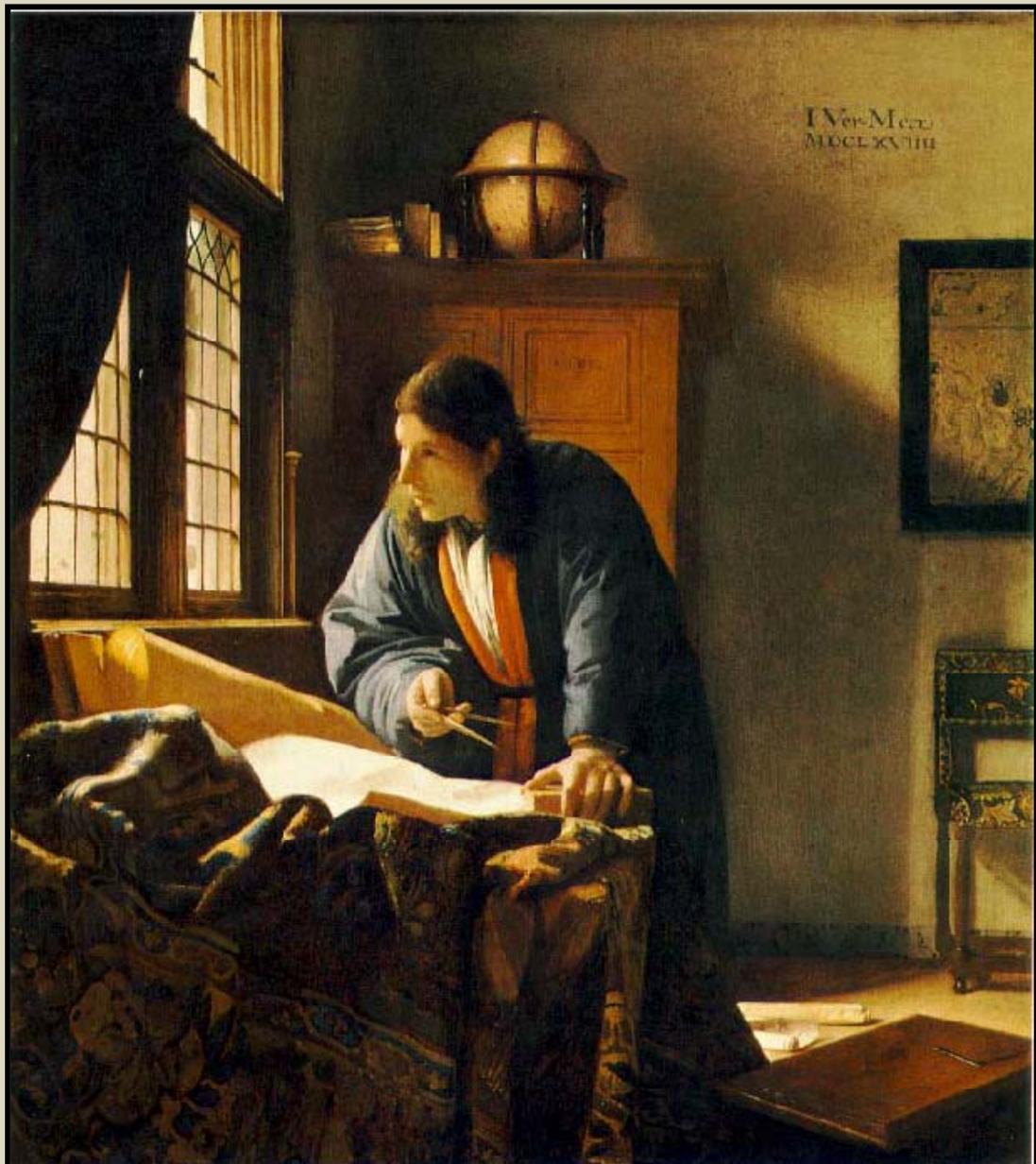


MYSTARA

THE SEVEN SECRET ARTS OF GLANTRI

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An adaption for the Pathfinder RPG



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THE SEVEN SECRET ARTS OF GLANTRI

Introduction to the Secret Arts

The Secret Arts of the Great School of Magic provoke great interest. They are a set of arcane teaching that has given birth to a new way to conceive and use magic. The general population is unaware of these factions, but any given student of sufficient curiosity and power of observation can easily gain knowledge of their existence.

There are seven Secret Arts of Glantri (although elementalism is divided into four schools, which in reality takes the total number to ten):

1. ALCHEMY
2. CRYPTOMANCY
3. DRACOLOGY
4. ELEMENTALISM (AIR, EARTH, FIRE, WATER)
5. ILLUSIONISM
6. NECROMANCY
7. WITCHCRAFT

These orders are only active within the Great School of the Magic and aim to influence important people to help their own cause and to obtain money, both from their members and their allies. This money is used mostly to grease the big fish of Glantrian politics, to enchant powerful magical objects, and to support the order's magical research: because, the more research that is made, the greater the possibility of discovering new magical powers and gaining influence. Moreover, the Grand Master of each order hopes to use his own power to become the School of the Magic's Grand Master, one of the more sought-after offices in the Principalities.

Each secret order is divided into five Circles controlled by the Grand Master. The identity of the Grand Master is unknown to all, except that order's disciples of the Fourth Circle.

Each of the Secret Arts has an associated 10 level Prestige Class (which is generally called the Master of the Art, but see below for more detailed descriptions). Every time a character gains an odd level in such a Prestige Class he attains the Next Circle, and the relevant abilities are gained (he therefore attains the First Circle at 1st-level, the Second Circle at 3rd-level, the Third Circle 5th-level, the Fourth Circle at 7th-level, and finally the Fifth Circle at 9th-level). The even levels grant improvements in the corresponding Circle's powers. Attaining 10th-level is equivalent to becoming the Grand Master in charge of the corresponding order; as there can be only one Grand Master at any one time, to gain this office (and the 10th-level of the Prestige Class) it is necessary to have 9 levels in the Prestige Class and oust the Great Master (by challenging and defeating him in a magical duel, see the section *Becoming Grand Master*).

Learning the Art

To enter into a secret order (in other words, to acquire the 1st-level in the corresponding Prestige Class), a character, as well as satisfying all the requirements shown in the class description, he must first find a member of the order that will sponsor and introduce him to the Circle.

The students or masters never openly admit to being disciples of a certain order, and new arrivals are generally not very welcome, as they represent possible rivals for the title of Grand Master. The character must therefore convince a member of the order to support his candidacy. Mind influencing spells, corruption, pacts, deceits and blackmails are legitimate means to advance the ambitions of a young Glantrian spellcaster, but they are used with discretion. However, violent intimidation and brute force are not acceptable methods, and are always punished by the order. Once "convinced", the member of the order reports to his superiors that the character wishes to become follower of the sect, and if they think that he can bring new knowledge to support their cause, they accept him. Upon entering the order, the character must swear absolute loyalty, and treat with total secrecy the practices, powers, and arcane discovers of the sect (giving information to outsiders, results in his immediate expulsion from the order and the probable intervention of assassins to silence the traitor).

Once he has become a disciple of a secret order, the character is marked with an invisible symbol that his identity to the other disciples. Once a month, the brothers gather to organize their activities in the school and share their knowledge. The more skilled masters help the novices to awaken and master the powers of the Art.

Note that to belong to one of the secret orders, it is necessary to be a specialist wizard (and the specialization must relate to a very precise school). This has two important consequences:

1. Only wizards can learn the Secret Arts; sorcerers, bards, assassins and other arcane spellcasters that cannot specialise are excluded.
2. A personage can only learn one Secret Art, since it is impossible to satisfy the requirements at the same time of two or more Prestige Classes of different orders.

Leaving the Sect

Once he enters a secret order, the wizard is bound to it for the rest of his career: knows the arcane secrets of the Art, and probably the identity of most of its brothers; if he has attained the 4th Circle, he even knows the Grand Master's true identity. Therefore, no one (except the Grand Master himself) is allowed to leave the order. Those that violate their oaths of secrecy are viewed a traitor and condemned to death; in rare cases (usually members of the 1st Circle, whose desertion constitute a minor danger) the capital punishment is commuted to the removal of the traitor's memories, often accompanied by a reduction in his Intelligence score to render him incapable of casting arcane spells for the rest of his days.

A Master of the Art traitor will be constantly chased by assassins, former brothers, and adventurers hired by the order in a never-ending, merciless hunt. Constantly protecting himself with spells like mind blank and hiding on another plane of existence are probably the only effective methods to escape the order's vendetta, and could anyhow prove insufficient.

A wizard that has left the order can continue to advance in the Prestige Class of Master of the Art, but with great difficulty, as he no longer benefits from the support and advice of his brothers; in game terms, this translates to a 40% XP penalty gained to advance in the Prestige Class; this XP penalty is not applied if the character advances another class (for example acquires levels as a Specialist Wizard). The restriction also applies if the character cannot currently become the Grand Master if he has not defeated the one currently in office.

Becoming Grand Master

Once he has achieved 9th-level as Master of the Art, it is necessary to challenge and defeat the current Grand Master in an arcane duel if he wishes to take the office and gain its privileges.

The duel must only involve the challenger and the Grand Master, and can involve a great deal of travel to find a deserted area suitable for the fight. The challengers are accorded free rein over the duel's procedures (use of magical items, rounds of preparation, and other such details). According to the duellists' attitudes, alignment, and their relationship, the loser can be eliminated, or simply forced to yield.

- a. If the challenger wins the duel, he immediately becomes the new Grand Master of the order and attains the coveted 10th-level of the Prestige Class of the Master of the Arts even if he doesn't have sufficient XP to qualify. The Grand Master weakens, if he is still alive, losing the powers that directly derives from being Grand Master, but retains all other class features. He can choose to remain in the order or leave; in either case, he is still bound by the secrecy oath, and can never again become the Grand Master. If he remains in the order, he is considered a Master of the Fifth Circle, but is treated with respect and deference by his equals.
- b. If the challenger loses and survives, he retains his powers but can never achieve the 10th-level as the Master of the Arts and become the Grand Master; he continues however to be part of the order (although his relationships with his brothers may be damaged due to his challenge to the Grand Master). A defeated challenger that again challenges the Great Master violates one of the most sacred rules of the order and is viewed as a traitor; even if he wins the duel, however, he does not gain 10th-level in the Prestige Class, having lost his only opportunity during the first challenge.

