



The Spellweaver

BASE CLASS



by Steven Trustrum



MIS0009-PF

ALTERNATE MAGIC SYSTEM

The Spellweaver

BASE CLASS

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This product uses materials found in books other than **The Pathfinder Roleplaying Game**. In such instances these references are noted as follows:

* See the relevant chapter of the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*

† See the relevant chapter of the *Pathfinder® Roleplaying Game: Ultimate Magic™*

‡ See the relevant chapter of the *Pathfinder® Roleplaying Game: Ultimate Combat™*

Chapter 1

INTRODUCTION TO THE WEAVE

For most people, the world around them is a simple place to realize. Reality is what they can touch, see, taste, hear, or smell. Common perception does not extend beyond these boundaries except in the musings of philosophers and the workings of wizards, clerics, and similarly gifted beings. In order for almost everyone else to cope with the wide range of possibilities existence offers, “the world is what you make of it” is just a turn of phrase limited by their five rudimentary senses. For a much rarer few, existence itself is viewed as a delicate lattice of energy and matter wherein every part interacts with every other part, no matter how large or small.

Most such scarce individuals cannot comprehend how their senses take in reality, however. As a result, their brains either learn to block out the extrasensory data or they go mad trying to untangle what they are experiencing. Other beings, however—the rarest of the rare—learn to manipulate these patterns to create preternatural results from this energy rather than using filtering methods such as formulaic recitation, divine intervention, and the like. These individuals become spellweavers, and for them magic is not so much a matter of *what* you know as what you want to *do*.

Hidden from everyone except those beings with this special perception, the Weave of Existence appears as fluorescent, web-like and insubstantial threads connecting all things. It flows with transient blue energies that pulse and flicker like blood flowing through countless veins, pumped by incalculable hearts. Threads extending from and attached to living things are far more vibrant and prone to frequent change than those attributed to reality’s non-living components, such as rocks, dirt, and the like. Despite the threads’ seeming fragility, this arcane lattice is an indestructible (so far as even the gods know) cosmic force. Destroy the Weave? One may as well try to destroy time or space. It is possible, though, to decrease the flow of magic through an area so that accessing it becomes more difficult or outright impossible for a time. One can even force the Weave to wrap around and leave an area vacant for a time.

The Living Weave

How the Weave travels through, comprises, and extends from non-living objects is entirely different than how it interacts with living creatures. This has caused many spellweavers to label the latter portions of the Weave as the “Living Weave” while referring to sections attached to inanimate aspects of reality as the “Dead Weave.”

Whereas the Dead Weave—which flows through rocks, dirt, air and the like—seems dull and practically inanimate, the Living Weave is a vibrant, spectacular flow of excitement that dances through and from all life. The Living Weave is also more pliable than the Dead Weave, allowing properly gifted creatures to extend their senses throughout its threads to gather information about the world around them (see the Sense Living Weave feat, pg 38.)

Anti-Magic and the Weave

Just as effects such as *dispel magic* and *antimagic field* will disrupt more well-known and conventional types of magic, so too will it disrupt the Weave. The Weave still exists when exposed to such effects—nothing known can destroy or permanently interrupt the Weave. However, it no longer functions properly, nor can it be accessed or manipulated by anyone in that area until the interference ends.

The Weave On Other Planes

The Weave is found in all planes of existence (so far as anyone knows, that is), although its affects and appearance in each may vary. Gamemasters are wel-

Chapter 2

CHARACTERS

This chapter provides a new base class, the spellweaver, as well as several new prestige classes with abilities rooted in the Weave. Also included are new traits and the ardekh, a race firmly attached to the Weave and its binding to all things.

Spellweaver Base Class

Not all spellcasters gain their abilities through refining natural ability, disciplined learning, or enlightened communion with some natural or divine aspect of existence. Some can see the otherwise invisible patterns that extend from all things, creating a great lattice of energy that flows with the magic of reality. Such people are known as spellweavers, and they use their special abilities to work any magic they both desire and are skilled enough to perform.

Spellweavers are ideal adventurers because so much of how they manipulate magic involves adapting to current circumstances rather than trying to pigeonhole the future based on expectations as must other forms of magic. Like these other spellcasters, however, spellweavers are largely vulnerable without their magic despite its superior adaptability.

Because the very nature of their magical career forces them to recognize the threads that bind everything in existence to everything else, spellweavers are generally amicable and sociable. They enjoy interacting with the interpersonal binds between people just as they do the magical threads of the Weave, more so because they

can watch as their relationship with others alters the way those people are represented within the Weave. Their pursuit of understanding (and perhaps mastering, if either their ego or ambition is large enough) the Weave bridges most cultural differences, including those between the so-called 'civilized' and 'beast' races.

