

Shair

Master of Genies



Sha'ir

You are a sha'ir (shai'ra if female), an individual of rare and exceptional intelligence and ability, who bargains with and receives power from geniefolk. Through the power of your words and the force of your personality, you cajole, command, or even imprison these powerful beings to bend them to your will.

Key Attribute: Charisma

HD: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armor: light

Weapons: one-handed sword, dagger, quarterstaff, sling or staff sling

Skills: Arcane Lore, Persuasion, plus 4 of: Athletics, Apothecary, Deception, Detection, Divine Lore, Gather Information, General Lore, Insight, Leadership, Stealth.

Sha'ir Class Advancement

Level	Attack Bonus	Special Features	Spell Mastery Level
1	0	Gen Familiar, Genie Magic	1
2	1	Genie Lore	1
3	2	Unique Feature	2
4	2	New Skill	2
5	3	Call Janni	3
6	4	Unique Feature	3
7	5	Genie Bargain	4
8	5	New Skill	4
9	6	Unique Feature	5
10	7	Gen Master	5
11	8	Craft Genie Prison	6
12	8	Janni Lord	6

Gen Familiar (1st Level)

The primary feature of the sha'ir is the ever-present elemental familiar called a **gen**. Appearing as a diminutive version of one of the four types of genie (dao, djinn, efreet, marid), the gen eagerly works for their sha'ir and often travel the planes in search of magic or items for their master. Most gen are fanatically loyal and serve for the entirety of the sha'ir's life. The gen has the following stats:

AC 12 + sha'ir's Cha modifier, HD 1, hp 5 Dagger 1d4+1 point of elemental damage, 19: target suffers Disadvantage on atks for 1 round, S7 D16 C12 I5 P16 W15 Ch10, L special (use sha'ir's Luck), Mv (fly) 90 ft.

The ritual required to summon and bind a gen takes many hours. A sha'ir spends time fasting and communing with the nature of the elemental plane from which the gen will emerge to ensure success. A sha'ir cannot be interrupted during this time or the ritual is ruined and the process must begin again.

As an action, a sha'ir can hear and see whatever their gen experiences, though doing so blinds and deafens the sha'ir to their own local surroundings. The two can also communicate at will with each other through a mental link within 500 feet.

The primary function of the gen is to enable the sha'ir to use magical spells (see **Genie Magic**, below), but they can also confer a number of other benefits. At 1st level, the sha'ir receives a number of gen blessings equal to their Cha modifier. Each level thereafter, the sha'ir gains one additional blessing, and if desired, may substitute one known blessing for another.

You begin an adventure with one use of these blessings per level. You may regain expended uses by taking short or long rests (p.81). If a blessing requires a Cha check, you may use your Reroll Pool. Note that the effect of some of the Blessings depend on which kind of gen you have bound to yourself. Each use of a blessing requires you to spend Favour to appease geniekind or risk a Rebuke (see **Gaining Genie Favour**, below).

Blessings of the Gen:

- **Distract Enemy:** the gen can distract an enemy within 10 ft of you with sparkling flashes, dive-bombing flights, or other means. The enemy suffers disadvantage on their next attack action.
- **Elemental Protection:** Because of your connection to your gen, you gain a limited resistance to its native element: cold (daolani), lightning (djinnling), fire (efreetikin), or acid (maridan). You reduce 2 points of damage from any single attack causing these kinds of damage. Each time you take this blessing after the first, your resistance doubles (e.g., 2 to 4, 4 to 8, etc.).

