simple elemental beings into our reality (see Elementals, *Starfinder Roleplaying Game Alien Archive*).

There are, of course, far more powerful beings that reside in these lands. Known globally as "genies", they are capable spell casters and warriors and originally the ancestors of Etherites, before they came to reside in the Faelands. Genies are fickle creatures of elemental energy who love to trade, both in material goods, knowledge and magical power. They are viewed as intermediaries between the different supernal realms. Devils can sell weapons and goods to Genies and those could fall into the hands of their most deadly enemies (the Archons or Demons, depending on which devils you ask), and nobody would complain. Genies generally live in segregated clans, but on the border of their realms, where the elements mix to form Secondary Elements, they sometime live in united groups, forming cities where Djinn and Marid share homes, as an example.

Types of Genies

- Djinn: Elemental beings of air, Djinni are fickle and short-tempered, but generally good-natured and prefer to assist others with their magical powers. The leaders of their clans are known to be able to grant wishes to those who would capture them, and those wishes are generally granted with little afterthought or malice.
- Efreet: Elemental beings of fire, Efreeti are destructive and haughty, and hated by almost all other elemental beings due to their militaristic nature. Their leaders can also grant wishes, but they often twist the words of those making them to suit the Efreet's sick, twisted sense of humour.

- Jann: Minor genies, Janni are creatures made up of all elements, and serve as intermediaries, diplomats and traders between the elemental realms. Many are also pressed into makeshift armies of the different Elemental Lords.
- Marid: Elemental beings of water, Marids are capricious and unpredictable, but generally among the strongest of geniekind.
- Shaitan: Elemental beings of earth. the Shaitan are stern and proud, with an incredible wealth of mineral resources and precious gems, making them some of the richest of geniekind.

There have been strange rumors that came out in the past few centuries, especially with the number of new settlements in the Secondary Elemental Realms, that there would some new species of genies springing from unions between different species of genie. Another important thing that many have started seeing is that with the omnipresence of Jann in all of the realm, there has been a merging of elemental forces in some areas, stabilizing the realm and letting more creatures survive there without issues. This is a very recent trend, however, and many genies only dismiss it as a fluke which will not affect them in the long run.

The Efreeti - Djinni War

While the global wars between the Elven Star Empire and the Union of Elven Realms are often seen as the greatest war in history (even by Terran standards), it is nothing compared to some of the ancient wars in the Supernal realms. One such great war is the Efreeti - Djinni conflict. Nobody really knows how it started, but has been going on for at least longer than written records from reality exist. While the original battles were skirmishes between genies over various slights or territory in the Realm of Lightning, it kept escalating over time as technology and weapons grew. What sparked a revolution in the war was when the Elves were exiled to reality, but they kept trading with both groups, bringing them Hu Syndicates weapons and technology to empower them.

Nowadays, the skies of the Realm of Lightning is filled with unusual warships based on Elven technology, manned by hundreds of Efreet, Djinn, Janns and other slave races of the Efreeti and allies of the Djinni. Gigantic City of Brass-crafted artillery guns pound on energy shields put up by the Djinn as their robotic war machines fly down to take them out. In the past hundred years, the balance of power has started shifting as the Efreeti military has been enlisting troops from the Nine Hells, under order from various Barons and Dukes of Hell, which get large amounts of military goods in return. The Djinni have only been able to negotiate with other Supernal realms as of recently, and their forces were pushed back severely, losing even some critical fortresses in the Realm of Lightning.

The Shaitan and Marid try their hardest not to get involved in the conflict outside of trading equally with each side so as to not attract military attention from either side. While the Djinni were generally seen as well-mannered and focusing all their attention on the Efreeti in the past, this has changed in recent centuries, as they ambush and capture trade caravans and destroy supply lines which could be sent to allies of the Efreeti in the conflict. The Efreeti, on the other hand, have fortified every position in the Realm of Lightning and Realm of Lava, preventing any trade ships from going to and from those regions without being thoroughly searched by Efreet military crews. Near gates to foreign planes, like the Nine Hells, the Abyss or Nirvana, Djinni and Efreeti warships keep a close look at every coming and going to make sure their opponents do not receive support from a foreign source that they would not be aware of. While the Elemental Planes were never peaceful, this has turned the entire planar region into a dangerous political landscape one must navigate carefully.

The Div Conspiracy

While this great war is going on, the Div are waiting for their chance in the depths of the underworld. Exiled and fallen genies, the Divs have long been regarded as a second-tier group of supernatural beings by every major realms of the Supernal Realms. Recently, they have been growing in strength and especially in boldness. Ahriman's brood have been attacking daemon strongholds, increasing drastically their actions in reality. They also have been positioning themselves in the Abyss, raiding trade ships from the Nine Hell and other supernal realms. Worst of all, they have been infiltrating everything they could. Acting as advisers to rulers of the different evil realms, the Div have been trying to create a rift between all the realms and the Elemental Realms. While their end goal is not easily discernible, they are more than likely a threat for all of the beings in the Elemental Realms.

Many Divs have also been going into traditionally “genie” occupations for the people of the Prime Material Plane, assisting with the terraforming of isolated planets, performing simple tasks in exchange for trinkets and even sometimes performing miracles and granting wishes for mortal patrons. While they keep their natural hatred for all that is good and beautiful, they often keep it under wraps to make sure they become more and more useful for those on the Prime Material Plane.

It is also rumored that much of the recent escalation in the Efreeti-Djinni War has actually been a plot by the Div, disguising as either of the factions and committing various war crimes which simply inflames the situation. Attacks against Marid and Shaitan outposts were also blamed on Efreet and Djinn forces but have later been found out to be actually done by disguised Div troops.