If the Great Master is killed or its soul is imprisoned with powerful spells (for example *imprisonment*, *trap the soul*, *soul bind*, *temporal stasis*) while it is found in another plane, and does not happen within a duel for the succession, the office of Great Master remains vacant, and nobody can assume it for a year and a day.

After that time has lapsed, the Masters of the Art of the Fifth Circle can challenge each other to attain the office of Great Master (remembering that defeated challengers, as described above, are excluded from the competition). The first Master of the Fifth Circle that defeats his fellows in duels attains the office and the powers of Grand Master (these latter must wait until they have the XP required to gain a new level, as described above); usually in these circumstances all the Masters of the Fifth Circle who covet the charge gather together for a collective duel. Those that fail in such a duel can still strive for, in the future, the office of Grand Master (for the moment he has been defeated by his equals).

If the Great Master is resurrected or his spirit is freed after someone else has already taken his charge, he loses the powers of Master of the Art of 10th-level exactly as if he had been defeated in a duel, but can challenge the new Great Master to resume his role.

MASTER OF ALCHEMY

The *Masters of Alchemy* (or simply *Alchemists*) are wizards skilled in the use of rare ingredients and in the transformation of matter, energy, or their own body. Their power is not only in the casting of spells, but in magical research of laboratory. The alchemists are even capable of brewing potions that emulate clerical spells without knowing the corresponding spell, an attainment of which the Glantrians are very proud. The Grand Master of Alchemy has achieved such control of matter that he is able to permanently change his own body into living metal.

Hit Dice: d6

REQUIREMENTS

To become a Master of Alchemy (MoAlc), a character must meet the following criteria:

Class: Specialist wizard in the school of transmutation.

Skills: Craft [Alchemy] 7 ranks, Knowledge [arcana] 7 ranks, Spellcraft 7 ranks.

Feats: Brew Potion, Magical Artisan (Brew Potion)¹, Skill Focus (Craft [Alchemy]), Spell Focus (Transmutation)

Spellcasting: Ability to cast 4th-level arcane spells.

Special: The character must possess a fully functional alchemical laboratory. A typical laboratory consists of burners, retorts, alembics, crucibles, rare magical components, powders, crystals, balsams, gases, metals, acids etc. and cost at least 5,000 gp. A laboratory of this type has many very delicate elements and cannot be moved without extreme precautions.

Special: The aspiring member must be introduced into the Secret Circle of Alchemy by a wizard who is already a member and who has obtained the permission of a Master of Alchemy who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft [Alchemy] (Int), Heal (Int), Knowledge (all skills taken individually) (Int), Profession (Int), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of Alchemy prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of Alchemy.

When reference is made to “Circle attained” in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 6th-level Master of Alchemy belongs to the Third Circle, and therefore the modifier is considered to be +3.

Weapon and Armour Proficiency: The Masters of Alchemy gain no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of Alchemy gains new spells per day as if he had also gained a level of a specialist wizard in the school of Transmutation. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The in depth alchemical study taken by the Master of Alchemy allows him to brew potions of 4th-level spells. Like common potions, the market price (in gold pieces) is given by 50 x spell level x caster level.

Alchemical Preparations (Su): The Master of Alchemy has learnt to manipulate the rare and expensive material components necessary to cast some spells in a way to maximise their potential. All the costs relating to the expensive material components of the spells cast by the character are halved; this also applies when he enchants a magical item with such spells.

Master of the Second Circle: The Master of Alchemy can now brew potions of 5th-level spells.

Energy Transformation: The Master gains the Elemental Spell feat (see APG p.158) in an energy type of his choice.

Master of the Third Circle: The Master of Alchemy can now brew potions of 6th-level spells.

Magic Preparations (Su): The Master has probed the secrets of Alchemy to such a degree that he can prepare potions of some clerical powers without having the corresponding spells in his class spell list. When considering the cost, time and skill necessary to brew such potions, these spells are considered to be double the level that they are in the cleric spell list.

These spells are the following (between the parenthesis is the effective level for the Master of Alchemy): *cure light wounds* (2nd), *cure moderate wounds* (4th), *cure serious wounds* (6th), *cure critical wounds* (8th), *delay poison* (4th), *neutralise poison* (8th), *poison* (8th), *remove disease* (6th), *cure blindness/disease* (6th), *restoration, lesser* (4th), *restoration* (8th).

Note that a Master of Alchemy must have achieved the Fifth Circle to be able to brew potions of 8th-level spells.

Example: a character Tra 7/MoAlc 7 brews a potion of cure critical wounds; he chooses the minimum caster level required to cast 6th-level spells, which is 11th, and therefore the potion has a base cost of 50 x 6 x 11 = 3,300 gp, and cures 3d8+11 hit points.

¹ This feat is described in Player's Guide to Faerun (p.41)

Master of the Fourth Circle: The Master of Alchemy can now brew potions of 7th-level spells.

Transcend Energy: The Master of Alchemy is now capable of constructing an arcane collector to focus magical energy into matter. Examples of energy sources include lightning from thunderstorms, concentrated solar rays, whirlwinds, earthquakes, powerful energy-based spells cast over a short period of time, etc. The collector must be constructed in the Master's laboratory or close to it, it must include at least one extraordinary component to collect or channel the energy (an enormous antenna, a giant dish, a massive, pure gem, etc.), have a total cost of 15,000 gp (on average) and typically require 3 to 6 months (1d4+2 months) to complete. Once he has built the collector, the Master of Alchemy is able to create golems and constructs at half base cost; the time required to create the construct remains unchanged.

The collector is also capable of producing, three times per day, an effect equivalent to *repair moderate damage* (CAr p.120) with a caster level equal to the Master of Alchemy's.

Master of the Fifth Circle: The Master of Alchemy can now brew potions of 8th-level spells.

Grand Master of Alchemy: The Grand Master gains the following privileges and special powers.

Privileges of the Grand Master: The character becomes immune to petrification, polymorph, and all other transmutation effects that radically modify his body against his will, since he can assume his usual form as a free action. He can still be subject to spells like *polymorph self*, *polymorph*, and *statue* if he consents. Note that the Grand Master is not immune to *disintegration*.

Master of Alchemy: The Grand Master of Alchemy can now brew potions of 9th-level spells.

Mutate Lifeform (Sp): The Grand Master can transform his body into living steel: by casting (only on himself) the spell *iron body* (CRB p.302) at will as a spell-like ability. The spell has a permanent duration and, if dispelled, the Grand Master can assume his metallic form as a standard action. The Grand Master can assume his normal form as a free action.

TABLE 1: MASTER OF ALCHEMY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Alchemical Preparations	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	Transformation of Energy	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	Magical Preparations	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	Transcend Energy	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of Alchemy	+1 level of existing arcane class

MASTER OF CRYPTOMANCY

The *Masters of Alchemy* (also known as *Cryptomancers* or *Runemasters*) are intense experts of a thing's true nature. Their philosophy is based on the assumption that all things have a true name, and knowing the true name of a thing permits it to be controlled. The basic runic language and the rudiments of researching the runes are taught at the First Circle. In his career, a Master of the Runes learns to control inanimate matter, life, and magic through the arcane link represented by the runes. The Grand Master is even able to discover the true name of any being and have, therefore, enormous power over it.

The use of runes is described in detail in the Appendix Runic Magic.

Hit Dice: d6

REQUIREMENTS

To become a Master of Cryptomancy (MoCry), a character must meet the following criteria:

Class: Specialist wizard in the school of abjuration or divination. If he is an abjurer he cannot have divination as a prohibited school; vice versa, if he is a diviner he cannot have abjuration as a prohibited school.

Abilities: Intelligence 13+, Wisdom 13+

Skills: Craft [calligraphy] 7 ranks, Knowledge [arcana] 7 ranks, Knowledge [nature] 2 ranks, Spellcraft 7 ranks

Feats: Skill Focus (Knowledge [arcana]), Arcane Defense² (one chosen school) or Discipline³.

Spellcasting: Ability to cast 4th-level arcane spells. The character must also be able to cast the *scrying* spell (CRB p.337).

Special: The aspiring member must be introduced into the Secret Circle of Cryptomancy by a wizard who is already a member and who has obtained the permission of a Master of Cryptomancy who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft [Alchemy] (Int), Knowledge (all skills taken individually) (Int), Linguistics (Int), Profession (Int), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of Cryptomancy prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of Cryptomancy.

When reference is made to "Circle attained" in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 4th-level Master of Cryptomancy belongs to the Second Circle, and therefore the modifier is considered to be +2.

Weapon and Armour Proficiency: The Masters of Cryptomancy gain no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of Cryptomancy gains new spells per day as if he had also gained a level as a specialist wizard. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The character gains the Inscribe Rune feat and can, through the Craft [calligraphy] skill, inscribe magical runes on any material (using enchanted and valuable inks or powders, whose cost is included in the base price to create the rune). Moreover, the Master of Cryptomancy can inscribe runes at a less than standard cost, as shown in Table 2.1.

If the character already has the Inscribe Rune feat when he becomes a Master of the First Circle, he gains the Skill Focus (Craft [calligraphy]) feat.

Runes of Matter (Su): The Master can research and discover runes that identify any non-living material: all costs relating to the expensive material components of abjuration and divination spells cast by the character are halved; this also applies when he enchants magical items with these spells.

For example, when casting *true sight* the ointment required costs a Master of Cryptomancy 125 gp (rather than 250 gp). The cost applies if the Master writes a scroll, brews a potion, or enchants a magical item with the *true sight* spell.

This power cannot be extended to other characters (in other words, the Master cannot supply material components to other wizards at half price) because it is based on his personal and in depth knowledge of the matter's properties and the way in which it interacts with magic.

Furthermore, the Master can cast *make whole* once per day for each Circle attained, as a spell-like ability.