- **Fetch Mundane Item:** Your gen can go in search of a mundane item that weighs less than 5 lbs. and costs less than 10gp, returning the item to you in 1d6 rounds.
- **Relay Distant Sight:** Your gen vanishes to a distant location but gives you the ability to see what it sees regardless of distance. This Blessing mimics the spell *Sight Beyond Sight*.
- **Retrieve Lore:** Once per adventure, your gen may conduct extraplanar research to give you a useful insight. Bearing in mind your party goals, the GM will remind you of an important piece of information, spotlight an overlooked clue or connection, or provide some other inspiration.
- **Spell-Like Blessing:** Your connection with your familiar allows you to harness the power of the gen's native element, gaining a blessing that mimics the following spells: *One With the Deep* (sha'ir only) (maridan), *Wings of the Starless Abyss* (djinnlings), *Curse of Searing Steel* (efreetikin), *Bound By the Black Spiral* (daolani).
- **Sacrifice:** the gen can interpose itself between you and a single directional attack, absorbing the damage you would have taken. (This blessing works similarly to sundering a shield). If the damage you would have taken is more than 5hp, the gen is disincorporated and will not reform for 1d6 rounds, during which time no Blessings or Spell Retrieval can be used.
- **Trait of the Gen:** this blessing confers one ability, based on the nature of the gen:
 - *strong as earth* (daolani) Your Str increases to 19 for a number of rounds equal to your Cha modifier.
 - *light as air* (djinnling) You may leap 30' in any direction.
 - *burn like fire* (efreetikin) Your attacks deal an extra 1d6 fire damage for a number of rounds equal to the your Cha modifier
 - *flow like water* (maridan) When damaged by a non-magical ranged attack (dagger, arrow, boulder, etc), this ability may be triggered to negate it.
- **Tongue of the Poet:** You gain Advantage on Persuasion and Deception checks (with mortals only, not geniekind).
- **Force of Personality:** You may replace a Luck (Will) save with a Luck (Cha) save instead.

Genie Magic (1st Level)

A sha'ir does not study spells like a traditional wizard. Instead, the sha'ir's gen retrieves genie magic for their master. Once retrieved, a spell remains set in the sha'ir's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the sha'ir's class level, after which the spell fades and must be retrieved again for subsequent use. A sha'ir can request a spell of any level equal to or less than their Spell Mastery Level, and can hold a number of spells in memory equal to their Cha modifier. If this allotment of held spells is full, the sha'ir cannot send their gen to retrieve another spell until one or more current spells are used or expired, preventing them from hoarding magic.

Requesting a Spell: In order to request a spell, a sha'ir needs to know of the spell's existence. Basic spells (Levels 1, 2, and 3) are considered common knowledge, but the sha'ir needs to have actually seen more advanced spells cast in order to request them. Once a sha'ir states which spell they require, the gen travels to the appropriate plane and fetches it for their master. Gen require a number of rounds equal 1d4+ spell level to find a requested spell, and are not available to aid the sha'ir in other ways during that time. Once a spell is requested, the sha'ir cannot cancel the request or recall the gen. They are forced to wait for the gen to return.

Favour: Dealing with geniekind is an endless series of bargains, contracts and favours that can be called upon in either direction. This works similarly to Favour in the Cultist core class. A sha'ir either has Favour or not, though they are assumed to begin each new adventure with Favour. If a sha'ir has Favour, they can spend it to request a spell with no adverse effects; this represents the sha'ir calling in past Favours owed to them by geniekind.

If the sha'ir requests a spell without Favour, the sha'ir makes a Charisma check at the end of the gen's retrieval time, with a -1 penalty per spell level above 1st. On a success or great success, the gen retrieves the requested spell. On a failure, the gen returns empty-handed and the sha'ir suffers a Genie Rebuke. On a natural 20, the Sha'ir suffers a Rebuke and the gen never returns, presumably lost or destroyed. In this situation, a new gen must be summoned before the sha'ir can retrieve spells or enjoy the Blessings of the Gen once again.

Genie Lore (2nd Level)

Sha'irs have a great deal of contact with elemental entities, and pick up a great deal of information about them, giving them the following benefits:

You can recognize the craftsmanship of any item or magical effect created by geniekind. To use this ability, you must make a successful Int (Arcane Lore) check. You receive a bonus on this check equal to your sha'ir level.

You may select Aquan, Auran, Ignan, or Terran as a bonus language available to you.

Unique Feature (3rd, 6th, 9th and 12th level):

See pages 15 and 43 in the LFG rule book.

New Skill (4th and 8th level):

At 4th and 8th level, you gain one new skill.