THE DJINN

(Lords of Winds) (CR5)

Large Outsider (Extraplanar, Air)

Initiative: +8

Senses: Darkvision 60ft, Perception +12

DEFENSE

ACs: KAC: 19 EAC: 21 CMan: 27 (+4 Dex, +5/7 Natural armor)

Powerfield: Purple (5 Churchill)-class, Temp HP 5, FH 2

HP: 65

Immune Acid

Fort: +4 **Ref:** +9 **Will:** +7

OFFENSE

Speed: 20ft, Fly 60ft (Perfect)

Attack (melee): 2 Slams +16 (1D8+9 Kinetic (Bashing))

OR

Djinn's Scimitar +11 (2D4+9 Energy (Electric+ Slashing), Arc 1D4)

Attack (ranged): Thunderbolt Rifle +12 (1d12 + 5 Energy (Electric), 70ft, Arc 1d6, Sniper (250ft), Neutron blast (+6 against Powerfields and Shields))

Special attack: Air Mastery, Whirlwind (1 / 10 minutes, 10-50ft tall, 1D8+9 damage, DC 17 or 1/2 damage)

Space: 10ft **Reach:** 10 ft

Spell-like abilities: (CL 9th)

At will --

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Invisibility

1/day --

Create Food and Water, Create Wine (As create water, but creates wine (of the type of your choice)),

Gaseous Form, Major Creation (Created Vegetable matter is permanent), *Holographic Image* (Tier 4, DC 16 to disbelieve)

Statistics

STR +4 DEX +5 CON +2 INT +2 WIS +2 CHA +2

Feats: Combat Casting, Improved Initiative, Mobility, Skill Synergy (Computer, Engineering), Jet Dash

Skill: Acrobatics +13 , Computer +12, Diplomacy +10, Engineering +12, Life Science +10, Mysticism +10, Perception +10, Sense Motive +10

Special Abilities

Air Mastery (ex): Airborne creatures take a -1 penalty on Attack and Damage rolls against a Djinn.

Description

Masters of the Elemental plane of Air, the Djinni are mighty beings made of congealed wind, lightning and clouds. They stand about 10 feet tall and can weigh up to 1000 pounds. They are generally good-natured and helpful, but are still fickle and can change their mind as fast as the weather can change. While the Efreeti deal with crafting and building physical goods and Shaitan deal in raw materials, Djinn have found a niche in the electronics market, designing computer parts and other advanced technology which they trade to other denizens of the supernal realm. Their long war with the Efreeti has recently taken a turn for the worst. They have built a new alliance with the Azatas and strengthened their bond with the Marid, which should give them an edge in future battles. Djinni love good living and are wonderful hosts, using their creation magic along with Create Wine to make the best possible meals accompanied by the perfect drink. However, anyone who embarrasses them or are rude while under their care might soon be cast out without much remorse.

Djinni commanders and nobles are generally called viziers, and are escorted at all times by Air, Lightning and Ice Elementals. To generate them, apply to them the Advanced Simple Template (see *Pathfinder Bestiary 1, Appendix 2* for more details), increase their caster level to 15 and increase the number of dice for all their normal attacks by 1 dice. They can grant up to 3 *Wishes* to mortals and can use the following spells: 3 / day – *Call Lightning*.

Tactic

Djinni much prefer engaging their foes at a distance, relying heavily on their custom made Thunderbolt Rifles to take care of the bulk of the business. They often lay in ambush after casting Invisibility on themselves, taking pot shots with the sniper scopes mounted on their magical weapons and retreating by flying as fast as possible out of reach of their opponents. In melee, they rely on their

finely crafted scimitars which crackle with lightning.

Thunderbolt Rifle

The Djinni's Thunderbolt rifles are mighty weapons which combine both supernatural powers and the very best technology is able to offer. Each of them is beautifully crafted, made of a combination of bronze, silver and elemental matter and with the mark of its creator stamped on its side. They are not to be sold or traded lightly, and the non-Djinn who find one in their possession are blessed.

Thunderbolt rifles are rather simple to modify for mortal use, as one only needs to replace the receptacle used by the Djinn to power them with a Standard Battery Pack, which requires an Engineering DC 16 check. This weapon can be further upgraded 3 times, at level 11, 16 and 19, with an Engineering DC (15 + New Item level) check, along with 20 000 credits, 150 000 credits and 450 000 credits respectively.

Base Weapon:

Item level: 6 Bulk: 2

Ranged damage: 1D12 Energy (Electric), 70ft, Arc 1D6, Use 1 charge, Sniper (250ft), Neutron blast (+6 against Powerfield and Shields)

Increase: At level 11, 16 and 19.

Ranged damage: +1D12 Energy (Electric), +10ft at level 16, Arc +1D6 / +2D6 at level 16 and level 19, Sniper (+250ft)

The Efreet

(Lords of Flame) (CR8)

Large Outsider (Extraplanar, Fire)

Initiative: +7

Senses: Darkvision 60ft, Detect Magic, Perception +15

DEFENSE

ACs: KAC: 21 EAC: 23 CMan: 29 (+3 Dex, +8/10 Natural armor)

Powerfield: Black (10 Churchill)-class, Temp HP 10, FH 3.

HP: 119

Immune Fire, **Vulnerability** Cold

Fort: +7 **Ref:** +10 **Will:** +9

OFFENSE

Speed: 20ft, Fly 40ft (Perfect)

Attack (melee): 2 Slams +16 (2D6+14 Energy (Fire + Bashing), Burn 1D6)

OR

Efreet Falchion +16 (4D6+14 Fire (Fire + Slashing), Burn 1D8)

Attack (ranged): 3 Scorching Rays +14 (4D6 + 8 Energy (Fire), 45ft, Burn 1d6)

Special attack: Change Size, Heat

Space: 10ft **Reach:** 10 ft

Spell-like abilities: (CL 11th)

At will --

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Produce Flame, Pyrotechnics (DC 14)

3/day --

Invisibility, Wall of Fire (DC16)

1/day --

Gaseous Form, Holographic Image (Tier 5)

Grant up to 3 *Wishes* to Mortals

STATISTICS

STR +6 DEX +3 CON +4 INT +1 WIS +2 CHA +2

Feats: Combat Casting, Mobility (+4 to AC against AoO), Agile Casting, Improved Initiative, Weapon Focus + Versatile Focus

Skill: Acrobatics +14, Bluff +13, Disguise +13, Engineering +12, Intimidate +14, Perception +14, Sense Motive +14

Special Quality: Self Change Size

Special Abilities

Change Size (Sp): Twice per day, the Efreet can change a creature size. This works in a similar way as *Enlarge Person* or *Reduce Person*, and this ability can work on Efreeti as well. A Fortitude DC 13 save negates the effect if it is unwanted. The save DC is Charisma-based.