Make whole spell: The *make whole* spell (CRB p.311) is added to the Master of Cryptomancy's list of 2nd-level spells. To cast this spell, the caster will, however, have to learn it, exactly like any other spell.

² This feat is described in Complete Arcane (p.73)

³ This feat is described in Player's Guide to Faerun (p.38)

Master of the Second Circle: The Master of Cryptomancy can inscribe runes that activate when they are read or passed. See Table 2.1 for the cost.

Activate when read or passed: any attempt to study, identify, or divine a rune's meaning counts as an attempt to "read" the rune. Passing through a door, arch, or corridor on which a rune is inscribed counts as an attempt to "pass" the rune. A rune must have an uninterrupted line of effect to its target to be able to affect it, and the target must be within 10 feet of the rune.

A rune that is activated when it is passed can be regulated by any special condition that the Master specifies at the moment of its creation. The rune can be regulated by some physical characteristics (height or weight), on the type or subtype of creature, or on its species (like "elf" or "aberration"). The rune cannot be regulated by the alignment, patron Immortal, Hit Dice, or level of a creature.

The rune reacts normally in the presence of invisible creatures, but it is tricked by camouflage (magical or mundane), *polymorph* and can be passed by creatures in ethereal form. When he places a rune that is activated when it is "passed", the Master can specify a password or phrase that will prevent the creature that speaks it from activating the rune.

Rune of Life: The Master can research and discover runes that identify numerous types of non-intelligent or animal intelligence life forms: he is able to cast *lesser telepathic bond* once per day for each Circle attained, as a spell-like ability.

The effect only works on consenting creatures with an Intelligence of 3 or higher.

Lesser telepathic bond spell: The *lesser telepathic bond* spell (CDv p.183) is added to the Master of Cryptomancy's list of 3rd-level spells. To cast this spell, the caster will, however, have to learn it, exactly like any other spell.

Master of the Third Circle: The Master of Cryptomancy can inscribe runes that function many times before deactivating (exactly like a normal magical item with charges); each rune can be activated a maximum of once per round. See Table 2.1 for the cost.

Runes of Power: The Master can research and discover runes that designate energy forms: he gains the Elemental Spell feat (APG p.158) in two energy types of his choice (there are five options: acid, cold, electricity, fire, and sonic).

Master of the Fourth Circle: The Master of Cryptomancy can inscribe runes that function a number of times per day (exactly like a normal magical item that has a number of daily uses); each rune can be activated a maximum of once per round. See Table 2.1 for the cost.

Runes of Magic: The Master can research and discover runes that designate magical effects: he casts abjuration and divination spells at caster level +2 (i.e. as if he was 2 levels higher to determine the spell's affects, the DC to dispel his spells, and caster level tests).

Master of the Fifth Circle: When the Master applies one or more metamagic feats to a spell held in a rune, the increased spell level due to the feat (or feats) is reduced by one (but this cannot reduce the modifier to less than 0). For example, the Master can create a rune with the spell *empowered and extended bull's strength* as if it was 4th-level rather than 5th, or a rune with the spell *maximised enervation* as if it was 6th-level rather than 7th.

The Master must in each case possess the metamagic feats involved.

Grand Master of Cryptomancy: The Grand Master gains the following privileges and special abilities.

Privileges of the Grand Master: The character casts abjuration and divination spells at caster level +4 (this replaces the effects of the Runes of Magic power). He also gains the Arcane Defence feat in two schools of his choice even if he does satisfy the requirements.

True Name: The Grand Master of Cryptomancy can discover the runic name of a single, specific intelligent being (for example a person, demon, or specific dragon). Finding a true name demands magical research (similar, in procedure, to that needed to research new spells) which takes 1 day per level (or Hit Dice) of the creature squared; the research has a cost of 1,000 gp for each level (or Hit Dice) of the creature. When he undertakes research of this type, the Grand Master will usually not know when he will finish (because he does not know the level of the creature under investigation), but he must progressively spend money. If his research is interrupted by more than a month, he must begin again from the start.

Once he has discovered a creature's true name, the Grand Master inscribes the rune on a surface of his choice (usually a sheet of precious metal, a magical item, or a heavy book): this rune is unique and cannot be reproduced; if it is destroyed it must be newly researched (the costs and time necessary in this case are halved if he is the same Grand Master to research it), as such it is usually jealously guarded and not used lightly. A True Name rune is not a common rune and therefore is not subject to the effects of spells like *break enchantment*, *dispel magic*, *greater dispel magic*, and similar, neither can it be cancelled by a rogue with Disable Device; however *Mordenkainen's disjunction* can destroy it if it fails its saving throw (the spell level for the rune is equal to the level of the Grand Master that researched it +4).

Only a Grand Master of Cryptomancy can use a True Name rune, he can not only use runes that he has researched personally, but also those found by Grand Masters that preceded him.

Having a rune with a creature's True Name on gives the Grand Master enormous power over the creature.

1. The Grand Master ignores the creature's SR.

- The creature suffers a -10 penalty to all saving throws versus spells cast by the Grand Master; the penalty also applies to spell-like and supernatural abilities and effects generated through magical items, provided that they originate from the Grand Master.
- The Grand Master enjoys benefits like those provided by the *Foresight* spell when he interacts with the creature (he cannot be caught unaware by that creature, has a +2 bonus to AC and Reflex saving throws against the creature's attacks, etc.).
- The Grand Master enjoys SR equal to 11 + character level against all spells and spell-like abilities that originate from the creature.
- When he is within 10 feet of the creature, the Grand Master can read its thoughts as per the spell *probe thoughts* (CDv p.176). If the creature is a spellcaster of any type, the Grand Master can also know its currently memorised spells, or spells known if it is a bard or sorcerer. There is no save versus this effect (considered a spell-like ability); if the creature is protected by effects or spells that shield the mind, for example *mind blank*, the Grand Master, as a standard action, can try to force his way past such a defence by making a DC 11 + victim's level caster level test (to which he applies his +4 bonus to divination spells).

In order to gain the aforesaid effects, the Grand Master must be within 5 feet of the rune with the True Name of the creature (as an example he could have in his equipment an item with the rune inscribed on it).

If a creature of which the Grand Master possesses its True Name earns or losses levels of experience, is changed into a different form, dies and is later resurrected, dies and is later reincarnated, or becomes undead, the True Name continues to function, because it is intimately bound to the subject's identity.

If the Grand Master tries to research a True Name that has already been found and transcribed by one of his predecessors, the research automatically fails after a single day of work (and the expense of 1,000 gp), and the character is knows the reason for his failure.

TABLE 2: MASTER OF CRYPTOMANCY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Runes of Matter, <i>make whole</i>	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	Runes of Life, <i>lesser telepathic bond</i>	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	Runes of Power	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	Runes of Magic	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of Cryptomancy	+1 level of existing arcane class

TABLE 2.1: INSCRIBE RUNE (ADDITIONAL EFFECTS)

Number of Uses/Activation	Base Price for the Master of Cryptomancy	Circle ²
Use	Spell level ¹ x Caster level x 50 gp	I
Charges ³	Spell level ¹ x Caster level x charges x 50 gp	III
Charges per day ³	Spell level ¹ x Caster level x charges x 400 gp	IV
Touch activated	Base cost	I
Activate when read or passed	Base cost x 2	II

¹ A level 0 spell counts as ½ level.

² The circle that a Master of Cryptomancy must be to inscribe a rune of this type. The powers granted at First Circle are those granted by the Inscribe Rune feat.

³ If the spell has a component cost, that cost is added and multiplied by the number of charges to establish the rune's base price.

MASTER OF DRAGONS

The *Masters of Dragons* (also known as *Dracologists* or *Masters of Dracology*) are specialist wizards in the study of dragons: they can protect themselves from dragons, imitate their defences, overcome their defences and spell resistance, detect them whilst disguised and, in the case of the Grand Master, even become true dragons themselves.

Upon entering the Secret Circle of Dragons, a Master of Dragons must choose a specific chromatic or metallic dragon of compatible alignment in regard to his good-evil axis; his choice often remains secret, even to his colleagues, until he uses a power that reveals it.

The Masters of Dragons are usually agile, audacious, exceptional characters and sure of themselves; some of them are dedicated to fighting dragons of an opposite alignment and frequently become dragon hunters of great renown.

Hit Dice: d6

REQUIREMENTS

To become a Master of Dragons (MoDra), a character must meet the following criteria:

Class: Specialist wizard in the school of evocation; he must not have chosen transmutation as a prohibited school.

Abilities: Constitution 13+.

Skills: Knowledge [arcana] 5 ranks, Knowledge [dragons] 7 ranks, Spellcraft 5 ranks.

Feats: Skill Focus (Knowledge [dragons]), Spell Penetration, either Lightning Reflexes or Iron Will.

Spellcasting: Ability to cast 4th-level arcane spells.

Languages: Draconic

Special: The aspiring member must be introduced into the Secret Circle of Dragons by a wizard who is already a member and who has obtained the permission of a Master of Dragons who belongs to, at least, the Third Circle (see the section The Seven Secret Arts of Glantri).

CLASS SKILLS

Bluff (Cha), Craft [Alchemy] (Int), Fly (Dex), Handle Animal [dragons only], Knowledge (all skills taken individually) (Int), Profession (Int), Ride (Dex), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of Dragons prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of Dragons. All the spell-like abilities of the Master of Dragons are standard actions.

When reference is made to “Circle attained” in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 4th-level Master of Dragons belongs to the Second Circle, and therefore the modifier is considered to be +2.

Weapon and Armour Proficiency: A Master of Dragons gains the Martial Weapon Proficiency feat in a martial weapon of his choice.

Spells per Day: At each level, a Master of Dragons gains new spells per day as if he had also gained a level of a specialist wizard in the school of evocation. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The Master chooses a type of chromatic or metallic dragon of compatible alignment in regards to the good-evil axis (for example, a wizard of good alignment can choose any dragon of good alignment); a wizard of LN, N, or CN can choose a dragon of any alignment. This constitutes his favourite field of study, and therefore the character gains a +2 competence bonus on Knowledge [dragons] if they involve the chosen type of dragon.