A spellweaver's strengths are his ambition and imagination, both of which help tame the Weave long enough to create the desired effects.

Anyone shy of such qualities typically lacks the courage and cunning needed to work the Weave away from its natural disposition.

These artisans of magic are fortunate in that their arcane repertoire is only as limited as their boldness to push boundaries, also giving many a reckless streak.

The Weave is both order and chaos—it is the complex web of magical threads that form patterns between and within all things. And yet it shifts and slides between the moments as reality is constantly formed around it and flowing beyond it. As such, spellweavers have a tendency towards neutrality, although neither law nor chaos is uncommon among their kind. Similarly, there are no correlations between the principles of this class and the paths of good or evil.



2. characters

Table 2-1: The Spellweaver

| Level | BAB | Fort Save | Ref Save | Will Save | Special | Maximum Spellweaves Per Day |
|-------|--------|-----------|----------|-----------|---------------------------|-----------------------------|
| 1st | +0 | +0 | +0 | +2 | Spellweaving, weave dodge | 4 |
| 2nd | +1 | +0 | +0 | +3 | | 6 |
| 3rd | +1 | +1 | +1 | +3 | | 7 |
| 4th | +2 | +1 | +1 | +4 | Bonus feat | 9 |
| 5th | +2 | +1 | +1 | +4 | | 10 |
| 6th | +3 | +2 | +2 | +5 | | 12 |
| 7th | +3 | +2 | +2 | +5 | | 14 |
| 8th | +4 | +2 | +2 | +6 | Bonus feat | 16 |
| 9th | +4 | +3 | +3 | +6 | | 18 |
| 10th | +5 | +3 | +3 | +7 | Spellweave web | 20 |
| 11th | +5 | +3 | +3 | +7 | | 22 |
| 12th | +6/+1 | +4 | +4 | +8 | Bonus feat | 24 |
| 13th | +6/+1 | +4 | +4 | +8 | | 26 |
| 14th | +7/+2 | +4 | +4 | +9 | Siphon Weave | 28 |
| 15th | +7/+2 | +5 | +5 | +9 | | 30 |
| 16th | +8/+3 | +5 | +5 | +10 | Bonus feat | 32 |
| 17th | +8/+3 | +5 | +5 | +10 | | 34 |
| 18th | +9/+4 | +6 | +6 | +11 | | 36 |
| 19th | +9/+4 | +6 | +6 | +11 | | 38 |
| 20th | +10/+5 | +6 | +6 | +12 | Bonus feat | 40 |

For obvious reasons, however, many spellweavers are drawn to worshipping Sessaphos (pg 63), especially among the Ardekh. Others will also follow the usual gods of magic. As a rule, however, spellweavers are more devoted to experimenting with the Weave than they are any divine faith or power.

The concentration and patience that is necessary to work the Weave as safely as possible means that orcs, goblins, and the like are ill-suited to become spellweavers, although some certainly exist. Man and elf make the most likely spellweavers, with humans often looking towards the power that may be gained from the Weave whereas elves view it as a beautiful tapestry to be studied and honored as much as used.

Dwarves do not much trust the Weave, as it seems too frail and ethereal to those who can see it. To them, this perceived fragility means it lacks the sort of solid dependability the stout folk expect in all things they wield as tools. Halflings, on the other hand, enjoy experimenting with the Weave's boundaries, and gnomes look upon it as something to be studied and used like any other incarnation of magic.

Spellweavers get along with most other classes, although wizards distrust the way they manipulate magic and ignore what (to them) are the natural, immutable constraints and obstacles inherent to arcana. In their opinion, magic comes far too easily and indiscriminately to the spellweaver. Clerics also tend to take a dim view of spellweavers because of how the latter coax divine energies through the Weave to replicate magic meant only for the devoted and blessed.

Role: Taking advantage of their spells' flexibility, spellweavers can assume the duties normally tackled by a wizard or sorcerer, although the possibility and ramifications of a spellweave's failure makes them less reliable. Still, they can call upon just about any offensive spell rather than those normally associated with just one class, making them invaluable for providing an (again, somewhat unreliable) adaptive defense when backed into a corner.

Alignment: Any.

Hit Die: d6.

Starting Money: 2d6 x 10 gp (70 average.)

2. characters

Spellweaving (Int; Armor Check Penalty) (Sp)

Spellweaving is a new and unique Intelligence-based skill only available to beings able to create spellweave. This includes spellweavers, derived prestige classes, and a few creatures to which Spellweaving comes naturally.

This skill cannot normally be selected by other classes except clerics with the Weave domain, nor can it be used untrained.