Heat (Ex): Whenever he is hit in melee or he is grappled, the Efreet deals 1D6 points of fire damage to the owner of that damage source.

Description

The rulers of the City of Brass, in the Plane of Fire, the Efreeti are mighty warriors who would rather rule over all of the elemental realms. In their normal shape, Efreet stand tall at around 12 feet, weighing around 2000 pounds. None of the other genies really enjoy their presence, but they often trade with the Shaitan, as they purchase raw materials they then transform into weapons they sell back to the Shaitans and Devils, their most common customers. The skies of the Realm of Lightning are always a battlefield as the Efreeti and Djinni are locked in an eternal war, but recently, the Efreeti have been winning more than expected as they have been receiving support from various Dukes and Barons of Hell.

Efreet nobles are generally called maliks and are generally field commanders for their armies, always escorted by a posse of Fire, Lightning and Magma elementals. Apply the Advanced Simple Template (see *Pathfinder Bestiary 1, Appendix 2* for more details) to generate them, increase their Casting Level to 15 and increase the number of dice for all their normal attacks by 1. They gain the ability to cast 3/day – *Explosive Blast*, *Heat Metal* and 1/day – *Greater Invisibility*, *Pyroclastic Storm*.

Tactics

Efreeti are militaristic and pragmatic when it comes to combat. They do not need any form of pistols or rifles to provide ranged support as they can naturally shoot rays of scorching flames from their hands, but will employ a variety of melee weapons while in combat, generally their signature

Efreet Falchions. Those melee weapons always deal Energy type damage as it combines Fire and their natural kinetic damage type. If they have room, Efreet in combat will often use their Change Size ability on themselves (increasing the damage dice class of all melee attacks by 1), then potentially turning the most dangerous of their physical attacking opponent into a pint-sized terror. They will also attempt to isolate his foes using Wall of Fire. Efreet are pragmatic warriors, and they will often set up ambushes using their natural ability to turn invisible, use traps and artillery fire to soften up their foes.

Efreet Falchion

An Efreet's sword, generally a gigantic falchion, is a mighty weapon infused with the power of the realm of flames. Mortals would be ill-advised to steal such a weapon, but some can claim one as a battle trophy, but using it is difficult. The Falchion is a two-handed weapon which deals Energy damage split between Fire and Slashing, and as long as it is not modified, it has the Unwieldy trait and the user suffer 1D4 Fire damage every round they wield it. Modifying the weapon requires a Mysticism DC 23 check. There are 3 possible upgrades to the weapon, at level 12, 16 and 20, requiring a Mysticism DC (15 + New level of the equipment) check and 20 000 credits, 90 000 Credits and 240 000 Credits respectively, as well as materials that can only be obtained from the Elemental Plane of Earth.

Base Weapon:

Item level: 8 Bulk: 2

Melee Damage: 4D6 Energy (Fire + Slashing), Burn 1D6 on crit

Resist Fire 5

Increase: Every 4 levels (12,16,20)

Melee Damage: +2D6 Energy (Fire + Slashing), +4D6 Energy (Fire + Slashing) at level 20, Burn +1D6 on crit

Resist Fire +5

Marid

(Lords of Waves) (CR9)

Large Outsider (Extraplanar, Water)

Initiative: +8

Senses: Darkvision 60ft, Detect Good, Detect Evil, Detect Magic, Perception +14

DEFENSE

ACs: KAC: 23 EAC: 25 CMan: 31 (+4 Dex, +9/11 Natural armor)

Powerfield: Marid Warrior (25 Churchill)-class, Temp HP 25, FH 5. Fire Hardening 5, Electric Hardening 5

HP: 143

Fort: +10 **Ref:** +12 **Will:** +10

OFFENSE

Speed: 20ft, Swim 60ft, waterwalking

Attack (melee): 2 Slams +18 (3D6+18 Kinetic (Bashing), Stun)

OR

Marid Trident +18 (4D8+15 Energy (Cold + Electric), Neutron blast (+9 against Shields))

Attack (ranged): Mercurial Rifle +17 (3D8+9 Energy (Sonic), 50ft, Deafen, Blast)

Special attack: Vortex (1 / 10 minutes, 10-50ft tall, 1D8+4 damage, Reflex DC 22 1/2), Water Mastery, Water's Fury.

Space: 10ft **Reach:** 10 ft

Spell-like abilities: (CL 12th)

At will --

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Create Water, Invisibility, Purify Water, Quench

5/day –

Control Water, Gaseous Form, Obscuring Mist, Water Breathing

3/day --

See Invisibility

1/day --

Holographic Image (Tier 5)

1/year --

Grant 1 *Wish* to mortal creatures.

STATISTICS

STR +6 DEX +5 CON +4 INT +2 WIS +2 CHA +3

Feats: Weapon Focus + Versatile Focus, Combat Casting, Improved Natural Attack, Improved Initiative, Great Fortitude, Deadly Aim (-2 to hit, +5 to damage)

Skill: Athletics +18, Diplomacy +15, Mysticism +14, Life Science +14, Perception +14, Profession (any one art) +15 Sense Motive +14, Stealth +17

Special Abilities

Water Mastery (Ex): A marid gains a +1 to attack rolls and damage rolls against a target that is in water or in contact with water.

Water's Fury (Su): Standard action. The marid releases a jet of water against any target, producing a 60 foot line, which deals 2D6+9 points of Kinetic (Bashing) damage to everyone in the line and blinds the targets for 1D6 rounds. A Reflex DC 20 save halves the damage and negates the blinding effect.