Moreover, beginning from the First Circle, the Master gains:

1. A bonus to caster level checks to overcome the SR of dragons.
2. A dodge bonus to AC versus all dragon attacks (both physical and through touch spells); this bonus is lost if the dragon assumes a non-draconic form.
3. A competence bonus to his Saving Throws versus a dragon's extraordinary, natural, spell-like, and supernatural abilities (for example breath weapon, frightful presence, the effects of tail sweep, etc.), but not versus the spells cast by the dragon.

All the bonuses listed above amount to +1 for each level in this prestige class; for example, a 7th-level Master of Dragons gains a +7 bonus.

Eyes of the Dragon (Sp): The eyes of the Master become like those of the chosen dragon, and he gains darkvision and blind sight within 120 feet, and can see through any natural or magical darkness.

If he observes a dragon whose age category is equal or less than his Master of Dragons level, he also gains all the benefits of the *true seeing* spell (CRB p.363) and therefore can see blurred, displaced, invisible, magically disguised, and polymorphed dragons, if he concentrates also dragons in ethereal form.

This is a once per day spell-like ability that lasts for round per level of the spellcaster.

Master of the Second Circle: The DC of all spells of the Master of Dragons increase by 1 for each level he has in this prestige class when the target is a dragon (also in non-draconic form).

Example: a Evo 7/MoDra 7 with Int 19 casts *Cone of Cold* that catches four humans, of which one (unbeknownst to the Master) is really a dragon polymorphed into a human; the DC to halve the spell's damage is 19 (10+5+4) for humans and 26 (10+5+4+7) for the dragon.

Claws of the Dragon: The Master gains an enhancement bonus to his Strength of 2 points for each Circle attained, while his hands and forearms become draconic claws (the exact appearance depends on the chosen dragon). Starting from his next action, he can use the claws to deliver unarmed attacks as if they were natural weapons. The Master attacks with one claw and can use the other for a secondary attack (the claws are considered light weapons); if he has multiple attacks he uses the as normal when making claw attacks. Each claw inflicts 2d6 + Strength modifier damage. If the spellcaster grapples with an opponent, he inflicts damage from his claws with each successful grapple check (note that if the spellcaster doesn't have the Improved Grapple feat, he provokes attacks of opportunity when he starts the grapple). The Master can extend his claws to 5 feet in length, this gives him a reach of 10 feet, or he can retract them back to 1 foot as a free action. When the effect is in effect, the caster cannot cast spells with somatic or material components, and any magical item worn on the hands is temporarily absorbed and ceases to function.

Claws of the Dragon is a spell-like ability (of Transmutation) that can be used once a day and lasts for 1 round per level of the spellcaster.

Jaws of the Dragon: The Master materialises draconic jaws of pure force that an opponent within medium range. The effect is identical to that of the divine spell *spiritual weapon* (CRB p.348) except that it creates phantom jaws rather than a weapon and the damage inflicted with each blow is 2d8 +2 for each Circle attained by the Master (for example, 2d8+8 damage for a Master of the Fourth Circle).

Jaws of the Dragon is a spell-like ability (of Evocation [force]) that can be used once per day and lasts for 1 round per level of the spellcaster.

Master of the Third Circle: The Master acquires the evasion ability of a 2nd-level rogue.

Scales of the Dragon (Sp): The skin of the Master is covered by dragon scales (whose appearance is appropriate to the chosen dragon) that grants him a natural armour bonus of +1 for each Circle attained. This is a spell-like ability (of Transmutation) that can be used once per day and lasts for 10 minutes per level of the spellcaster.

Master of the Fourth Circle: The Master acquires Damage Reduction of x/magic, where x is the Circle attained x2; for example a Master of the Fourth Circle gains Damage Reduction 8/magic. This is a supernatural ability.

Wings of the Dragon (Sp): From the shoulders of the Master sprout two draconic wings of the appropriate type, that allows him to fly with manoeuvrability like the spell of the same name. This is a spell-like ability (of Transmutation) that can be used once per day and lasts for 1 hour per level of the spellcaster.

Master of the Fifth Circle: The Master can use the breath weapon of his chosen dragon. If the chosen dragon has more than one type of breath weapon (as in the case of metallic dragons), the Master can only use the breath weapon that inflicts energy damage.

The breath weapon of the Master inflicts 1d8 damage per level of the spellcaster, and has an area of effect equal to that of a dragon of Medium size (see PFB1 p.91):

1. Line: a cylinder 60 feet long and 5 feet wide.
2. Cone: a cone of 30 feet in length and width.

A Reflex saving throw is allowed for half damage; the DC is 15 + the Master's Constitution modifier + any other modifier that he applies to evocation spells or the chosen energy type (for example the feat Spell Focus [Evocation] or the feat Bloodline of Fire (PGtF p.35) if the breath is fire-based).

This is a supernatural ability (an Evocation [energy] effect) that can be used once per day as a standard action.

Grand Master of Dragons: The Grand Master of Dragons gains the following privileges and special abilities.

Privileges of the Grand Master: The character gains a +4 intrinsic bonus to his Constitution and becomes immune to the frightful presence of dragons and the breath weapon of his chosen dragon.

High Mastery of Dragons: The Grand Master of Dragons can assume at will the appearance and powers of his chosen dragon type, and remain in this form indefinitely.

As a full round action, he can transform into a dragon of the appropriate type with the same number of Hit Dice (therefore use the character's level and chosen dragon's type to determine the age category of the dragon that he transforms into: for example: an Evo 9/MoDra 10 that chose the green dragon at First Circle can transform into a young adult dragon with 19 HD; since the green dragon of this age category described in the Monster Manual has only 17 HD, it is necessary to apply an advancement of 2 HD; if the same Grand Master was an Evo 13/MoDra 10, he could instead transform into a

mature adult green dragon of 23 HD). This transformation doesn't allow him to recover any hit points. The reverse transformation also requires a full round action. While the transformation is occurring, the character is considered to be in his old form, (for example humanoid if he is assuming dragon form), he loses his Dexterity bonus to AC and cannot perform any other action (or speak or take a 5 foot step).

The character acquires all the physical abilities (Strength, Dexterity, and Constitution scores), natural, extraordinary, spell-like, and supernatural abilities of the dragon that he transforms into, and he is considered to all effect a dragon rather than a humanoid. He does not gain the dragon's feats (but keeps his own), the dragon's skill points (except Climb, Jump, Listen, Spot, and Swim if they are better than his own), or the ability to cast the spells of that dragon (i.e. the ability to cast spells as a sorcerer of fixed level; the Master, however, remains able to cast his own spells, as is made clear below).

The Grand Master retains his Intelligence, Wisdom, and Charisma scores, character level, class, hit points (in spite of any alteration to his Constitution score), alignment, base attack bonus, base saving throws (modified by his new Strength, Dexterity, and Constitution scores), and his extraordinary and spell-like abilities but not his supernatural ones.

In draconic form, the Grand Master can cast spells with verbal and somatic components and also with material components and focuses if he has the necessary materials to hand.

When the transformation into a dragon happens, all the character's equipment merges into his new form, becoming unusable: the material components and focuses that meld in this fashion cannot be used to cast spells.

The High Mastery of Dragons is considered a spell-like ability, and as such can be dispelled, even if the Grand Master can resume his draconic form whenever he wishes. If the Grand Master enters an anti-magic area while in draconic form, the effects of this spell-like ability are not suppressed as long as at least half of his body remains outside the area.

TABLE 2: MASTER OF DRAGONS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Eyes of the Dragon	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	<i>Claws of the Dragon, Jaws of the Dragon</i>	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	<i>Scales of the Dragon</i>	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	<i>Wings of the Dragon</i>	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of Dragons	+1 level of existing arcane class

MASTER OF THE ELEMENTS

The *Masters of the Elements* (also known as *Masters of Elementalism* or *Elementalists*) are wizards skilled in dealing with the four elements of nature, and the energy forms associated with them. Thanks to their studies, they learn to protect themselves from the elements, to more effectively summon and control elemental creatures. The Grand Master earns the ultimate ability to transform himself into an elemental creature.

There are four Elemental Academies, who are rivals, one for each natural element, and each of them has an associated energy form:

1. Air (electricity)
2. Earth (acid)
3. Fire (fire)
4. Water (cold)

A wizard that wants to become a Master of the Elements must choose to enter one of the academies to learn its secrets. There are four Grand Masters of the Elements, one for each academy.

Hit Dice: d6

REQUIREMENTS

To become a Master of the Elements (MoE), a character must meet the following criteria:

Element: The character must initially select one of the four elements (each of which is associated with a specific energy form): Air (electricity), Earth (acid), Fire (fire), and Water (cold). This choice is final and binding, and determines which of the four Elemental Academies the character will belong to.

Note: the character selects an element and not an energy type (which was previously associated to the element), in the following text, for brevity, the expression “the chosen energy” is equivalent to “the type of energy corresponding to the chosen element”.

Note: The members of the different academies are also often designated as (respectively) Master of Air (MoEA), Master of Earth (MoEE), Master of Fire (MoEF), and Master of Water (MoEW).

Alignment: Any.

Class: Specialist wizard in the school of conjuration. He must not have selected abjuration or evocation as prohibited schools.

Skills: Knowledge [arcana] 7 ranks, Knowledge [the planes] 7 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Spell Focus [Conjuration], Elemental Spell (in the chosen energy).⁴

Spellcasting: Ability to cast 4th-level arcane spells. The character must also be able to cast the spells *magic circle against chaos/evil/good/law*, *dispel magic*, *summon monster III*, *protection from the elements*, and some spells that depend on the chosen element:

Air: *lightning bolt*, *wind wall*

Earth: *acid arrow*, *stoneskin*

Fire: *wall of fire*, *fireball*

Water: *wall of ice*, *sleet storm*

Languages: The character must know the elemental language that corresponds to his chosen element: Aquan (Water), Auran (Air), Ignan (Fire), and Terran (Earth).