Check: If you have this skill you may try to manipulate the Weave to produce an arcane spell effect. You do so by determining the spellweave's DC (see page 42, *Working the Weave*), followed by a Spellweaving check.

Regardless of the components normally listed for the spell being employed as a spellweave, all spellweaving requires the use of your hands but not material or verbal components. You literally weave the normally invisible lines of magic with your hands, manipulating the strands to the desired result. Any focus used in the regular version of the spell is still required to manifest the energies, although a divine focus and material components are not.

A limited amount of Spellweaving may be successfully performed each day (see **Table 2-1: The Spellweaver**.) Each failure increases the chance of unintended circumstances (see pg 42, *The Cost of Failure*.) Unlike normal spellcasting, however, there is no limit to the equivalent spell level you may attempt to weave due to your ability modifier, nor are you restricted to spellweaves you known or have memorized. Instead, you may attempt *any* spellweave at *any* spellweaver level. This freedom is balanced by the dangers of pushing your manipulation of magics far too powerful for you at your current level of competence.

Like traditional spellcasting, spellweaving is subject to disruption through breaks in concentration, invites attacks of opportunity, and so on.

Spellweavers may aid each other on Spellweaving checks, as per *aid another* for other skills, although doing so uses a spellweave from each participant's daily allotment. Also, any consequences for failure, including compounding DC penalties for future Spellweaving checks that day and results indicated on **Table 4-1: Spellweave Failure Results**, will affect all participants should the aided spellweaving try be unsuccessful.

The Difficulty Class for a saving throw against a spellweave:

10 + the spellweave's level + the spellweaver's Intelligence modifier

Critical Surge: If a Spellweaving check results in a natural roll equal to or less than the spellweave's level, make another Spellweaving check. If this second check's roll (including modifiers) is also equal to or less than the spellweave's level, a critical surge has occurred. Logically it follows that higher level spells are more likely to induce a critical surge because they require manipulating more powerful energies.

A critical surge during a successful spellweave attempt also releases uncontrolled Weave energy. This requires a roll on **Table 4-1: Spellweave Failure Results**, although the spell still works normally.

If the spellweave casting fails when a critical surge is indicated, double the amount the initial Spellweaving check failed by for the purpose of determining the modifier for the roll on **Table 4-1: Spellweave Failure Results**.

Action: Varies by spellweave. A spellweave normally takes the same time as casting the spell.

Try Again: Yes, but each previous failure increases the remaining Spellweaving DCs for that day by 1, even if a spellweave is successfully cast later.

Class Skills

The spellweaver's class skills are Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spellweaving (Int) (unique skill; see the *Spellweaving* ability, to follow.)

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the spellweaver.

Concentration Checks: Spellweavers add their Wisdom modifier when making concentration checks.

Weapon and Armor Proficiency: Spellweavers are proficient with all simple weapons, light armor, and

2. characters

Table 2-3: The Battle Weaver

| Level | BAB | Fort Save | Ref Save | Will Save | Special | Spellweaves Per Day |
|-------|--------|-----------|----------|-----------|-----------------------|----------------------------|
| 1st | +1 | +1 | +0 | +0 | Woven weapon, lesser | +1 level of existing class |
| 2nd | +2 | +1 | +1 | +1 | Bonus feat | +1 level of existing class |
| 3rd | +3 | +2 | +1 | +1 | Woven armor, lesser | — |
| 4th | +4 | +2 | +1 | +1 | Weave rage, lesser | +1 level of existing class |
| 5th | +5 | +3 | +2 | +2 | Bonus feat | +1 level of existing class |
| 6th | +6/+1 | +3 | +2 | +2 | Woven weapon, greater | — |
| 7th | +7/+2 | +4 | +2 | +2 | Bonus feat | +1 level of existing class |
| 8th | +8/+3 | +4 | +3 | +3 | Woven armor, greater | +1 level of existing class |
| 9th | +9/+4 | +5 | +3 | +3 | Bonus feat | — |
| 10th | +10/+5 | +5 | +3 | +3 | Weave rage, greater | +1 level of existing class |

armor he is proficient with. The armor gains a +1 bonus to AC for each daily spellweave sacrificed in this manner. A minimum of one spellweave, to a maximum amount equal to the character's Constitution bonus (if any), may be spent in this manner on any one shield or suit of armor at a time. This effect lasts for as many rounds as the character's Constitution modifier per battle weaver level, with a minimum of 1 round/level.

Although the battle weaver is able to simultaneously enhance multiple shields or suits of armor in this fashion, only someone with the Spellweaving skill is able to make use of the bonus. This requires someone else make a DC 15 Spellweaving check to gain the bonus if they did not enhance the armor themselves via this ability.