Description

The gigantic Marids are probably the most powerful of the genies on a one on one basis, standing close to 16 feet tall and weighing 2500 pounds. They flow like the current, have teeth of the whitest pearls and hair which flows like a cascade and have an unnatural grace, even for their size. Generally capricious, unpredictable and having a hard time making lasting societies, Marids generally much prefer taking to the arts and high crafts to working the sweat off their brow like the Shaitan, who are always disappointed in their water genie brethren. Marids sell their trade as artists to all without care or worry, and much prefer to keep to themselves and work on their craft than go to war or involve themselves in anybody else's conflicts. They are most courteous hosts to those who visit them, but they often go on long tirade about the arts, neutrality and the quality of the water on various alien worlds.

Marid are still regarded as some of the most important supernatural creatures for the colonial efforts of the Star Empire and United Realms, as many of them call upon them to assist with the terraforming of worlds, creating gigantic asteroids of ice or simply controlling the water supply on a colonisable world to make it more usable. While Djinni would be able to assist with the conversion of the atmosphere and the Shaitans would be able to assist with the molding of the continents on a world, in the end, the hardest part of any effort remains the necessity for drinking water, rain and stable

atmospheric conditions which come with large amounts of water. Many Marid have, over time, become artists in that very field, creating rain storms, rivers, fjords and immense oceanic rifts on remote alien worlds.

A small number of Marid are considered noble among their kind. Generally called Shazadas, you can apply the Advanced simple template (see *Pathfinder Bestiary 1, Appendix 2* for more details) to generate them, have a Caster Level of 20, increase the number of damage dice they deal with their normal attacks by 1. They can also cast 3/day -- *Cone of Cold, Ice Storm*, 1/day -- *Elemental Swarm* (Water, Ice or Smoke), *Holographic Image (Tier 6)*. Shazadas often command troops of Marid soldiers, along with a sizable escort of Water, Smoke or Ice elementals.

Tactics

Marids will try everything to avoid conflict at first. They would much rather trade various goods and even pay ransoms rather than get into a fight, using their water walking ability, gaseous form and obscuring mist and invisibility to run away first occasion they get. It's not because Marid are weak or unable to defend themselves, however. Most of them carry a large concussion shotgun which they use as a deterrent, sonic weapons being very effective in water where they prefer to reside, all the while also carrying a telescopic trident for when the combat gets close and personal. Most Marid are also highly trained in martial arts and even a disarmed Marid is a rather hefty threat.

Marid Warrior powerfield generator

Marid warriors have developed, using technology gleaned from their Elven sponsors in terraforming work, rather reliable magitechnologic powerfields that protect them in case of combat. They even figured that when fighting, they would more then likely end up on the receiving end of Efreeti or Djinni weapons, hardening these fields against these types of attacks. Marid powerfields are extensively rare and expensive, and not given to non-marid often. If one would fall into the hands of a mortal, he would first need to modify it to be incorporated in an armor as an armor upgrade, connecting it to the main power supply of the armor. This requires an Engineering DC 24 check. Afterwards, the powerfield can be further upgraded at level 12, 15, 18 and 20, with a cost of 25 000 credits, 35 000 credits, 75 000 credits and 250 000 credits respectively.

Basic item:

Armour upgrade. Item level: 9 Slot: 1

Powerfield: Temporary HP: 25, Fast Healing: 5, Fire Hardening 5, Lightning Hardening 5.

Increases: Level 12, 15, 18 and 20.

Level 12 upgrade:

Powerfield: Temporary HP: 30, Fast Healing: 6, Fortification: 10%, Fire Hardening 10, Lightning Hardening 10.

Level 15 upgrade:

Powerfield: Temporary HP: 40, Fast Healing: 8, Fortification 25%, Fire Hardening 15, Lightning Hardening 15, Cold Hardening 5

Level 18 upgrade:

Powerfield: Temporary HP: 50, Fast Healing: 10, Fortification 50%, Fire Hardening 20, Lightning Hardening 20, Cold Hardening 10, Acid Hardening 5.

Level 20 upgrade:

Powerfield: Temporary HP: 60, Fast Healing: 12, Fortification 75%, Fire Hardening 25, Lightning Hardening 25, Cold Hardening 20, Acid Hardening 10, Sonic Hardening 5.

Shaitan

(Lords of Stones)(CR7)

Large Outsider (Extraplanar, Earth)

Initiative: +5

Senses: Darkvision 60ft, Tremorsense 60ft, Perception +14

DEFENSE

ACs: KAC: 24 EAC: 26 CMan: 29 (+1 Dex, +8/10 Natural armor, +5/+5 Shaitan Skin)

Powerfield: Black (10 Churchill)-class, Temp HP 10, FH 3.

HP: 106

DR: 5/-; **Immune** Electricity

Fort: +10 **Ref:** +4 **Will:** +8

OFFENSE

Speed: 20ft, Burrow 60ft, Climb 20ft

Attack (melee): 2 Slams +14 (2D6+13 Kinetic (Bashing))

OR

Liquid Metal Sword +17 (2D8+13 Kinetic (Slashing), Wound)

Attack (ranged): Liquid Metal Battle Rifle +11 (2D8+7 Energy (Acid + Piercing), 90ft, Burn 1d6, Automatic)

Special attack: Earth Mastery, Metalmorph, Stone Curse

Space: 10ft **Reach:** 10 ft

Spell-like abilities: (CL 9th)

At will --

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Meld Into Stone, Soften Earth and Stone, Stone Shape, Veil (Self only)

3/day --

Resistant Armor (+DR 10/-), *Wall of Stone, Stone Tell, Rusting Grasp*

1/day --

Transmute Rock to Mud / Mud to Rock (1 each)

STATISTICS

STR +5 DEX +1 CON +5 INT +2 WIS +2 CHA +3

Feats: Combat Casting, Improved Bull Rush (+4 to Bull Rush), Improved Initiative, Deadly Aim (-2 to hit, +4 damage), Weapon Focus + Versatile Focus

Skill: Athletics +15, Bluff +13, Engineering +12, Mysticism +12, Perception +12, Profession (Any one craft) +12, Sense Motive +12

Special Quality: Stone Glide

Special Abilities

Earth Mastery (Ex): While both its target and itself are on solid ground, the Shaitan gets a +1 to all attack rolls and damage rolls.