Call Janni (5th Level)

You can call forth a jann, a genie of midrange power. This being will arrive in a neutral state, neither angry with you nor immediately disposed to help. By making a Persuasion check, you can try to enter into a bargain with the jann. On a Great Success, the jann will help you to the absolute best of its ability, including combat. On a normal success, the jann will seek to aid you, but will stop short of entering combat on your behalf. On a failure, the jann will simply leave. On a natural 1, the jann will fly into a rage and attack you. A jann willing to help will serve for a number of rounds equal to your Charisma ability score. They have the following statistics:

JANN Armour Class: 15 Hit Dice: 6 Attacks: Scimitar 1d8+1 Nat 19: the jann uses dark sorcery against the target. The victim rolls on the Dark & Dangerous Magic table. S:14 D:16 C:10 I:14 P: 15 W:14 Ch:14 Luck: 8 Move: 30 ft or 60 ft when flying

Jann resemble powerfully built humans or elves. Members of both sexes are usually quite attractive. The average janni stands between six and seven feet (180 to 210 centimeters) tall. Their skin is the color of golden sand or earth. Their eye color varies greatly, but always holds a supernatural intensity.

Janni are consummate spell casters, able to cast any of the following spells up to three times per day: *Lash of Unerring Pain*, *Gaze of Beguilement*, *Shennog's Blessing*, *A Wisp Unseen*, *Curse of Searing Steel*, *Waking Dream*.

Janni are protected by 50% Magic Resistance.

Genie Bargain (7th Level)

Once a sha'ir gains a moderate amount of power they are able to call upon true genies—djinn, dao, efreet, or marids. Most sha'irs typically call a genie native to the same elemental plane as their gen. This power can only be used once per month.

Successfully calling a genie does not mean that the arriving genie is friendly. Genies who are attacked by anything upon their arrival instantly lash out at their attacker and the sha'ir, regardless of whether or not the sha'ir had anything to do with the attack in the first place. A genie will not perform services for the sha'ir unless it is bribed, threatened, or otherwise convinced to help. Genies aligned with the same elemental plane as a sha'ir's gen are more likely to offer their services. The opposite is true for sha'irs whose gen are from a different elemental plane than that of the genie.

Genie services include building, transportation, protection, or using the genies' inherent abilities. Wishes can also be granted but only if the genie is able to figure out a way to twist them to its own advantage. The maximum amount of time a genie can be bound in this way is 101 hours (4 days and 5 hours).

Genies under contract with a sha'ir heed their commands, but commands conflicting with the genie's nature can carry unwanted results. For example, if a sha'ir requests that a good-natured genie steal an item, the genie might perform the task and return with the item, but it would leave a letter with the victim of the theft explaining where the sha'ir might be found. The same guideline applied for evil-natured genies asked to perform an act of kindness.

A sha'ir who allows their bound genie to die while under contract could not call or bind another genie for 100 days. The next attempts to bind genies of the same kind that died were much more difficult (Charisma checks will be made at Disadvantage).

Common contract demands from genies include:

- the sha'ir will immediately release the genie from servitude if any other contract demand was broken;
- the sha'ir agrees to disdain from asking for wishes;
- the sha'ir agrees never to use a genie prison on the genie;
- the sha'ir allows the genie a one day break every ten days;
- the sha'ir shares treasure with the genie, (sharing large amounts of treasure with genies was an easy way to make bound genies happy and eager to serve);
- the genie will be allowed to flee (and return later) if it was critically injured during combat; or
- the genie will be free from the contract upon the sha'ir's death.

Sha'irs who call upon genies too often have a greater chance of randomly being visited by genies who task them with a small quest. Refusing these quests harms the sha'ir's reputation within the genie circles. If a sha'ir refuses enough genies in this manner, then that specific type of genie will refuse to answer calls for a full year.

Negotiating the Contract. Negotiating terms with a powerful genie is a complex process, and the GM will usually set this up as a social Challenge, with multiple success needed before a certain number of failures. Genies are free to add or remove details from the contract. Any number of factors can influence the genie's willingness to accept the contract (indicating increased numbers of Success needed to win the contract), including:

- the sha'ir's natural charisma,
- how powerful or weak the genie considers the sha'ir to be,
- whether or not the sha'ir has bound previous genies, (sha'irs are more likely to bind genies if they had bound genies in the past,)
- the sha'ir's acceptance or denial of the genie's specific contract demands, or
- if the sha'ir has ever used a genie prison.

The GM has the final call on the terms of the Genie contract.