2. characters

- **Boost Spellweaving:** The Fated can aggressively manipulate the Weave to better their chance of success, but not without paying a dire cost. Before rolling the Spellweaving check that is to be boosted, the Fated suffers hit point damage equal to the desired Spellweaving bonus. If rendered unconscious or dead by the action, that destiny will befall the Fated once the desired effect comes to pass. Spellweaving ranks gained in this manner allow the Fated to surpass his normal skill rank maximum for the sake of that roll.
- **Falsify Feat:** The Fated may attempt to replicate any general feat, meaning combat, critical, item creation, metamagic, and Weaver feats are excluded from this ability. Doing so requires making a DC 20 Spellweaving check that allows the Fated to use the feat for as many rounds as his Intelligence bonus (minimum 1 round.) This base DC is increased by +1 for every skill prerequisite and +2 for every ability, base attack bonus, or feat prerequisite the desired feat requires but the character does not possess.
- **Undo Magic (Greater):** The character may *dispel magic* as though of a caster level equal to the Fated's Spellweaving check. This ability spends four daily spellweaves.

Falsify Feat Example

A Fated attempting to falsify the Alertness feat would need to make a DC 20 Spellweaving check. The DC would be 22 if the Fated attempted to falsify Acrobatic Steps and had a Dex 17 but did not have the Nimble Moves feat.

Weave Dancer Prestige Class

Monks have an inherent grace and understanding of their bodies. Monks who are also able to extend their enlightened minds and physical form into the realm of the Weave can use its threads to strike from afar and dance through the air as though the threads were physical surfaces.

Role: Weave dancers are deceptive combatants that combine their preternatural ability to manipulate the Weave with a monk's capacity to use their own bodies as surprising weapons. For example, they can use their abilities to strike at enemies who think themselves ensconced in a safe, guarded location or strike

at range with surprise by sending unarmed attacks through the Weave. As such, weave dancers are an ideal secret weapon to be used against an enemy by striking where that foe feels safest.

Alignment: All weave dancers draw their powers from the order they can discern from and impose upon the normally chaotic and unpredictable nature of the Weave. As such, their nature must likewise be confined by such order. If a weave dancer becomes lost to anarchy, they are no longer able to see the necessary patterns required by their dances.

Hit Die: d6.



Requirements

To qualify to become a weave dancer, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Perform (dance) 8 ranks, Spellweaving 4 ranks.

Feats: Boon of Success, Improved Unarmed Strike.

Special Abilities: Flurry of Blows, Spellweaving.

3. feats

Table 3-2: New Feats

| Feat | Prerequisites | Benefits |
|--------------------------|--|--|
| Aid Weave * | Spellweaving 7 ranks, Safe Weaving | No Spellweaving penalty for aid another spellweaving failure |
| Improved Aid Weave * | Spellweaving 11 ranks, Aid Weave Safe Weaving | Do not suffer any ill effects for a failed spellweave while using aid another |
| Adroit Weaver * | Wis 13, Spellweaving 1 rank, this feat must be taken as the first feat available after undertaking the spellweaver class | Add Wis bonus to maximum Spellweaving ranks |
| Bardic Weaving * | Bardic Performance, Perform (any) 4 ranks, Spellweaving 4 ranks | Use a Perform skill instead of Spellweaving to make a Spellweaving check |
| Bonus Spellweave * | Spellweaving 4 ranks | +1 daily spellweave |
| Boon of Success * | Int 13, Spellweaving 6 ranks | Successful spellweaving reduces Spellweaving DCs |
| Bouncing Spellweave * | — | Redirect a spell that had no effect on initial target |
| Burning Spellweave * | — | Spellweave with the acid or fire descriptor deals extra damage the next round |
| Concussive Spellweave * | — | Spellweave with the sonic descriptor gains a debilitating concussive effect |
| Craft Weave Items * | Spellweaving 6 ranks | Create magic items from the Weave |
| Dazing Spellweave * | — | Daze creature with spellweave damage |
| Disruptive Spellweave * | — | Target of spellweave must make concentration check to weave a spellweave in the next round |
| Ectoplasmic Spellweave * | — | Spellweave fully affects incorporeal and ethereal creatures |
| Elemental Spellweave * | — | Inflict energy damage instead of regular spellweave damage |
| Embrace the Contrary | — | Do not suffer the usual Spellcraft penalty to identify a spellweave for counterspelling |
| Empower Spellweave * | — | Increase spellweave variables by 50% |
| Enlarge Spellweave * | — | Double spellweave range |
| Extend Spellweave * | — | Double spellweave duration |
| Flaring Spellweave * | — | Spellweave with the fire, light, or electricity descriptor dazzles creatures it affects |
| Focused Spellweave * | — | Increase save DC of spellweave for one target in a group |
| Hidden In The Weave | No levels of spellweaver | Your presence is not revealed properly within the Weave |
| Improved Weave Dodge * | Spellweaving 10 ranks, Weave Dodge | Weave Dodge increases to +4 |
| Intensified Spellweave * | — | Increase maximum damage dice by 5 levels |
| Lingering Spellweave * | — | Instantaneous area effect spellweave lasts for 1 round |
| Magic Sense * | Int 13, Knowledge (arcana) 4 ranks, Spellweaving 4 ranks | Sense magical auras through the Weave |
| Improved Magic Sense * | Int 15, Knowledge (arcana) 10 ranks, Spellweaving 10 ranks, Magic Sense | Sense magic auras through the Weave at a greater distance |
| Map Master | Profession (cartographer) 4 ranks | +2 bonus on Knowledge (geography) and Profession (cartographer) checks |