Special: The aspiring member must be introduced into the Secret Circle of the Elements by a wizard who is already a member and who has obtained the permission of a Master of the Elements who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

CLASS SKILLS

Bluff (Cha), Craft [Alchemy] (Int), Fly (Dex) [only for the Masters of Air], Knowledge (all skills taken individually) (Int), Profession (Int), Spellcraft (Int), Swim (Str) [only for the Masters of Water].

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of the Elements prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of the Elements.

When reference is made to “Circle attained” in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 2nd-level Master of the Elements belongs to the First Circle, and therefore the modifier is considered to be +1.

⁴ For example, a Master of Air must possess the feat Elemental Spell [electricity]. (Advanced Player's Guide p.158)

Weapon and Armour Proficiency: A Master of the Elements gains no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of the Elements gains new spells per day as if he had also gained a level of a specialist wizard in the school of conjuration. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The character gains a +1 bonus to the DC and caster level checks to overcome SR each time he casts a spell with the descriptor corresponding to his chosen energy. He also gains a +1 bonus to all Saving Throws versus spells with that descriptor.

Example: A Master of Water of the First Circle gains a +1 bonus to the DC and caster level checks when casting spells with the Cold descriptor, and has a +1 bonus to all Saving Throws versus spells with the Cold descriptor.

Spell Penetration: The character gains the Spell Penetration feat.

Master of the Second Circle (Ex): The Master gains resistance 10 versus his chosen energy form.

He, moreover, can choose, at the moment of casting, to modify a spell with an energy descriptor to his chosen energy type, instead of memorising the spell with the Elemental Spell feat already applied.

Example: A Master of Fire of the Second Circle can memorise *acid arrow* and then change, if he wants, the descriptor from Acid to Fire (as a free action) as he casts the spell, rather than being forced to memorise *acid arrow* with the Fire descriptor (as he is normally allowed to do with the Elemental Spell feat).

Lesser Summoning: the character gains the Augment Summoning feat (CRB p.118). Moreover, when the Master summons creatures associated with his element the bonus granted by the aforesaid feat is increased by 50%: +6 enhancement bonus to Strength and Constitution.

Master of the Third Circle: The character gains a +2 bonus to the DC and caster level checks to overcome SR each time he casts a spell with the descriptor corresponding to his chosen energy. He also gains a +3 bonus to all Saving Throws versus spells with that descriptor. These bonuses replace those granted by the Master of the First Circle Power.

Improved Summoning: The duration of all the *summon monster I-IX* spells are doubled (exactly as if the Extend Spell feat was applied to the spell, but without the need to have the feat and without increasing the spell level). When the Master uses to summon monster to summon a creature associated with his element, the spell's duration is tripled.

Example: a Sum 7/MoEE 6 casts *summon monster VI* to summon a medium xorn, a creature associated with his element: the spell's duration is 39 rounds (3 x 13 rounds).

Master of the Fourth Circle (Ex): The Master gains resistance 20 versus his chosen energy form.

He, moreover, can cast *dismissal* (CRB p.271) once a day as a spell-like ability, without needing a focus and ignoring the target's SR; the DC is 10 + Intelligence modifier + Circle attained + any other modifier he has relevant to abjuration spells.

Greater Summoning: All the *summon monster I-IX* spells cast by the Master require a standard action (rather than 1 complete round) and are maximised (as by the Maximise Spell feat) when he summons creature associated with his element.

Example: a Sum 7/MoEF 8 casts *summon monster VII* to summon 1d4+1 medium fire elementals (that are creatures associated with his element): the spell has a casting time of 1 standard action, and the Master summons 5 elementals (the maximum possible).

Master of the Fifth Circle: The character gains a +3 bonus to the DC and caster level checks to overcome SR each time he casts a spell with the descriptor corresponding to his chosen energy. He also gains a +3 bonus to all Saving Throws versus spells with that descriptor. These bonuses replace those granted by the Master of the Third Circle Power.

Grand Master of the Elements: The Grand Master of the Elements gains the following privileges and special abilities.

Privileges of the Grand Master (Ex): The character gains immunity to his chosen energy.

Furthermore, he gains the ability to cast *plane shift* once a day as a spell-like ability; unlike the spell of the same name (CRB p.322), this ability has personal range and allows the Grand Master (and him only) to travel exclusively between the Prime Material and the Elemental Plane that corresponds to his chosen element; he does not need a focus.

Elemental Metamorphosis (Sp): The Grand Master can at will assume the appearance and powers of a type of elemental corresponding to his chosen element, and remain in this form indefinitely.

As a full round action, he transforms into an elemental of the appropriate type with the same number of Hit Dice (for example, a Sum 8/MoEW 10 can transform himself into a huge water elemental with 18 HD; since the huge water elemental described in the Monster Manual only has 16 HD, it is necessary to apply an advancement of 2 HD; if the Grand Master was a Sum 11/MoEW 10, he could instead transform into a greater water elemental of 21 HD). This transformation doesn't let him regain hit points. The reverse transformation also takes a full round. While the transformation is occurring, the character is considered to be in his old form (for example humanoid if he is assuming elemental form), he loses his Dexterity bonus to AC and cannot perform any other action (or speak or take a 5 foot step).

The character acquires all the physical abilities (Strength, Dexterity, and Constitution scores), natural, extraordinary, spell-like, and supernatural abilities of the elemental that he transforms into, and he is considered to all effect an elemental rather than a humanoid. He also gains all the feats of that elemental type (and retains his own), and gains the elemental's Listen and Spot scores (if they are better than his own).

The Grand Master retains his Intelligence, Wisdom, and Charisma scores, character level, class, hit points (in spite of any alteration to his Constitution score), alignment, base attack bonus, base saving throws (modified by his new Strength, Dexterity, and Constitution scores), and his extraordinary and spell-like abilities but not his supernatural ones.

In elemental form, the Grand Master can cast spells with verbal and somatic components, but not those with material components and/or focuses. When he transforms into an elemental, all the character's equipment melds into his new form, becoming unusable: the material components and focuses that meld in this fashion cannot be used to cast spells.

Elemental Metamorphosis is a spell-like ability, and as such can be dispelled, even if the Grand Master can resume his elemental form whenever he wishes. If the Grand Master enters an anti-magic area while in elemental form, the effects of this spell-like ability are not suppressed as long as at least half of his body remains outside the area.

TABLE 2: MASTER OF ELEMENTS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Spell Penetration	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	Lesser Summoning	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	Improved Summoning	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	Greater Summoning	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of the Elements	+1 level of existing arcane class

MASTER OF ILLUSION

The *Masters of Illusion* (also known as *Masters of Illusionism* or simply *Illusionists*) are dedicated to perfecting the magic techniques of the school of illusion to more effectively fool the perceptions of the five senses and to even enter the minds and dreams of intelligent creatures. The Masters of Illusion learn to skilfully master not only illusions but also and above all shadows, gradually drawing more and more tangible energy, emanations, and forces from the Plane of Shadow, which the Grand Master can enter and exit at his pleasure. At the same time, The Masters of this art become more and more skilled in defending themselves from the effects of their school.

Hit Dice: d6

REQUIREMENTS

To become a Master of Illusion (MoIll), a character must meet the following criteria:

Alignment: Any.

Class: Specialist wizard in the school of illusion.

Skills: Knowledge [arcana] 7 ranks, Knowledge [the planes] 5 ranks, Spellcraft 5 ranks, 2 ranks in at least one of these skills: Disguise, Perception, Stealth.

Feats: Arcane Defence [Illusion], Silent Spell, Spell Focus [Illusion].

Spellcasting: Ability to cast 4th-level arcane spells.

The character must also be able to cast the spells, *phantasmal killer* (a phantasm), *disguise self* (a glamor), *major image* (a figment), *shadow evocation* (a shadow) and *hypnotic pattern* (a pattern).

Special: The aspiring member must be introduced into the Secret Circle of Illusionism by a wizard who is already a member and who has obtained the permission of a Master of Illusionism who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

CLASS SKILLS

Bluff (Cha), Craft [Alchemy] (Int), Disguise (Cha), Knowledge (all skills taken individually) (Int), Perception (Wis), Profession (Int), Spellcraft (Int), Stealth (Dex).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of Illusion prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of Illusion

When reference is made to “Circle attained” in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 9th-level Master of Illusion belongs to the Fifth Circle, and therefore the modifier is considered to be +5.

Weapon and Armour Proficiency: The Masters of Illusion gain no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of Illusion gains new spells per day as if he had also gained a level of a specialist wizard in the school of illusion. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The character gains a +1 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of illusion. He also gains a +1 bonus to all Saving Throws versus illusion spells.

Hypnosis (Sp): The Master can cast the spell *hypnotic pattern* (CRB p.298) once a day for each Circle attained as a spell-like ability. The DC is 10 + Intelligence modifier + Circle attained + any other modifiers relating to illusion spells.

Master of the Second Circle: The character gains the Spell Mastery feat (CRB p.134), but can only apply it to spells from the school of illusion.

Dream Alteration (Sp): Once a day, the Master can cast the *dream* (CRB p.274) or *nightmare* (CRB p.316) spell as a spell-like ability (each time choosing which of the two to cast). The DC is 10 + Intelligence modifier + Circle attained + any other modifiers relating to illusion spells.

Master of the Third Circle: The character gains a +2 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of illusion. He also gains a +2 bonus to all Saving Throws versus illusion spells. These bonuses replace those granted by the Master of the First Circle Power.

The Master, moreover, gains darkvision 60 feet (this is an extraordinary ability).

Delirium Tremens (Sp): One a day, as a spell-like ability, the Master can produce an effect like the *phantasmal killer* spell (CRB p.319), except as follows:

1. The Master ignores the victim's Spell Resistance.
2. If the Will saving throw fails and the Fortitude saving throw succeeds, the victim loses 1d6 damage per level of the Master of Illusion prestige class and 1d4 Wisdom damage.

The DC is 10 + Intelligence modifier + Circle attained + any other modifiers relating to illusion spells.

Master of the Fourth Circle: The character gains the Signature Spell feat (PGtF p.43), but must chose a spell from the school of illusion to which he has already applied the Spell Mastery feat.

Shadow Reality (Sp): Once per day, the Master can control the shadows around him, making them appear as living and breathing entities ready to obey his orders, and can use a number of illusion-based spell-like abilities.