Metalmorph (Su): As a standard action, the Shaitan can transform any metals up to 10 pounds into any other alloy or metal for 1 day. This counts as a Swift Action when used on a Liquid Metal weapon.

Stone Curse (Su): If a Shaitan wins a Bull Rush check by 4 or more and pushes its target in a solid barrier (like a wall or a rock), the target must succeed a Reflex DC 19 save or be stuck into that barrier as if the target as if he was meld into it. The target can make a Fortitude DC 19 save to escape the rock as a Full Round Action. The save DCs are Strength-based.

Stone Glide (Su): A Shaitan doesn't dig through the ground, it simply flows through it, like it was water or thin-air. They can cross any form of ground, including stone, dirt, crystal or metals without damaging it.

Description

Shaitan are powerful genies made of living stone and flesh, with hair of flowing sand and eyes of gemstones. They generally stand around 11 foot tall but weight 5000 pounds, as their whole body is densely filled with stony matter. Proud and boastful, believing in the superiority of the genie race over the other supernatural species, the Shaitan work hard on a daily basis to extract the key material from the Earth, transforming them in their ancient thaumaturgical and alchemical workshops for sale to all the other realms of the supernal realm. Many Shaitan also assist the Elven nations with their terraforming efforts in reality, making sure land masses can support burgeoning populations, converting dangerous landscapes and all sorts of other work.

A select few Shaitan grow out of the rank and file as nobles, generally called Pasha. To create a Pasha, apply the Advanced Simple Template (see *Pathfinder Bestiary 1, Appendix 2* for more details) to a Shaitan, increase its Caster Level to 18 and increase the number of dice for all its normal attacks by 1 dice. They also gain the ability to cast *Earthquake* once a day. Pashas are always escorted

by a group of Earth, Lava and Mud elementals who are deferential to their every needs.

Tactics

Shaitan are not an aggressive lot, but they will always a fight once it is started. Mobility is key in Shaitan battleplan, with entire battle groups rapidly moving underground to set up ambushes and surprise attacks on their enemies. They will often bull rush stronger opponents into stone walls to get them out of the way while they eliminate the more squishy targets, like technomancers and mystics, generally diving into the earth to avoid enemy fire. Against other supernatural beings, they use their liquid metal weapons to convert them into the proper metal to properly injure their foes. Shaitan are extremely resilient foes once they cast *Resistant Armor* on top of their Shaitan skin battle armour, and will generally try to outlast their foes.

Shaitan Skin armour

Shaitan battle armour is the perfect example of style, execution and effectiveness in regards to modern combat armour. Made of materials beyond the reach of most mortals, it is light-weight, flexible yet extremely resistant. Not many mortals could have the chance of wearing one such armour. The first part would be of course making the armour the right size for the wearer, which requires an Engineering DC 22 check. Afterwards, the materials have to be adapted for usage by a non-genie, which requires a Mysticism DC 22 check, unless the wearer is of an Undine, Oread, Ifrit or Sylph, in which case they can wear the armour without conversion. The armour can later be upgraded at every Item level with an Engineering or Mysticism DC (15 + New Item Level) check, costing 2000 credits times the new Item Level.

Base Item:

Light Armor. Item Level: 7 Bulk: L

Kinetic AC bonus: +7 Energy AC bonus: +7 Max DEX: +6 Armour check penalty: -- Upgrade Slot: 2

Damage reduction: 5/-

Increase: Every level.

Every level: Kinetic AC bonus: +1 Energy AC bonus: +1

Every 3 levels: Max DEX: +1 Upgrade slot: +1

Every 4 levels: Kinetic AC bonus: +2 Energy AC bonus: +2 (replaces the +1 bonus) Damage reduction: +5/-

Janni

(Elemental Chameleons) (CR4)

Medium Outsider (Extraplanar)

Initiative: +6

Senses: Darkvision 60ft, Perception +9

DEFENSE

ACs: KAC: 16 EAC: 17 CMan: 24 (+2 dex, +4/+4 Armor, +0/+1 Natural)

Powerfield: Purple (5 Churchill)-class, Temp HP 5, FH 2.

HP: 55

Resist: Any One Element 10 (Swift action to change)

Fort: +6 **Ref:** +7 **Will:** +4

OFFENSE

Speed: 30ft, Fly 20ft (Perfect)

Attack (melee): Jann Duelling Blade +9 (1D6+7 Kinetic (Slashing))

Attack (ranged): Jann Sub-Machinegun +8 (1D6+4 Kinetic (Piercing), 30ft, 36 rounds / 3 used, Analog, Automatic)

Special attack: Change Size

Spell-like abilities: (CL 8th)

3/day –

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Invisibility, Speak with Animals

1/day --

Create Food and Water, *Ethereal Jaunt* (for 1 hour)

STATISTICS

STR +3 DEX +2 CON +1 INT +2 WIS +2 CHA +1

Feats: Improved Initiative, Mobility, Toughness, Nimble Move

Skill: Acrobatics +9, Athletics +10, Bluff +8, Diplomacy +8, Profession (Any one) +9 or +8, Perception +9, Sense Motive +9, Stealth +9

Special Quality: Elemental Endurance

Special Abilities

Elemental Endurance (Su): As a swift action, a Jann can change which form of energy he is resistant to. The Resistance level is 10.

Change Size (Sp): Twice per day, a Janni can change the size of a creature. This works in a similar way as [Enlarge Person](#) or [Reduce Person](#), and this ability can work on Janni as well. A Fortitude DC 13 save negates the effect if it is unwanted. When enlarged, increase all damage dealt by a Jann by 1 dice class (normally, from D6 to D8). The save DC is Charisma-based.

Description

Janni are the most human, along with most numerous and weakest, of the Genie races. Generally standing between 6 and 6 and a half feet tall and weighing a bit more than 200 pounds. Most Jann used to reside in reality but over the centuries, most of them have retreated back to the Elemental Planes where they have built their own gigantic civilisation. While most other genies reside in their own supernal realm or its adjacent sub-realms, the Janni have built cities throughout the entirety of the elemental realms, using a variety of small trade "spaceships" they have copied from their friends on the Prime Material plane to trade between them along with protecting them from unwanted incursions by other elemental beings.