3. feats

Table 3-2: New Feats, continued

| Feat | Prerequisites | Benefits |
|-------------------------|---|--|
| Maximize Spellweave * | — | Maximize spellweave variables |
| Merciful Spellweave * | — | Spellweave inflicts nonlethal damage instead of lethal |
| Persistent Spellweave * | — | Creatures who saved against a spellweave must save again |
| Piercing Spellweave * | — | Affected spellweave treats creatures with SR as having an SR of 5 lower |
| Quicken Spellweave * | — | Weave spellweave as a swift action |
| Reach Spellweave * | — | Increase spellweave range to higher range category |
| Resist Surge * | Spellweaving 8 ranks | Spellweave level is reduced by 1 for determining a critical surge occurrence |
| Rime Spellweave * | — | Spellweave with the cold descriptor also entangles creatures if the spellweave damages them |
| Safe Weaving * | Int 13, Spellweaving 4 ranks | Reduce spellweave failure result rolls by your Int bonus |
| Improved Safe Weaving * | Int 15, Spellweaving 8 ranks, Safe Weaving | Reduce spellweave failure result rolls by your Int bonus +1 per previous successful spellweave |
| School Weaving * | Spellweaving 4 ranks | +4 to Spellweaving checks for selected magic school |
| Selective Spellweave * | Spellcraft 10 ranks | Exclude targets from an area effect spellweave |
| Sense Living Weave * | Spellweaving 4 ranks <i>or</i> Weave Sight, Sense Motive 8 ranks | Sense Motive gathers information about a subject through the Weave |
| Sicken Spellweave * | — | Sicken creature with spellweave damage |
| Spell Eater * | Siphon Weave | Absorb spell energy to regain daily spellweave slots |
| Strengthen Spellweave * | Spellcraft 8 ranks, Spellweaving 8 ranks | Your spellweaves can be more difficult to dispel or similarly disrupt |
| Thanatopic Spellweave * | Knowledge (religion) 6 ranks, Spell Focus (necromancy) | Affected spellweave's death effects, energy drain, and negative levels affect undead |
| Threnodic Spellweave * | Knowledge (religion) 6 ranks, Spell Focus (enchantment) | Change a midn-affecting spellweave so it can affect undead, but not living creatures |
| Thundering Spellweave * | — | Deafen creature with spellweave damage |
| Toppling Spellweave * | — | Spellweave with the force descriptor knocks targets prone |
| Weave Cleave * & | Str 13, Spellweaving 10 ranks, Power Attack, Cleave | You can cleave through the Living Weave |
| Weave Infusion * | Siphon Weave | Use daily spellweave slots to recharge magic items |
| Weave Mastery * | Int 13, Spellweaving 7 ranks ⁴ | Reduce the Spellweaving DC of select spellweaves |
| Weave Racer | — | +5 ft. base speed except in areas cut off from the Weave |
| Weave of Will * | Spellcraft 6 ranks, Spellweaving 4 ranks | Use your Wis instead of Int for Spellweaving checks and spellweave saving throw DCs |
| Weave Sight | This feat must be taken at first level and you cannot have any ranks in Spellweaving or otherwise be capable of casting spellweaves | Being able to see the Weave grants a +1 bonus to Reflex or Will saving throws against magic |
| Weaver's Fortitude * | Con 15 or Wis 15 | Add your Con or Wis bonus to your daily maximum spellweave slots |
| Widen Spellweave * | — | Double spellweave area |

* This is a Weaver feat

& This is a combat feat and can be selected as a fighter bonus feat

Chapter 4

WORKING THE WEAWE



Manipulating the Weave in one's favor is no simple task, nor is it possible without mental and physical exertion. Spellweaving is a complex process that becomes more so as the desired effects twist away from reality's natural order. Among other things, this means the repercussions for failure usually increase in degree comparable to the spellweave's difficulty. The Weave is a fickle mistress not to be taken for granted or abused.