Shadow reality is a spell-like ability (Illusion) that requires a standard action, has a duration of one round per caster level and only functions in areas that are not illuminated by sunlight and in which are present regions in shadow, penumbra, or wrapped in complete darkness (for example, a large room illuminated by flickering torches qualifies for this effect, while an environment uniformly lit by lamps or *light* spells does not).

While the term “area” means a single setting (a room, cavern, corridor, etc.); this effect also functions outside, within a 240 feet diameter sphere centred on the position where the Master activated the spell-like ability, but only during the night (or during a total eclipse of the sun).

During the *shadow reality*'s duration, the Master, at will, can use, as spell-like abilities, the following spells: *major image* (CRB p.311), *invisibility* (CRB p.301), *shadow mask* (FRCS p.73), *shadow conjuration* (CRB p.340), *shadow evocation* (CRB p.340), *darkness* (CRB p.263), *shadow spray* (FRCS p.74), *net of shadows* (MoF p.110), and *blur* (CRB p.251). The DC is 10 + Intelligence modifier + Circle attained + any other modifiers relating to illusion spells.

If any spell with the Light descriptor is cast in the area, its caster must make a caster level check versus a DC of 11 + the Master of Illusion's caster level; if the check succeeds, *shadow reality* immediately ends; if the check fails, the light spell functions normally but not where there are additional effects.

If the area is exposed to sunlight (real, not simply created with a spell), or has been well illuminated in all its area of effect because of spells and/or sources of non-magical light, shadow reality immediately ends (no check needed).

Shadow reality also ends when the Master leaves its area of effect, or if it is successfully targeted with a *dispel magic* spell (in this case shadow reality is the first effect to be checked for the dispel attempt).

When *shadow reality* has ended, it also immediately dispels all the other spell-like abilities created thanks to this power, even if they would normally have a longer duration.

Master of the Fifth Circle: Every time the Master applies one or more metamagic feats to a spell of the school of illusion, the increased level due to the application of the feat (or feats) is reduced by one (but such a reduction cannot lower the modifier to less the 0). For example, a Master of Illusion of the Fifth Circle can cast an *extended and silenced sphere of invisibility* as a 4th-level spell (rather than 5th).

The Master must have the metamagic feats that he intends to apply.

Grand Master of Illusion: The Grand Master gains the following privileges and special powers.

Privileges of the Grand Master: The character gains a +3 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of illusion. He also gains a +3 bonus to all Saving Throws versus illusion spells. These bonuses replace those granted by the Master of the Third Circle Power.

Furthermore, the Grand Master can cast (self only) the *displacement* spell (CRB p.273) at will as a spell-like ability. The spell has an indefinite duration, but the character can interrupt it as a free action.

Dream Lands: The Grand Master can cast (self only) the *shadow walk* spell (CRB p.341) at will as a spell-like ability, and can remain on the Plane of Shadow for as long as he wishes. When he is on the Plane of Shadow, the Grand Master gains the following benefits:

1. +4 enhancement bonus to his Intelligence, Wisdom, and Charisma scores;
2. SR equal to 11 + character level;
3. Rapid healing 5;
4. Damage Reduction 20/magic.

TABLE 2: MASTER OF ILLUSION

Class Level	Base				Special	Spells per day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Hypnosis	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	Dream Alteration	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	<i>Delirium Tremens</i>	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	Shadow Reality	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of Illusion	+1 level of existing arcane class

MASTER OF NECROMANCY

The science of the dead (*necromancy* or *black magic*) has always had a large following in Glantri. In spite of its terrifying power, it is recognised as a legitimate form of magic and is therefore acceptable. The vast majority of *Masters of Necromancy* (often simply called *Necromancers*) is notoriously evil, although there are a few of neutral alignment, who are less interested in the powers of darkness and more in the discipline's scientific value. These students use their magic to control or create undead creatures, or to protect themselves from them. To increase their familiarity with the powers of the afterlife, they also acquire the ability to recall souls back to their dead bodies. The most impressive power is that of the Grand Master, he knows the secret to attain an aberrant form of immortality: becoming a lich.

Hit Dice: d6

Requirements

To become a Master of Necromancy (MoNec), a character must meet the following criteria:

Alignment: Any non good.

Class: Specialist wizard in the school of necromancy.

Skills: Knowledge [arcana] 5 ranks, Knowledge [undead] 7 ranks, Spellcraft 5 ranks, at least 2 ranks in one of the following skills: Heal, Knowledge [anatomy], Knowledge [medicine], Knowledge [necrology].

Feats: Skill Focus (Knowledge [undead]), Spell Focus [Necromancy].

Spellcasting: Ability to cast 4th-level arcane spells.

Special: The aspiring member must be introduced into the Secret Circle of Necromancy by a wizard who is already a member and who has obtained the permission of a Master of Necromancy who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

Class Skills

Bluff (Cha), Craft [Alchemy] (Int), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Int), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

The following entries describe the features of the Master of Necromancy prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of his levels of specialist wizard and Master of Necromancy.

When reference is made to "Circle attained" in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, an 8th-level Master of Necromancy belongs to the Fourth Circle, and therefore the modifier is considered to be +4.

Weapon and Armour Proficiency: The Masters of Necromancy gain no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of Necromancy gains new spells per day as if he had also gained a level of a specialist wizard in the school of necromancy. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase his effective caster level.

Master of the First Circle: The character gains a +1 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of necromancy. He also gains a +1 bonus to all Saving Throws versus necromancy spells.

Death Ward: The *death ward* spell (CRB p.264) is added to the Master of Necromancy's list of 3rd-level spells. To be able to cast it, however, he will have to learn it, like any other spell.

Master of the Second Circle: The character gains the Spell Mastery feat (CRB p.134), but can only apply it to spells from the school of necromancy.

Control undead (Sp): The Master can *control undead* as the spell of the same name (CRB p.260); the DC is 10 + Intelligence modifier + Circle attained + any other modifiers relating to necromancy spells (like the Spell Focus [Necromancy] feat and the Master of the First Circle ability). This spell-like ability can be used once a day for each Circle attained by the Master (for example, a Master of Necromancy of 8th-level has attained the Fourth Circle and therefore can use this power 4 times per day).

Create undead spell: The *create undead* spell (CRB p.262) is added to the Master of Necromancy's list of 6th-level spells. To be able to cast it, however, he will have to learn it, like any other spell.

Master of the Third Circle: The character gains a +2 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of necromancy. He also gains a +2 bonus to all Saving Throws versus necromancy spells. These bonuses replace those granted by the Master of the First Circle Power.

Create greater undead spell: The *create greater undead* spell (CRB p.261) is added to the Master of Necromancy's list of 7th-level spells. To be able to cast it, however, he will have to learn it, like any other spell.

Master of the Fourth Circle: The character gains the Signature Spell feat (PGtF p.43), but must chose a spell from the school of necromancy to which he has already applied the Spell Mastery feat.

Animate dead spell: The *animate dead* spell (CRB p.241) is added to the Master of Necromancy's list of 8th-level spells. To be able to cast it, however, he will have to learn it, like any other spell.

Halt undead (Sp): The Master can cast *halt undead* (CRB p.293) once per day for each Circle attained.

Master of the Fifth Circle: Every time the Master applies one or more metamagic feats to a spell of the school of necromancy, the increased level due to the application of the feat (or feats) is reduced by one (but such a reduction cannot lower the modifier to less the 0). For example, a Master of Necromancy of the Fifth Circle can cast a *maximised enervation* as a 6th-level spell (rather than 7th) and a *silenced and stilled finger of death* as an 8th-level spell (rather than 9th).

The Master must have the metamagic feats that he intends to apply.

Grand Master of Necromancy: The Grand Master gains the following privileges and special powers.

Privileges of the Grand Master: The character gains a +3 bonus to the DC and caster level checks to overcome SR each time he casts a spell from the school of necromancy. He also gains a +3 bonus to all Saving Throws versus necromancy spells. These bonuses replace those granted by the Master of the Third Circle Power.

Furthermore, the Grand Master becomes immune to all the death effects both from spells and magically induced (as if he was constantly protected by a *halt undead* spell), poisons, and all attacks that use negative energy. This is a supernatural ability, and the Grand Master, if he wants, can suspend and reactivate it as free actions (but only on his initiative phase).

Becoming a Lich: The Grand Master learns the dark secrets that allow him to become a lich. The transformation procedure requires the fabrication of a phylactery that costs 2,500 gp per character level, as per the rules for enchanting magical items: in particular, the enchantment process requires one day for every 1,000 gp spent (rounded up). It is not necessary to have the create wondrous item feat to enchant the phylactery, by that time that Grand Master has learn the fabrication methods through his long, profound studies in the field of the necromantic arts; however, if the character has the aforementioned feat, the phylactery's fabrications are reduced by 20% (as well as the time required).

The phylactery has a caster level equal to that of its creator at the moment of its creation, and has a SR equal to 11 + its caster level (the Grand Master can lower the SR of his phylactery as a standard action, simply by touching it). Moreover, whatever the material with which the phylactery was made, it gains an extra 5 points of hardness, 5 points of energy resistance (if the material already had energy resistance add 5 to the value), and can only be damaged by magical instruments or weapons.

At the end of the process, the Grand Master can complete his transformation by transferring his life force into the phylactery, through a ritual that requires two days per character level. The character must keep his concentration for the ritual's entire duration, otherwise it fails and he must enchant a new phylactery from scratch. During the ritual the character does not need to eat or sleep, but can do nothing else except create the magical bond that channels his life force into the phylactery: he cannot cast spells, move, speak, or take any other action; it is, however, unnecessary to make Concentration checks during the ritual unless somebody disturbs the character.

Once he has become a lich, the Grand Master acquires the corresponding template (see PFB1 p.188) and remains such forever (even if afterwards he loses the office of Grand Master).