The role of Jann in the elemental ecosystem has grown over time, and are now viewed as an essential asset to all the Genie and their associates. Janni serve as diplomats, traders and negotiators in disputes between the realms, even allowing for short term peace treaties to be signed between the Efreeti and the Djinni with their calm and composed demeanor. Some nations in reality also call upon Jann to negotiate on their behalf, in hope a neutral third party would be a much better envoy than any member of their own faction.

Tactics

Janni soldiers do not have specialised magical tricks they can play with like other genies, and rely far more on their numbers and combined arms tactics to take care of a threat. Even though they are viewed as diplomats by many outside of the Janni population, they are not pacifists or against military action. As combat begins, most Jann will enlarge themselves to be viewed as more of a threat to smaller opponent or simply to match the size of their larger genie cousins in battles between genie. Afterwards, they will engage targets in a similar manner any soldiers would engage, generally taking out the most dangerous threat first and performing sweeping advances to clean up.

Janni Envoy (Level 5)

This is the template for a Jann with the Envoy class, which would serve as a lead diplomat for any of the species of Genie kind. This character can be used as an efficient NPC to fill in that role.

Envoy 5 (CR 6)

NG Medium Outsider (Extraplanar)

Initiative: +6

Senses: Darkvision 60ft, Perception +11

DEFENSE

ACs: KAC: 20 EAC: 21 CMan: 28 (+2 dex, +8/+9 Armor, +0/+1 Natural)

Powerfield: Black (10 Churchill)-class, Temp HP 10, FH 3.

HP: 55

Resist: Any One Element 10 (Swift action to change)

Fort: +7 **Ref:** +11 **Will:** +8

OFFENSE

Speed: 30ft, Fly 20ft (Perfect)

Attack (melee): Jann Duelling Blade +12 (1D6+7 Kinetic (Slashing))

Attack (ranged): Jann Sub-Machinegun +11 (1D6+4 Kinetic (Piercing), 30ft, 36 rounds / 3 used, Analog, Automatic)

Envoy abilities: Skill Expertise 1D6+1 (Diplomacy, Sense Motive), Keen Observer, (*Quick*) Inspiring Boost (ex),

Special attack: Change Size

Spell-like abilities: (CL 13th)

3/day –

Plane Shift (Willing targets to the elemental planes, astral plane or material plane only)

Invisibility, Speak with Animals

1/day --

Create Food and Water, *Ethereal Jaunt* (for 1 hour)

STATISTICS

STR +3 DEX +2 CON +1 INT +3 WIS +2 CHA +4

Feats: Improved Initiative, Mobility, Toughness, Nimble Move, Skill Synergy (Profession (Diplomat), Profession (Trader)), Skill Focus (Diplomacy)

Skill: Acrobatics +11, Athletics +12, Bluff +13, Diplomacy +16, Profession (Diplomat) +15, Profession (Trader) +15, Perception +11, Sense Motive +11, Stealth +11

Special Quality: Elemental Endurance

Special Abilities

Elemental Endurance (Su): As a swift action, a Jann can change which form of energy he is resistant to. The Resistance level is 10.

Change Size (Sp): Twice per day, a Janni can change the size of a creature. This works in a similar way as [Enlarge Person](#) or [Reduce Person](#), and this ability can work on Janni as well. A Fortitude DC 13 save negates the effect if it is unwanted. When enlarged, increase all damage dealt by a Jann by 1 dice class (normally, from D6 to D8). The save DC is Charisma-based.

Serum of Elemental Endurance

This substance, sold by Janni merchants in large quantities, replicates the Elemental Endurance supernatural ability of the Jann. Once drunk or injected (depending on the type of product used), a character gains the ability to switch their elemental resistance as a Swift action for 24 hours. There are 3 types of Serum of Elemental Endurance, lesser, regular and greater, each granting more resistance than the one before.

Serum of Elemental Resistance:

Lesser: Grants an Elemental Resistance of 5 for 24 hours, which can be switched as a Swift action. Item Level 3, 500 credits.

Regular: Grants an Elemental Resistance of 10 for 24 hours, which can be switched as a Swift action. Item level 8, 1750 credits.

Greater: Grants an Elemental Resistance of 20 for 24 hours, which can be switched as a Swift action. Item level 12, 3400 credits.

APPENDIX

New spells, terms and rules

New terms:

Shield Hardening: While powerfields give additional protection by simply soaking in damage, some of them are specialized in preventing specific types of damage. As long as your *Powerfield* still has any Temporary HP, you gain a Resistance against the specific type of damage specified.

Where it appears: Under Powerfield section. **How it appears:** (Elemental) Hardening (Amount resisted).

Neutron Blast: These weapons deal incredible amounts of damage when hitting powerfields due to overloading them with null-charged particles. When hitting a Powerfield, these weapons first deal their Item Level in damage to the Powerfield, then you roll for damage.

Where it appears: As a weapon trait. **How it appears:** Neutron Blast (+ X damage against Powerfields and shields)

New spells:

Create Food and Water:

School: Conjunction; **Level** Mystic 3 (can only be learned with Supernal guidance)

Casting

Casting time: 10 minutes

Components: V, S

Effect

Range: Close (25ft)

Effect: Create food and water to sustain up to 3 Medium size or 1 Large size creature / Caster level

Duration: 24 hours

Saving throw: None ; **Spell Resistance:** None

Descriptions

This spell creates a good quantity of food which is highly nourishing, but rather bland, much like biopaste, but with a rather better taste and texture. The food created this way remains edible for 24 hours, and afterwards spoils. The water created is similar to rain water on the caster's homeworld, and remains good as long as it isn't spoiled naturally.