The Spellweaving DC

To work magic, a spellweaver must reach into the Weave and pull, twist, and shape its threads into the desired effect. This requires making a Spellweaving check against a DC determined by the spell the spellweaver wishes to emulate.

A spellweave's base DC to cast is equal to the sum of the various components that the desired spell is comprised of. These include range, casting time, effects, duration, etc. Using these variable, use the information provided in the core rules (or any third party supplement with spells) to determine the appropriate DC modifier for a given component (see pgs 45 to 47.) Gamemasters are also encouraged to use these modifiers as a guideline to develop their own to suit effects in third-party spells that are not already represented, should they feel the modifiers presented here do not account for all possible circumstances.

Some spell conversions to a Spellweaving DC may involve confusing components that do not clearly indicate which indicated DC modifier is appropriate. In such cases, unless otherwise stated, use the highest modifier. Furthermore, spellweaves with multiple effects of a similar nature (e.g., a spellweave that provides multiple bonuses) apply the DC modifier for each.

Succeeding on the Spellweaving check means the spellweave is successfully created and cast—or woven, as the process may otherwise be known as.

Minimum Spellweaving DC

The lowest a Spellweaving DC may be is 5.

There is no limit to how high a Spellweaving DC may be.

The Cost of Failure

Failing a Spellweaving check to cast a spellweave requires a roll on the following table to determine what happens afterward. Add to your roll the amount your Spellweaving check failed by. For example, if you roll a 14 when the spellweave's DC was 18, you would roll on **Table 4-1 Spellweave Failure Results** with a +4 modifier. Unless specified otherwise, the daily spellweave slot is still spent by a failed Spellweaving check to cast a spellweave.

Spellweaving as a Campaign's Default Magic

Instead of using spellweaving as a unique form of magic all its own that exists alongside the game system's default magic system, a Gamemaster can entirely replace existing forms of spellcasting with the former. In such ultimate cases, the Weave is the basis for all magic in the setting, including divine magic. Spellweaving becomes a class skill for all classes capable of using magic (clerics, druids, high-level rangers, etc.) and the spellweaver outright replaces the wizard and sorcerer classes.

In such cases, the +3d4 DC increase that normally only applies to divine spellweaves now applies to any magic that is not specific to any spellcaster's class-specific spell list. Alternatively, the Gamemaster can rule that spellweavers cannot cast any spellweaves outside those normally found on their spells list, replacing the penalty altogether with a total prohibition. Using this approach, the Weave becomes the foundation for all magic in the game but each class not replaced by the spellweaver retains its individuality.

4. WORKING THE WEAVE

Constructing the Spellweaving DC

When determining what the Spellweaving DC for a given spell will be when cast as a spellweave, always start at 0. From this foundation, adjust the DC based on all its relevant components, as detailed in the categories to follow. Keep in mind that any resulting DC that is less than 5 is increased to the minimum DC 5.

Spell School Modifiers

The school of the spell to be woven also affects how difficult the attempt shall be. In instances when the school's effects may be further broken down, different sub-schools may also be more difficult or easier than others to work into a spellweave.

Table 4-3: Spell School Modifiers

| School | Spellweaving Modifier |
|-------------------------|-----------------------|
| Abjuration | +1 |
| Conjuration | |
| ... Unspecified | +1 |
| ... Calling | +6 |
| ... Creation | +3 |
| ... Healing | +1 |
| ... Summoning | +4 |
| ... Teleportation | +3 |
| Divination | +3 |
| ... Scrying | +1 |
| Enchantment (all) | +2 |
| Evocation (all) | +1 |
| Illusion | |
| ... Figment/Unspecified | +1 |
| ... Glamer | +2 |
| ... Pattern | +1 |
| ... Phantasm | +3 |
| ... Shadow | +4 |
| Necromancy (all) | +3 |
| Transmutation (all) | +3 |
| Universal | +1 |

Casting Time Modifiers

Anyone who believes the longer one has to manipulate a spellweave the easier the process becomes would be very much mistaken. In fact, the opposite is true.

Tugging, twisting, and otherwise directing the Weave is a risky process. The longer one keeps at it the more complex the resulting pattern becomes and the greater the chance of it unraveling. As such, short and sweet has a greater chance of reaching the intended results. However, rushing the process can be just as bad because the chance of a misstep that shatters the spellweave increases if means such as the Quicken Weave feat are employed.

Spells with both a preparation time and casting time notation only consider the latter for determining the Casting Time modifier, as it is only during this moment that the spellweaver is manipulating the Weave. Indeed, when cast as a spellweave the character can disregard the preparation time entirely.