TABLE 2: MASTER OF NECROMANCY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing class
2 nd	+1	+1	+1	+1	<i>Death ward</i>	+1 level of existing class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing class
4 th	+2	+1	+1	+2	Control undead, <i>Create undead</i>	+1 level of existing class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing class
6 th	+3	+2	+2	+3	<i>Create greater undead</i>	+1 level of existing class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing class
8 th	+4	+3	+3	+4	Halt undead, <i>Animate dead</i>	+1 level of existing class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing class
10 th	+5	+3	+3	+5	Grand Master of Necromancy	+1 level of existing class

MASTER OF WITCHCRAFT

The *Masters of Witchcraft* (also known as *Mistresses of Witchcraft* or *Witches*, as the great majority of this secret circle's members are women, although there are some male Witches) are specialists in a type of magic whose origins date back to the dark ages and that is well-rooted in the darker aspects of the school of enchantment. Sometimes the wizards with academic desires tend to look down on witches, but the latter's form of magic is very powerful and dangerous.

Among a witch's powers are the creation of brews and philtres, and cursed dolls, use of enchantments and illusion, and the ability to bestow dreadful curses. At a certain time, a witch becomes capable of casting any enchantment spell in a number of versatile ways, and without having to memorise them previously. The Grand Master of Witchcraft, in fact, is able to use her charms to make it more difficult to resist her spells and above all has a terrible power of possession.

Hit Dice: d6

REQUIREMENTS

To become a Master of Witchcraft (MoWit), a character must meet the following criteria:

Alignment: any non good.

Class: Specialist wizard in the school of enchantment.

Abilities: Charisma 13+ (if female), or Charisma 15+ (if male).

Skills: Craft [alchemy] 2 ranks, Knowledge [arcana] 7 ranks, Spellcraft 7 ranks, Search 2 ranks, 2 ranks in at least one of the following skills: Bluff, Diplomacy, Intimidate.

Feats: Brew Potion, Spell Focus [Enchantment], Still Spell.

Spellcasting: Ability to cast 4th-level arcane spells.

Special: The aspiring member must be introduced into the Secret Circle of Witchcraft by a wizard who is already a member and who has obtained the permission of a Master of Witchcraft who belongs to, at least, the Third Circle (see the section *The Seven Secret Arts of Glantri*).

CLASS SKILLS

Bluff (Cha), Craft [Alchemy] (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Int), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

The following entries describe the features of the Master of Witchcraft prestige class.

The caster level of his spells and supernatural abilities (where applicable) is the sum of her levels of specialist wizard and Master of Witchcraft.

When reference is made to "Circle attained" in the DC of some power, it corresponds to the highest Circle that the character is Master of. For example, a 6th-level Master of Witchcraft belongs to the Third Circle, and therefore the modifier is considered to be +3.

Weapon and Armour Proficiency: The Masters of Witchcraft gain no proficiency with any weapon or armour.

Spells per Day: At each level, a Master of Witchcraft gains new spells per day as if she had also gained a level of a specialist wizard in the school of enchantment. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard), except those that increase her effective caster level.

Master of the First Circle (Su): Once a day per each Circle attained, the Master of Witchcraft can add her Charisma modifier to the DC of any enchantment spell that she casts, as a free action. This supernatural ability is also known as *silver-tongued*; it cannot be added to the spell-like abilities granted by this prestige class (as they already take the Charisma modifier into account).

Brews and Philtres (Ex): The Master of Witchcraft can brew two potions in a day (understood as 8 hours of work by the spellcaster) rather than just one. However, the total market price of the two potions cannot exceed 1,000 gp.

Master of the Second Circle: The Master of Witchcraft can create a cursed doll to torment her enemy with. The Master makes two cursed dolls whose appearance is vaguely similar to that of the intended target, and hides one of the two in the victim's home, while keeping the other as a focus. Once a night, using the doll as a focus, the character can invoke a terrible curse on her victim; the effect, limitations, and methods of activation of this ability are exactly the same as those of the *nightmare* spell (CRB p.316), except for the following:

1. This nightmare is an Enchantment [Evil, Mind-Affecting] instead of an Illusion.
2. This nightmare ignores the victim's SR.
3. If the victim's saving throw fails, as well as suffering the usual effects (1d10 damage and cannot memorise arcane spells for the next 24 hours), the victim also takes 1 point of damage to the victim's Constitution or Wisdom (chosen by the Master) per each Circle attained by the Master.

4. The DC of this effect is equal to 10 + Intelligence modifier + Charisma modifier + Circle attained + any other modifier relating to enchantment spells.

The cursed doll does not have any effect if the victim does not sleep in the place where the doll is hidden or in its immediate vicinity: the nightmare is only effective if the victim sleeps within 300 feet per Circle attained by the Master distance of the doll.

Creating the cursed doll requires 250 gp, 1 day per level of the victim, and a small object or body part of the victim (a hair, a piece of material taken from a dress that it has worn at least once, etc.).

If examined with spells of identification, the doll emanates a strong aura of enchantment and evil, and so it is normally disguised with *Nystul's magic aura*.

A targeted *dispel magic* spell cast on one of the two dolls has the normal chance to end its effect.

Witch's Charm (Sp): The witch can modify her appearance (as per the *disguise self* spell) becoming extremely attractive, seductive, and charming; gaining an enhancement bonus to her Charisma equal to 2 points per Circle attained, and can cast a single *suggestion* spell (without the necessary material components) anytime while the *witch's charm* is active. The DC of the saving throw versus the *suggestion* effect is equal to 10 + Intelligence modifier + Charisma modifier (increased) + Circle attained + any other modifier relating to enchantment spells.

Master of the Third Circle: The character selects 5 enchantment spells (that she can cast), one from each level from 1st to 5th. She acquires the Spell Mastery (CRB p.134) and Signature Spell (PGtF p.43) feats and applies them to these spells. They can have further metamagic feats applied, provided that they don't exceed the witch's maximum spell level; for example, a *silenced confusion* counts as a 4th-level spell.

Magic Philtres (Ex): The Master of Witchcraft can brew three potions in a day (understood as 8 hours of work by the spellcaster) rather than just one. However, the total market price of the three potions cannot exceed 1,000 gp.

Magical Bond: Between the Master of Witchcraft and her familiar a strong magical bond is formed. The character's familiar gains Spell Resistance equal to its master's caster level +5, and the master can scry through her familiar as a spell-like ability that doesn't require any material components or focuses (exactly like the special ability of a familiar of a 13th-level sorcerer/wizard, see CRB p.83).

Furthermore, once a day, the Master can cast *greater scrying* (CRB p.337) through the familiar as a spell-like ability (she uses the familiar as the spell's target, creating a magical sensor beside it); the duration, however, is only 1 minute per caster level.

Master of the Fourth Circle: Every time the Master applies one or more metamagic feats to a spell of the school of enchantment, the increased level due to the application of the feat (or feats) is reduced by one (but such a reduction cannot lower the modifier to less than 0). For example, a Master of Witchcraft of the Fourth Circle can cast an *extended hold person* as a 3rd-level spell (rather than 4th), *silenced and stilled dominate person* as a 6th-level spell (rather than 7th).

The Master must have the metamagic feats that he intends to apply.

Witch's Curse (Sp): Once a day, the Master can invoke a terrible curse as a spell-like ability. The effect is the same as the *bestow curse* spell (CRB p.247) except as follows:

1. The curse is an Enchantment (Compulsion) [Mind-Affecting] effect.
2. Its range is Close (25 ft. + 5 ft. / 2 levels). And does not need a touch attack.
3. The DC of the saving throw versus the *suggestion* effect is equal to 10 + Intelligence modifier + Charisma modifier + Circle attained + any other modifier relating to enchantment spells.

Master of the Fifth Circle: Once a day, as a spell-like ability, the Master of Witchcraft can change form, assuming the semblance of any one animal or dire animal. This effect is the same as the *polymorph* spell (CRB p.323) except as follows:

1. The Master can only assume the form of animals and dire animals, that have a number of Hit Dice that are equal to or less than his character level (it is not limited to 15 Hit Dice).
2. The Master can change form (within the limits of the preceding point) for the spell's duration, up to once per round; each transformation requires a standard action. If she resumes her original form, however, the effect immediately ends.
3. The Master acquires all the physical, natural, extraordinary, spell-like, and supernatural abilities of the creature into which she transforms, but not the feats or skill points (except Climb, Jump, Listen, Spot, and Swim if they are better than hers).
4. The effect lasts for 10 minutes per caster level, or ends if it is interrupted or dispelled.

In the new form, the Master is perfectly able to speak with her own voice (a supernatural ability) but not normally cast spells with somatic, material, or focus components, unless the form has suitable arms. In any case, all the character's equipment merges into the new form, becoming unusable: the material components and foci fused in this manner cannot be used to cast spells.

Grand Master of Witchcraft: The Grand Master gains the following privileges and special powers.

Privileges of the Grand Master: The character earns a +2 intrinsic bonus to her Charisma. Moreover, she permanently applies her Charisma modifier to all enchantment spells and to all her Saving Throws versus enchantment spells.

The bonus to the spells DC is in addition to the bonus derived from having a high Intelligence score and to every other possible bonus derived for example from feats.

Final Possession: Once a day, the Grand Master is able to take possession of a body by means of a spell-like ability that only she knows. The effect is equivalent to the *magic jar* spell (CRB p.309) except as follows:

1. *Final Possession* is an Enchantment [Mind-Affecting] effect, not necromantic.
2. Its range is Long (400 ft. + 40 ft./level).
3. The duration is unlimited; the spell only ends when it is dispelled or when the Grand Master decides to return to her own body.
4. Whilst within the jar, the Grand Master is able to see and hear with her own senses.
5. The spellcaster can use the physical, natural, extraordinary, and supernatural abilities of the host creature. She does not however gain its feats, skill points, any spells, or spell-like abilities.
6. Final possession ignores the target's SR.
7. The DC of the saving through is equal to 15 + Intelligence modifier + Charisma modifier + any other modifier relating to enchantment spells.
8. Creatures that have a number of levels or Hit Dice equal to or less than half the Grand Master's caster level are not entitled to any saving through against *final possession*. For example, if the Grand Master is an Enc 8/MoWit 10, only creatures with 10 HD or more can make a Will saving throw to negate its effects.