Create Water:

School: Conjuration; **Level:** Mystic 0

Casting

Casting time: 1 Standard Action

Components: V, S

Effect

Range: Close (25ft)

Effect: Creates 2 gallon of water / Caster level

Duration: Permanent

Saving Throw: None; **Spell Resistance:** None

Descriptions

This simple cantrip is the boon of many explorers and drifters. It generates a large amount of drinkable water, similar to the rain water of the caster's home world, which can be poured in various receptacles or made to cover a small area, letting you fill a pond or so when powerful enough. While many supernal realm spells require a teacher to learn the proper way to cast them, this spell has been passed down from generation to generation by all kinds of exploring mystics.

Gaseous Form:

School: Transmutation; **Level:** Mystic 3 / Technomancer 3 (can only be learned with Supernal guidance)

Casting

Casting time: 1 Standard Action

Components: V, S, C (A small piece of gauze or a wisp of smoke)

Effect

Range: Touch

Target: One willing corporeal creature touched

Duration: 2 minutes / Caster level

Saving Throw: None ; **Spell Resistance:** None

This spell makes the caster *Incorporeal* for its duration, but they cannot physically affect anything that is not corporeal. It is also limited by physical constraint, as they are gaseous, not really incorporeal like a ghost. They can change size to slip into holes, cracks into walls or gaps in a turbolift door, but not move through a solid wall, as an example.

Major Creation:

School: Conjuration; **Level:** Mystic 5 (can only be learned with Supernal guidance)

Casting

Casting Time: 10 minutes

Component: V, S

Effect

Range: Close (25ft)

Effect: Create 1 cubic foot of matter / Caster Level

Duration: See text

This spell creates a large amount of any matter that the Caster might wish for, but most of it only lasts a certain period of time. The duration the materials are created are noted below. Complex objects can be crafted if you make a *Profession (Proper craftsman type)* check.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals (Gold, Silver, ect...)	20 min./level
Gems	10 min./level
Rare metal (Orichalcum, Liquid Metal, Lunarsilver, Adamantium, Mithral, ect...)	1 round/level

Produce Flame:

School: Evocation (Fire), **Level:** Technomancer 1-6

Casting

Casting time: 1 Standard Action

Component: V, S

Effect

Range: Self

Effect: Creates a flame in one of your hand

Duration: 1 minute / Caster Level

Saving Throw: None; **Spell Resistance:** Yes

This spell creates a small ball of flame in the hand of its choice of the caster, generating the same kind of light as a torch. You can also use this flame as a melee weapon, attacking the EAC of its target, its damage being determined by the Tier of the spell cast. The flame can also be thrown, with a range increment of 60ft, for the same damage as the melee attack. When used in this way, it consumes 1 minute of duration from the spell.

This spell is rare outside of specialists of the Supernal Realms, but it can be learned by any Technomancer with minimal access to supernal libraries.

Tier 1: Deals 1D6 + Caster level Energy (Fire) damage, with Burn 1D6 critical effect.

Tier 2: Deals 2D6 + Caster level Energy (Fire) damage, with Burn 2D6 critical effect.

Tier 3: Deals 3D6 + (1.5 x Caster level Energy) (Fire) damage, with Burn 3D6 critical effect.

Tier 4: Deals 4D6 + (1.5 x Caster level) Energy (Fire) damage, with Burn 4D6 critical effect.

Tier 5: Deals 6D6 + (2 x Caster level) Energy (Fire) damage, with Burn 4D6 critical effect.

Tier 6: Deals 8D6 + (2 x Caster level) Energy (Fire) damage, with Burn 4D6 critical effect.

Pyrotechnics:

School: Transmutation; **Level:** Technomancer 2

Casting

Casting Time: 1 Standard Action

Components: V, S, M (One fire source or 1 spent battery)

Effect

Range: Long (400 ft + 25ft / Caster Level)

Target: One fire source, up to 20 cubic feet

Duration: 1D4+1 rounds or 1D4+1 round after creature leaves the smoke cloud

Saving Throw: Will or Fortitude, Negate; **Spell Resistance:** Yes

Pyrotechnics turn a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per Caster Level .

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become *blinded* for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even *darkvision*, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

This is another uncommon spell among Technomancers, but that can be learned with some access to a supernal library and understanding of supernal sorcery.

Speak with Animals

School: Divination; **Level:** Mystic 1

Casting

Casting Time: 1 Standard Action

Components: V, S

Effect

Range: Self

Duration: 1 minute / Caster Level

This spell allows the caster to effectively speak with any creature with animal-like intelligence (INT 1-3). This does not make the creatures any friendlier or hostile towards you. Wary creatures will often only give you short answers before you can befriend them, while more stupid creatures might only give you inane comments. This spell allows you to use social skills like Bluff and Diplomacy with these creatures, and friendly creatures might even help you if it is not too much of a hassle for them.

Purify Food and Water:

School: Transmutation; **Level:** Mystic 0

Casting

Casting time: 1 standard action

Components: V, S

Effect

Range: 10ft

Target: 1 cubic foot of water and food / Caster Level

Duration: Instantaneous

Saving throw: Will negate (object); **Spell Resistance:** Yes (Object)

This spells turns food and water that is poisoned, tainted, spoiled or otherwise inedible perfectly suitable for eating. This spell does not prevent further decay of the matter, nor does it revert completely transformed matter into edible matter. Many Elven ration packs contain a small ampule with this spell infused into it which breaks and casts the spell on the ration as it is opened.

Quench:

School: Transmutation; **Level:** Mystic 3

Casting

Casting time: 1 Standard Action

Components: V, S, DF

Effect

Range: Medium (100ft + 10ft / Caster Level)

Area of Effect: one 20ft/square area or 1 Magic Item

Duration: Instantaneous

Saving Throw: None or Will Negate (object); **Spell Resistance:** Yes (object)

This spell is used to extinguish non-magical fires within an area, and is rather popular among Elven spaceship crew. When affecting magical fire, this spell can dispel it by succeeding a Caster Level check against a DC of 8 + Caster Level of the supernatural fire source. You can also use this spell to target a magical item which controls or creates fire. The item loses all fire-based properties for 1D4 + Caster Level hours unless it succeeds a Will save against this spell.