Table 4-4: Casting Time Modifiers

| Casting Time | Spellweaving Modifier |
|---------------------------------------|-----------------------|
| 1 free / 1 swift / 1 immediate action | +0 |
| 1 standard action | +1 |
| 1 round | +2 |
| 1 round+ to 1 minute | +4 |
| 1 minute+ to 10 minutes | +7 |
| 11 minutes to 59 minutes | +9 |
| 1 hour | +11 |
| More than an hour | +16 |

Component Modifiers

Spellweaving does not use any components other than semantics (and, when indicated, a focus), but weaving a spell that would normally require a more involved interaction with spell components means some degree of compensation is in order within the spellweave's final pattern.

Range Modifiers

The farther the spellweave is meant to extend from the spellweaver, the more difficult it is to shape and maintain. In the case of variable range listings such as "close" or "long," use the base range and do not account for the added range per caster level. For example, a medium range spell would be considered to have a range of 100 feet on **Table 4-6: Range Modifiers**.

Chapter 5

SPELLWEAVES

Each spell from the core rules has been converted into a spellweave. Only the base Spellweaving DC is listed after each spell's name. Variables such as the adjustment for a spellweaver's level versus spell level or spell effects for spells that may have varied results at the caster's discretion have been left off and must be added when that information is made known.

Most variables (excluding spell level) not accounted for in the presented base Spellweaving DC will be listed after each entry as indication to calculate them to suit the spellweaver's specific abilities or use of that particular spellweave.

Spells that can be both divine and arcane in nature will not have the divine magic DC modifier indicated. Add this modifier if the divine version of the spellweave is used.

Spellweaves, A

Absorb Toxicity: 12 ϕ

Abundant Ammunition: 11 ϕ

Accelerate Poison: 8 α

Acid Arrow: 14

Acid Fog: 14

Acid Pit: 20 α

Acid Splash: 11

Acidic Spray: 11 μ

Acute Senses: 11 μ

Adjuring Step: 7 ϕ

Adoration: 9 ϕ

Age Resistance: 14 μ

Age Resistance, Greater: 14 μ

Age Resistance, Lesser: 14 μ

Agonize: 11 μ

Aid: 16; + 3d4 (divine)

Air Bubble: 6 ϕ

Air Walk: 12; + 3d4 (divine)

Air Walk, Communal: 12; +1 if used upon more than one target; +3d4 (divine) ϕ

Alarm: 12

Align Weapon: 8; + 3d4 (divine)

Allegro: 11 μ

Allfood: 10; + 3d4 (divine) α

Alter Self: 10

Alter Winds: 15 α

Analyze Dweomer: 5; + Saving Throw; +1 if used upon more than one target

Animal Aspect: 13 ϕ

Animal Aspect, Greater: 13 ϕ

Animal Growth: 14

Animal Messenger: 15

Animal Shapes: 15; +1 if used upon more than one target; + 3d4 (divine)

Animal Trance: 10; +1 if used upon more than one target

Animate Dead: 9; +1 if used upon more than one target; + Material Components

Animate Dead, Lesser: 9; + Material Components μ

Animate Objects: 11; +1 if used upon more than one target

Animate Plants: 9; +1 if used upon more than one target; + Duration; + 3d4 (divine)

Animate Rope: 11

Ant Haul: 10 α

Ant Haul, Communal: 10; +1 if used upon more than one target ϕ

Anthropomorphic Animal: 14 μ

Anticipate Peril: 10 μ

Antilife Shell: 8; + 3d4 (divine)

Antimagic Field: 7

Antipathy: 14; +Area or Targets; +2 if Alignment-Based

Antiplant Shell: 6; + 3d4 (divine)

Aqueous Orb: 17 α

Arboreal Hammer: 9; + 3d4 (divine) μ

Arcana Theft: 11 μ

Arcane Cannon: 14 ϕ

Arcane Concordance: 12 α

6. new magic

The Church

There is no united, official church devoted to Sessaphos. Instead, individual priests set up places of worship as they see fit, converting and caring for their flocks as they believe their goddess would like. Many of Sessaphos' clergy do not even do this much, instead choosing to wander the land to study the Weave and spread awareness of its many strands.

New Domains

The following new cleric domain is now available.

Weave Domain

Deities: Sessaphos

Granted Powers: You are able to manipulate the Weave in a fashion much like an arcane spellweaver.

Divine Spellweaver (Sp): You can take Spellweaving as a class skill and do not suffer from the usual +3d4 DC modifier for attempting to cast divine spellweaves. Furthermore, do not roll upon **Table 4-1: Spellweave Failure Results** upon successful spellweave castings and do not double the modifier for rolling on this table when failing, as would normally be the case for divine spellweaves. You gain as many daily divine spellweave slots as your Wisdom bonus (minimum of 1) without taking levels in a class that bestows them normally.