Gen Master (10th Level)

You gain a second gen of the same or a different element and can control or command them independently. You may not have two gens diametrically opposed elements, such as water and fire, or air and earth.

Craft Genie Prison (11th Level)

This bold ability allows you to craft a specialized cell designed to ensnare a genie against its will. Genie prisons are used sparingly or in extreme situations when you need to remove a genie hindering your goals. These special cells are also used to force a genie to do the sha'ir's bidding, with freedom being its reward for services rendered. Sha'irs often use a genie trapped in this manner to force them to do things that they would not normally do, such as grant wishes.

The genie prison must be completely constructed before an attempt can be made to trap a genie. Genie prisons can be made from any material, but some kind of metal was often selected for its durability. If a genie prison is physically destroyed, then all of its magic is released, along with an irate genie. Common genie prisons include rings, lamps, bottles, gems, and shells.

Once the genie prison is successfully constructed and imbued with magic, the sha'ir has exactly ten days to capture a genie before the magic from the prison expired. Sha'irs can capture specific genies if called, or random ones that they encounter along their travels. A sha'ir must be within 100 yards of a genie to attempt to capture it.

Genies trapped within a genie prison can only gain their freedom if the prison was destroyed or if they are willingly released by the sha'ir based on the sha'ir's terms. Sha'irs can imprison up to five different genies at any given time, though each genie needed a separate genie prison.

Since holding a genie against their will is a hostile act, the genie community takes note of sha'irs who abuse this power. Genies typically refuse to deal with sha'irs who trap other genies, and any sha'ir gaining an audience with a genie lord is required to justify their actions for using a genie prison or face harsh consequences.

Janni Lord (12th Level)

You gain a permanent jann henchman, who serves you willingly as a henchman. They follow the usual rules for henchman, and expect to be treated well. Abusing one's janni henchman will be reported among geniekind and will negatively affect deals and bargains with other genies.

Gaining Genie Favour

Gaining the Favour of geniekind works somewhat differently than the concept works for the Cultist core class. Rather than living by a set of prescribed tenets, the sha'ir must constantly

negotiate with their gen or other genie and grant Concessions that they do for the genie in return for Favour.

Concessions vary (and the GM is encouraged to add unique Concessions of their own), but generally fall into 1 of 6 categories:

1. **Treasure.** The sha'ir must procure expensive items or give coins and treasure directly to the genie.
2. **Services.** The sha'ir must perform a service...and the reason is not always clear.
3. **Experiences.** The sha'ir facilitates the genie to experience a portion of mortal life that the genie may not understand or normally be able to witness.
4. **Prohibitions.** The sha'ir accepts a certain taboo or restriction in order to show their devotion to geniekind.
5. **Sacrifices.** The sha'ir directly gives up something from themselves to the genies.
6. **Entertainment.** The sha'ir provides for their gen a pleasant diversion of various kinds.

To know what is necessary to gain Favour, the sha'ir PC rolls 2d6. The first die indicates the type of Concession, while the second indicates the requirement to gain Favour. Once per adventure, the sha'ir may reject the offered Concession and renegotiate (that is, reroll on the Concession table). However, attempting to renegotiate more frequently signals to the geniekind that this particular sha'ir is selfish, and no Favour will be given until one of the offered conditions is met.

Roll (2d6)	Concession
11	The sha'ir must give your gen 1d6x10gp.
12	The sha'ir must provide an ornate traveling accommodation for your gen. This may be something like a bottle, lamp, shell, or container of some kind that must be crafted by an artisan and be worth at least 50gp.
13	The gen requests 2d6x10gp payment in a form precious to the element, e.g. perfume for air; incense for fire; gold ore for earth; or wine for water.
14	The sha'ir must give their gen a gemstone of a color matching its element (air=clear, water=blue, fire=red, earth=green) whose value must be at least 100 gp. No other color of stone or monetary equivalent will be accepted.
15	The genie requests an intricately-woven (but non-magical) carpet worth at least 50gp. The weaving must depict motifs specific to the genie's element.
16	The sha'ir must surrender something of personal significance to show their commitment to geniekind. The monetary value is less important than its value to the sha'ir.