TABLE 2: MASTER OF WITCHCRAFT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+1	Master of the First Circle	+1 level of existing arcane class
2 nd	+1	+1	+1	+1	Brews and Philtres	+1 level of existing arcane class
3 rd	+1	+1	+1	+2	Master of the Second Circle	+1 level of existing arcane class
4 th	+2	+1	+1	+2	Witch's Charm	+1 level of existing arcane class
5 th	+2	+2	+2	+3	Master of the Third Circle	+1 level of existing arcane class
6 th	+3	+2	+2	+3	Magic Philtres, Magical Bond	+1 level of existing arcane class
7 th	+3	+2	+2	+4	Master of the Fourth Circle	+1 level of existing arcane class
8 th	+4	+3	+3	+4	Witch's Curse	+1 level of existing arcane class
9 th	+4	+3	+3	+5	Master of the Fifth Circle	+1 level of existing arcane class
10 th	+5	+3	+3	+5	Grand Master of Witchcraft	+1 level of existing arcane class

APPENDIX 1: RUNIC MAGIC⁵

Learning Runes

To use rune magic, a character must learn the *Inscribe Rune* feat. This feat is described below⁶.

Rune magic is little known in eastern Brun: those that mainly use are the dwarves, giants, and the priests of the Northern Reaches and Norwold (in regards to divine spellcasters), Glantri's Masters of Cryptomancy and some of Ethengar's Hakomon (in regards to arcane spellcasters). Runic magic is almost unknown in the Alphatian Empire although it arouses a certain interest among some particularly eclectic spellcasters.

Inscribe Rune [Item Creation]

The character is able to create magical runes that hold a spell until it is activated.

Prerequisites: Intelligence 13+, Wisdom 13+, 5 ranks in the appropriate Craft skill, ability to cast 2nd-level arcane or divine spells.

Benefits: When the character gains this feat, he must choose whether to apply it to arcane or divine spells. The character can cast any spell that he has prepared as a rune. The spellcaster must have already prepared the spell that he means to place in the rune and must supply the necessary material components and focus. Simultaneously, the material components are consumed when he begins to inscribe the rune, whilst the focus is not. See the section "Runic Magic" for detailed information on runes and runic magic.

A single object of Medium size or smaller can hold a single rune. Larger objects can hold one rune for every 25 square feet (a square area with 5 feet sides) of surface. The rune has a base cost calculated by the formula: **spell level x caster level x 100 gp** (a 0 level spell counts as ½ level). The character use raw materials that cost half the base price. The market price of a rune is equal to its base cost.

Special: This feat may be taken twice; once for arcane spells, and once for divine spells.

Inscribing Runes

If he knows the appropriate version of the Inscribe Rune feat any arcane or divine spell that the spellcaster has currently prepared can instead be cast into rune form. A rune is temporary magical writing, similar in function to a potion. It can be activated only once before losing its magical power, but lasts indefinitely until activated. A rune written or painted on a surface vanishes if it is used, destroyed, or dispelled. A rune etched on a surface remains as a non-magical inscription after its magic has been used.

Inscribing a rune requires 10 minutes plus the included spell's casting time. When a rune is created, the caster level is established; its value must be between the minimum level required to cast the spell and the spellcaster's level. Any choices that are normally made when a spell is cast are instead made when a rune is created.

The spellcaster must supply all the required material components or foci for the spell.

Inscribing a rune requires a Craft check with a DC of 20 + the level of the spell used. The Craft skill used should be appropriate to creating a written symbol on that specific surface (metalworking, calligraphy, gem cutting, stone carving, wood working, etc.). The rune is painted, written, etched, burnt, etc on the surface and the check is made.

If the check fails, the rune is considered imperfect and cannot hold the spell. The act of writing the spell activates the prepared spell, whether the Craft succeeds or not, and therefore it is considered as if it had been cast: also any expensive materials components necessary to cast the spell are wasted. The money needed to inscribe the rune are not spent since the process was interrupted in its initial phases. A single object of Medium size or smaller can hold a single rune. Larger objects can hold one rune for every 25 square feet (a square area with 5 feet sides) of surface. The rune has a base cost calculated by the formula: **spell level x caster level x 100 gp** (a 0 level spell counts as ½ level). The character use raw materials that cost half the base price. The market price of a rune is equal to its base cost.

Activating Runes

Anyone who (deliberately or not) the rune activates it and becomes the target for the spell it holds. Activating a rune is a free action that can only be carried out during the character's own initiative turn. The rune's creator can safely touch the rune without activating it, or can deliberately activate it (as a free action) if he so wishes. The divine runemasters often carry objects inscribed with runes of healing or restoration, while those of arcane runemasters usually hold abjuration spells. It is the rune that must be touched to activate it, therefore an object with a rune inscribed on it can be safely handled as long as the handler is careful not to touch the rune. If the spell targets objects only, then only an object can activate the rune.

As in the case of a *symbol* spell, a rune cannot be placed on a weapon with the intention of activating the rune when the weapon strikes an opponent.

⁵ This section is based on material presented in *Forgotten Realms Campaign Setting* p.58.

⁶ The Inscribe Rune feat is similar to the feat of the same name described in *Forgotten Realms Campaign Setting* p.36.

With the exception of the *glyph of warding* spell, the rune's spell cannot be hidden in any way, indeed it is obvious to anyone who inspects the object that houses the rune. *S read magic* spell allows the spellcaster to identify the spell contained in the rune with a Spellcraft (DC 25 + spell level, if the examiner has the Inscribe Rune feat he gets a +10 competence bonus to his result) check.

Some prestige classes allow the character to inscribe runes that can be used more than once; in each case, such runes can be activated a maximum of once per round.

Disabling Runes

Runes can be disarmed or deactivated in various ways. A *break enchantment* spell can successfully disable a rune (DC 15 + caster level). Touching a rune to cancel it does not activate it, unless the spell fails.

A dispel magic spell targeted at an inactive rune can dispel it with a successful check (DC 11 + caster level). Inactive runes are not affected by an area dispel use of *dispel magic*. Finally, a rogue can use the Disable Device skill to disable runes (DC 25 + spell level), like a magical trap.

APPENDIX 2: ON THE CONVERSION OF THE SECRET ARTS TO PATHFINDER

At first sight, it might appear that the powers of the Masters of the Secret Arts have been reduced and in some cases even perverted in the change from OD&D (See Gazetteer 3 – *The Principalities of Glantri* for a description of the Secret Arts) to the Pathfinder RPG.

Upon a closer examination, it is obvious that it is not so and, in particular, the capabilities of the Secret Arts have been anything but diminished. Listed are some design considerations:

1. In the old edition the Circles' powers were *in addition* to a wizard's standard abilities, however in order to advance in the Circles it was necessary to obtain additional experience points; the Masters of the Art therefore represented an anomaly regarding the standard method of character advancement. This problem has now been resolved thanks to Prestige Classes, which also eliminate the need to enforce a minimum level to attain each Circle (to which was later added the further complication of the artificial exception represented by the elves).
2. In the old edition to acquire each power it was necessary to spend many days (from 14 for a First Circle power to 70 for a Fifth Circle power) and an excessive amount of money (from 7,000 gp for a First Circle power to 175,000 gp for a Fifth Circle power). As if that was not enough, at the end of such a period, an Intelligence check was required to verify that the power was learnt: if failed, the time and money were wasted. Now such costs, times, and risks have been replaced by a normal method of advancement.
3. Each power had a limited number of uses over a period of time (3/day for a First Circle power, 2/day for a Second Circle power, 1/day for a Third Circle power, 1/week for a Fourth Circle power, and 1/month for Fifth Circle power); moreover every power had an increasing (by Circle) probability of failure and there was even the possibility of "critical failures", often with devastating effects. This randomness has been mostly removed: the powers are more reliable, and the frequency of use is usually much more versatile (for example some powers have become bonus feats or extra spells added to the spell list); consequently it is reasonable that the powers have been reviewed in the light of this, reducing the more unbalanced effects.
4. In the old edition there was present an annoying and obvious disparity between the various Arts: some, like dracology and witchcraft, gave access to a large number of great impact, while others, like elementalism were much more modest and limited. This conversion has tried to level this imbalance. Moreover the differences in the effects and usages of powers, which often resulted in ambiguous and nebulous interpretations in the old edition, have been unequivocally gotten rid of, and adapted to the systematic and rigorous mechanics of the Pathfinder RPG.

ABBREVIATIONS

The following abbreviations have been used in reference to the books mentioned:

APG	Advanced Player's Guide
CAr	Complete Arcane
CDv	Complete Divine
CRB	Pathfinder Core Rulebook
FRCS	Forgotten Realms Campaign Setting
MoF	Magic of Faerûn
PFB1	Pathfinder Bestiary 1
PGtF	Player's Guide to Faerûn

The following abbreviations have been used in reference to the classes mentioned:

Standard Classes

Bbr	Barbarian
Brd	Bard
Clr	Cleric
Drd	Druid
Ftr	Fighter
Mnk	Monk
Pal	Paladin
Rgr	Ranger
Rog	Rogue
Sor	Sorcerer
Wiz	Wizard

Specialist Wizards

Abj	Abjurer
Cjr	Conjurer
Div	Diviner
Enc	Enchanter
Evo	Evoker
Ill	Illusionist
Nec	Necromancer
Tra	Transmuter

Prestige Classes

MoAlc	Master of Alchemy
MoCry	Master of Cryptomancy
MoDra	Master of Dragons
MoE	Master of the Elements
MoEA	Master of Air
MoEE	Master of Earth
MoEF	Master of Fire
MoEW	Master of Water
MoIll	Master of Illusion
MoNec	Master of Necromancy
MoWit	Master of Witchcraft

SOURCES

OD&D	Gazetteer 3 – The Principalities of Glantri
D&D 3E	Complete Arcane Complete Divine Forgotten Realms: Campaign Setting Magic of Faerûn Player’s Guide to Faerûn
Pathfinder RPG	Core Rulebook Advanced Player’s Guide Bestiary
Other Materials	Tome of the Magic of Mystara by Marco Dalmonte and Matteo Barnabè Seven Secret Crafts of Glantri as Prestige Classes by Aleksei Andrievski

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