Creatures with the Fire sub-type in the area of effect take 1D6 damage per Caster Level (maximum 10D6) when affected by this spell unless they succeed a Will save, in which case the damage is halved.

Control Water:

School: Transmutation (Water); **Level:** Technomancer 4 (can only be learned with Supernal guidance)

Casting

Casting Time: 1 Standard Action

Components: V, S, DF, M (A pinch of dust to lower water or a drop of water to raise it)

Effect

Range: Long (400ft + 40ft / Caster Level)

Area: Water in a volume of 10 ft./ Caster Level by 10 ft./ Caster Level by 2 ft./ Caster Level

Duration: 10 minutes / Caster Level

Saving Throw: None; **Spell Resistance:** None

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water,

such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Obscuring Mist:

School: Conjuraton (Creation); **Level** Mystic 1, Technomancer 1 (can only be learned with Supernal guidance)

Casting

Casting Time: 1 Standard Action

Components: V, S

Effect

Range: 20ft

Effect: Cloud spreads 20ft radius from you, 20ft high

Duration: 1 minute / Caster Level

Saving throw: None; **Spell Resistance:** None

This spell creates a thick mist close to the caster, which can then be used to hide yourself. A creature within the mist or within 5 feet of it gains 20% Concealment. Creature further away gains 50% Concealment. This mist is magical and blocks even *Darkvision*.

A moderate wind disperses the mist in 4 rounds, while a strong wind disperses it in 1 round. Spells with the Fire sub-type burn away the fog almost instantly.

Water Breathing:

School: Transmutation; **Level:** Mystic 3, Technomancer 3 (can only be learned with Supernal guidance)

Casting

Casting time: 1 Standard Action

Components: V, S, M (A small reed or straw)

Effect

Range: Touch

Target: Living creatures touched

Duration: 2 hours / Caster Level, divided between all the creatures touched

Saving Throw: Will negate (Harmless); **Spell Resistance:** Yes (Harmless)

The creatures touched when casting this spell gain the ability to breathe in water and any other liquid with oxygen in suspension (however, this might be very uncomfortable without proper protections). This spell does not remove the ability to breathe normally in atmosphere nor does it grant ability to breathe in non-standard atmosphere, only in liquids.

Meld Into Stone:

School: Transmutation; **Level:** Technomancer 3 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, DF

Effect

Range: Self

Target: You

Duration: 10 minutes / Caster Level

Description

This spell allows one to merge into a piece of stone large enough to fit its body. Once the spell is completed, you and up to 100 pounds of material merge into a piece of stone.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a Fortitude DC 18 save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

Soften Earth and Stone

School: Transmutation; **Level:** Mystic 2 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, DF

Effect

Range: Close (25ft + 5ft / 2 Caster Level)

Area: 10ft square / Caster Level; see text

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** None

Description

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily

molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone, like Earth Elemental, creatures are not affected.

A creature in mud must succeed on a standard caster DC Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge and takes a -2 penalty to all attack rolls. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

Stone Shape

School: Transmutation (Earth); **Level:** Mystic 3, Technomancer 4 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, M (Soft clay), DF

Effect

Range: Touch

Target: Stone or stone object touched, up to 10 cubic feet +1 cubic foot per Caster level

Duration: Instantaneous

Saving throw: None; **Spell resistance:** None

Description

After this spell is cast, you can shape a stone into any form that suits your needs. While it is possible to make crude objects with this spell, like chests, doors and chairs, fine details are just impossible to do with this spell. There is a 30% - 1% per Caster level chance that if the object created has moving parts (like a lid) that the object will not move anyways.

Wall of Stone

School: Conjunction (Creation) (Earth); **Level** Mystic 5, Technomancer 5 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, DF/M (a block of granite)

Effect

Range: Medium (100ft + 10ft / Caster Level)

Effect: Creates a stone wall whose area is 5 foot per Caster Level

Duration: Instantaneous

Saving throw: None; **Spell Resistance:** None

Description

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a *wall of stone* in almost any shape you desire. The wall created does not need to be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached.

Stone Tell

School: Divination; **Level:** Mystic 6 (can only be learned with Supernal guidance)

Casting

Casting time: 10 minutes

Components: V, S, DF

Effect

Range: Self

Target: You

Duration: 1 minute / Caster Level

Description

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relay complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Rusting Grasp

School: Transmutation; **Level:** Technomancer 5 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, DF

Effect

Range: Self

Target: One ferrous target, either equipment or living metal creature

Duration: 1 round / Caster Level

Saving throw: None; **Spell resistance:** Yes

Description

Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee attack. *Rusting grasp* used in this way instantaneously reduces both AC of the target by 1d6 points for AC granted by metal armors (to the maximum amount of protection the armor offers) through corrosion. Most combat armour still rely heavily on alloys and metals to provide protection to their user.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must perform a Sunder combat maneuver to effectively hit the weapon. A metal weapon that is hit is destroyed.

Striking at an opponent's weapon provokes an attack of opportunity, unless you have the *Improved Combat Maneuver (Sunder)* feat . Also, you must touch the weapon and not the other way around.

Against ferrous creatures, like most robots and drones, *rusting grasp* instantaneously deals 3d6 points of damage + 1 per caster level per successful attack, which ignores Damage Reduction.

Transmute Rock to Mud

School: Transmutation (Earth); **Level:** Mystic 5, Technomancer 5 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, M/DF (Clay and water)

Effect

Range: Medium (100 feet / Caster Level)

Area: up to 20 cubic feet / Caster Level

Duration: Permanent

Saving throw: See text; **Spell resistance:** No

Description

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on standard Caster Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*. Learning one of the two spells teaches the other for free.

Transmute Mud to Rock

School: Transmutation (Earth); **Level:** Mystic 5, Technomancer 5 (can only be learned with Supernal guidance)

Casting

Casting time: 1 standard action

Components: V, S, M/DF (Sand, lime and water)

Effect

Range: Medium (100 feet / Caster Level)

Area: up to 20 cubic feet / Caster Level

Duration: Permanent

Saving throw: See text; **Spell resistance:** No

Description

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*. Learning one of the two spells teaches the other for free.

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