21	The genie demands the sha'ir defame an opposite element. For example, water might require the sha'ir to extinguish a memorial eternal flame or fire might ask them to poison a well. Air might ask them to shatter a specific statue, and earth might require them to silence a ritual horn. The sha'ir might be able to persuade the spirit to change targets.
22	Asks the sha'ir to procure or create a remarkable work of art that praises the element in question. The patron may have a lead on such a work it wishes the party to obtain.
23	Begs that the sha'ir perform some seemingly innocuous act such as visiting a widow or hiring a shoeshine. The elemental is not likely to waste the favor of powerful adventures on frivolities though, and the GM is encouraged to tie such a favor into whatever plot he or she desires.
24	Bargains for the sha'ir to return an elemental gone wild. The PC must capture a rogue elemental, alive as it were, and return it to the patron. How to subdue and transport an unruly elemental is an interesting dilemma.
25	Asks the sha'ir to help fulfill a specific wish, such as making a specific person fall in love with another specific person, giving a horse to a young child, or helping a person win a political position.
26	Gives the PCs a small vessel, asks that they expose it to dragon's breath, and then return it to the genie within a year and a day.
31	The sha'ir must consume a feast of excellent food and wine, eating thrice the normal portion you normally would, but the genie will exact a price of claiming the taste and nourishment from the meal. To the sha'ir, the feast will be bland and tasteless and will not satisfy their hunger.
32	The sha'ir must smoke a pipe or hookah of fine tobacco and blow the smoke around their gen for at least half an hour.
33	The genie wants to know what it's like to be mortal. The GM chooses a concept the genie would not understand but mortals would (ex. death, acne, exhaustion). The sha'ir, in character, must try to explain it.
34	The gen wants to experience a mortal argument. The sha'ir must become involved in a heated argument with someone and allow the gen to watch.
35	The gen has always been fascinated by barroom brawls. Before it grants Favour again, it wants the sha'ir to participate in such a fight involving at least 10 people.
36	The gen does not understand mortal courtship rituals, and wants the sha'ir to demonstrate such behavior with another person before Favour is granted.
41	The sha'ir must abstain from any kind of alcohol for a minimum of 1 week before Favour will be granted.

42	The sha'ir must eschew the color red forevermore, both in clothing and accoutrements.
43	The sha'ir must not speak for 24 hours. During this time, the gen (controlled by the GM) will speak on their behalf.
44	For 48 hours, the sha'ir must always be the first person through a doorway. If another person goes first, Favour is lost.
45	For 1 week, the sha'ir can consume no food they have not cooked or prepared with their own hands.
46	When conversing with any genie, the sha'ir can never use the pronoun "I" but must use such deferential terms as "your humble servant" or "your most unworthy companion."
51	The genie takes the sha'ir's next long rest. While the other party members are resting, the sha'ir will be doing things for geniekind, denying them the benefits of a long rest.
52	The sha'ir disappears for an hour. They return with no memory of the intervening time, but their Con has dropped 1d2 points.
53	The sha'ir's hair immediately grows 12 inches. When they next use the genie's Favour, all of their hair vanishes from their head.
54	The sha'ir must give the genie a portion of their Luck (the PC's Luck score drops by 1).
55	The genie brands the sha'ir with its mark. This is a permanent glyph or sigil similar to a tattoo that cannot be removed.
56	The sha'ir promises some of their life essence. The next time Favour is used, the sha'ir suffers a 5hp loss.
61	The sha'ir must give their gen familiar an entire 24 hours off. No spells can be retrieved or active use of the gen can occur in this period.
62	The sha'ir must regale the gen with an exceptional story. At the end, the sha'ir must make a Charisma check. A Great Success wins Favour. With all other results, the sha'ir must begin again with a different tale.
63	The gen requests music be played and sung in their presence. The sha'ir must do this themselves or may pay another to do so.
64	The sha'ir must dramatically tell someone of their most recent adventure, emphasizing (and preferably over-stating) the genie's role in the events.

65	The gen finds organized religion curious and amusing. To gain Favour, the sha'ir must take the gen to a formal religious ceremony (where, at the GM's discretion, the gen must be a little disrespectful).
66	The genie is a lover of the arts and will only grant Favour after being taken to the theatre, opera, dance performance, or appropriate arts display for the setting.

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