Dissemble Spellweave (Sp): At 8th level, you can use a targeted dispel magic effect against spellweaves as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

Domain Spells: 1st-*see weave*, 2nd-*woven message*, 3rd-*deny weave*, 4th-*overcharge weave*, 5th-*weave shroud*, 6th-*greater deny weave*, 7th-*weave trap*, 8th-*greater overcharge weave*, 9th-*entropic weave*

New Spells

Deny Weave

School abjuration [Weave]; **Level** sorcerer/wizard 4, spellweaver 3, Weave 3

Casting Time 1 standard action

Components V, S, DF

Range 10 ft.

Effect 10-ft. radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Spellweaving DC 22

All access to the Weave in the area of effect is made much more difficult. Increase all Spellweaving check DCs (for spellweaves or otherwise) by +10, feats that interact with the Weave (such as Magic Sense and Sense Living Weave) do not work, and the Weave Dodge ability's bonus is halved (rounded down.) Furthermore, any creatures that inhabit or rely upon the Weave's energies will suffer 1 point of damage per round spent in the area.

Characters capable of Spellweaving will feel incredibly uncomfortable and disoriented in much the same way as anyone denied one of their five senses would be. Such characters suffer a -2 penalty to initiative, and Perception checks while in the affected area.

Deny Weave, Greater

School abjuration [Weave] **Level** spellweaver 6, Weave 6

Casting Time 1 minute

Range close (25 ft. + 5 ft./level)

Effect 25-ft. radius emanation centered on you

Duration 1 hour/level (D)

Spellweaving DC 26

This spell functions like deny weave except it lasts longer, has a greater range, and affects a much larger area.

Entropic Weave

School conjuration [creation, Weave]; **Level** druid 9, sorcerer/wizard 9, spellweaver 9, Weave 9

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level) (see text)

Effect varies (see text)

Duration 1 round/level (D) (see text)

Saving Throw none (see text); **Spell Resistance** no (see text)

Spellweaving DC 9 + that round's Effect

This spell calls upon the Weave's chaotic, ever-changing aspects to summon random effects. Roll

Loomer

The bluish, bald horror draws its wide blade, weaving magic about it as it moves to cut into your flesh.

Loomer Fighter

CR 1/2

XP 400

Loomer fighter 1

Any evil Medium humanoid (Evil, Weave)

Init +5; **Senses** darkvision 60 ft.; Perception -2

Defense

AC 17, touch 13, flat-footed 16 (+4 chain shirt, +1 Dex, +2 deflection)

hp 7 (1d10+2)

Fort +3, **Ref** +1, **Will** +0

Defensive Abilities Weave defense; **SR** 12 (healing)

Offense

Speed 30 ft.

Melee scimitar +3 (1d6+1/18-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks spontaneous spellweaving

Spellweaving Abilities (SW 1)

Spellweaves/day—5

Statistics

Str 13, **Dex** 12, **Con** 12, **Int** 13, **Wis** 6, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Iron Will, Sense Living Weave^B, Weave Sight^B

Skills Climb +5, Disable Device +1/+3, Intimidate +3, Profession -1/+1, Sleight of Hand +3, Spellweaving +5; **Racial Modifiers** +2 Disable Device, +2 Perform, +2 Profession, +2 Sleight of Hand (limited to actions involving hands)

Languages Loomer, common

SQ healing spell resistance, Weave glutton (5 feet)

Ecology

Environment any

Organization solitary, company (2-4 3rd-level fighters), squad (11-20 3rd-level fighters, plus 2 7th-level sergeants, 1 9th-captain), or regiment (30-100 3rd-level fighters, plus 1 7th-level sergeant per 10



adults, 5 7th-level lieutenants, 3 9th-captains, 1 16th-level commander)

Treasure NPC Gear (masterwork scimitar, masterwork chain shirt, light crossbow, 20 bolts, 5d6 gp, other treasure)

Special Abilities

Healing Spell Resistance (Ex): A loomer has spell resistance equal to 11 plus its class levels. Any spell or spell-like ability defeated by this spell resistance also heals the loomer of the spell's level in hit points (or save DC - 10 in hit points, with a minimum of 1, in the case of spell-like abilities that are not provided with a direct spell equivalent.)

Spontaneous Spellweaving (Sp): Loomers gain Spellweaving as a class skill regardless of their actual class and may innately weave spells. Their effective spellweaver class level for this purpose and that of determining their daily spellweave slots is equal to half their HD (rounded down) plus their Intelligence modifier. If the latter result is less than

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