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For most people, the world around them is a rather simple place to perceive. If they can touch, see, taste, hear or smell it, it is real. Common perception does not extend beyond this 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 their own role in the wide range of possibilities that is existence, "the world is what you make of it" is a turn of phrase very much limited by the five rudimentary senses.

For a much rarer few, existence itself is viewed as a delicate lattice of energy and matter where every part interacts with every other part, no matter how large or small. Most such individuals cannot comprehend the way their senses perceive the universe around them, and so their brains either learn to block out the extra-sensory data or they go mad trying to untangle what they are experiencing. Others, however – the rarest of the rare – actually learn to manipulate these patterns to weave magical effects directly from this energy rather than using filtering devices such as formulaic recitation, divine intervention and the like. These individuals become spellweavers and for them magic isn't so much a matter of *what* you know as what you want to *do*.

Hidden from all but those with this special perception, the Weave of Existence appears as fluorescent, web-like, insubstantial threads connecting all things and flowing with transient blue energies that pulse and flicker like blood flowing through countless veins, being pumped by innumerable hearts. Furthermore, threads extending from and attached to living things are far more vibrant and prone to frequent change than those attributed to realities non-living components, such as rocks, dirt and the like. Despite the threads' seeming fragility, this magical 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. At best, one can decrease the flow of magic through a small area so that accessing it to any noteworthy degree becomes more difficult or outright impossible 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 the "Living Weave" while referring to that portion which is 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 under most conditions, the Living Weave is a vibrant, spectacular flow of excitement that dances

through and from all things that partake of life. The Living Weave is more pliable than the rest of the Weave of Existence because it allows those properly equipped to extend their senses throughout its threads to gather information about the world around them (see the Sense Living Weave feat.)

ILLUSIONS AND THE WEAVE

Because the Weave is such an animated, glorious thing to behold and manipulate, it is also incredibly difficult to imitate. When looking upon a woven illusion meant to imitate life that has been erected by anyone other than a fellow spellweaver, anyone able to see/sense the Weave gains a +4 bonus to their Disbelief save against that illusion and are allowed a Disbelief save automatically rather than having to first study the illusion.

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 interrupt the Weave, after all – but it no longer functions properly, nor can it be accessed or manipulated by anyone 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 in each may vary. Gamemasters are welcome to differentiate the Weave's influence from one plane to the next, as suits their game, but added details suited to each are appropriate, as is varying the potency of spellweaves. For example, in Hell it could be ruled that all spellweaves have their range halved because the plane's oppressive nature slows the flow of energy through the Weave. Contrariwise, in the Astral Plane all spellweaves are always considered influenced as though by the Extend Spellweave and Maximize Spellweave feats because the Weave there virtually overflows with arcane energy.

This chapter introduces a number of new feats dealing with Spellweaving and/or the Weave. Also provided is information on how existing feats interact with the Spellweaving process.

OLD FEATS FOR NEW MAGIC

Many feats that affect magic will have different results, if any, on spellweaves. The following describes how some of the feats from the *PHB* interact with this new form of magic.

Augment Summoning: The feat's effects remain unchanged.

Brew Potion: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Combat Casting: The feat's effects remain unchanged.

Craft Magic Arms and Armor: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Craft Rod: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Craft Staff: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Craft Wand: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Craft Wondrous Item: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Empower Spell: This feat's effects do not influence spellweaves.

Enlarge Spell: This feat's effects do not influence spellweaves.

Eschew Materials: This feat's effects do not influence spellweaves.

Extend Spell: This feat's effects do not influence spellweaves.

Forge Ring: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Greater Spell Focus: This feat's effects work normally on spellweaves of the selected school of magic.

Greater Spell Penetration: This feat's effects work normally on spellweaves.

Heighten Spell: This feat's effects do not influence spellweaves.

Improved Counterspell: This feat has no affect on how spellweaves are used in counterspelling.

Maximize Spell: This feat's effects do not influence spellweaves.

Natural Spell: This feat allows spellweaves to be cast while in a wild shape.

Quicken Spell: This feat's effects do not influence spellweaves.

Scribe Scroll: A spellweaver cannot take this feat without having the requisite amount of levels in another, "traditional" spellcaster class.

Silent Spell: This feat's effects do not influence spellweaves.

Spell Focus: This feat's effects work normally on spellweaves of the selected school of magic.

Spell Mastery: This feat has no role to play in spellweaving.

Spell Penetration: This feat's effects work normally on spellweaves.

Still Spell: This feat's effects do not influence spellweaves.

Widen Spell: This feat's effects do not influence spellweaves.

NEW FEATS

Along with the new feats to be found in this section, also introduced is an entirely new category of feats. Weaver feats are only available to spellweavers or prestige classes requiring the Spellweaving ability.

AID WEAVE (WEAVER)

Your own efforts at spellweaving are not going to be hampered by the failures of any spellweaver you assist.

Prerequisites: Spellweaving 7 ranks, Safe Weaving

Benefits: If you *aid another* on their Spellweaving check and that other person fails, you do not suffer the DC penalty to your own Spellweaving checks brought on by the failure. You suffer all other results of the failed *aid another* attempt.

Normal: A failed attempt to *aid another* in casting a spellweave imposes on you the same +1 penalty to Spellweaving DCs for the rest of the day as affects the spellweaver who you failed to assist.