

Spellweaver Invented by Magecraft

Wizards search repositories for spells, sorcerers summon forces from within, while clerics and druids channel divine power. All of these classes can cast spells with proficiency, but only through utter devotion to the art of shaping a spell can they hope to become a spellweaver.

Spellweavers are spellcasters that have devoted themselves to the art of casting a spell. Anyone can learn to cast a spell or with enough study, create minor changes in how it works but only a spellweaver can easily shape, modify, and alter how a spell works. To a spellweaver, the mere act of casting a spell has become an artform. They no longer just cast a spell, they shape, mold, and weave the spells into being. Spellweavers are masters of shaping spells to their situation and whim.

Requirements

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

Skills: Concentration 10+ ranks, Knowledge (Arcane) 6+ ranks, Spellcraft 10+ ranks

Feats: Any 3 Metamagic Feats

Special: Ability to cast 3rd level spells

GAME RULE INFORMATION

Spellweavers have the following game statistics.

Hit Die: d6

Skill Progression: 2 + Intelligence modifier per level

Class Skills

The spellweaver's Class Skills (and the Key Ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Table 1: The Spellweaver

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+0	+0	+0	+2	Metamagical Mastery	+1 Caster Level
2 nd	+1	+0	+0	+3	Bonus Feat	+1 Caster Level
3 rd	+1	+1	+1	+3	Reversed Metamagic	+1 Caster Level
4 th	+2	+1	+1	+4	Bonus Feat	+1 Caster Level
5 th	+2	+1	+1	+4	Thematics	+1 Caster Level
6 th	+3	+2	+2	+5	Bonus Feat	+1 Caster Level
7 th	+3	+2	+2	+5	Improved Metamagic 1	+1 Caster Level
8 th	+4	+2	+2	+6	Bonus Feat	+1 Caster Level
9 th	+4	+3	+3	+6		+1 Caster Level
10 th	+5	+3	+3	+7	Improved Metamagic 2, Bonus Feat	+1 Caster Level

Class Features

All of the following are class features of the spellweaver prestige class.

Weapon and Armor Proficiency: The spellweaver gains proficiency in the use of no weapons (see below) and with no armor. The spellweaver devotes himself completely to the study of shaping magic, to the exclusion of maintaining or learning weapon skills. If he uses any weapon, even one that he has proficiency with from a previous class, he gains a –2 penalty to attack.

Metamagical Mastery: Spellweavers understand how their spells are influenced by metamagical feats and know how to quickly and efficiently use their abilities to modify spells while they are casting. This has a different effect based on how the spellweaver casts spells.

Non-memorized Spellcasters: Spellweavers that do not memorize spells gain the ability to cast metamagically enhanced spells in the same amount of time as they would cast a normal spell. Spellweavers no longer suffer from the increased casting time associated with casting a metamagic spell (see Chapter 5: Metamagic Feats in the *Player's Handbook*).

Memorized Spellcasters: Spellweavers that must memorize their spells in advance gain the ability to spontaneously add metamagic to their spells. A spellweaver may choose to memorize a metamagically enhanced version of a spell normally (taking up a higher level spell slot) or may choose to cast a spell they have memorized adding a metamagic enhancement by sacrificing an additional spell of level equal to or higher than the additional spell levels required by the metamagic feat(s). The spellweaver still may not exceed his maximum spell level by using this ability.

For example, Arralis is an 8th level Wizard and a 3rd level Spellweaver, he can cast up to a 6th level spell. Using this ability, he may spontaneously change a normal *fireball* he has memorized into a *maximized fireball* (3 slots higher or 6th level) by sacrificing a *haste* spell (3rd level), but he cannot change it into a *quicken fireball* (4 slots higher or 7th level) because he does not have a 7th level spell slot.

Reversed Metamagic: A spellweaver can reverse the effects of enhancing metamagical feats that he knows to make spells easier to cast. This allows the spellweaver to alter how powerful the spell is in many different ways, while preserving precious spell energy. A reversed metamagic enhancement lowers the spell level required by a spell by the amount it normally increases the spell –1 (minimum of –1) by making it deal less damage, have decreased range, or decreasing the effects. No spell can be reduced below zero-level and the spell still has normal effects in all other ways.

For example, Arralis can cast a *reversed-empowered fireball* that would only take a 2nd level spell slot and only do 6d6 damage on a failed save and ½ damage on a successful save. The spell's save DC would still be as a 3rd level spell, and the range and other specifics of the spell are not changed. If he cast a *reverse-maximized fireball*, it would take a 1st level spell slot (3rd level spell – (maximize +3 levels –1 = 2) = 1st level spell) and deal 11 points of damage (1 pt per level) on a failed save or 6 points on a successful save.

Thematics: A spellweaver controls exactly how he casts spells. Because the spellweaver learns exactly how a spell works, he can easily manipulate the subtleties of how a spell appears. This ability allows the spellweaver to add illusionary elements to his spells to make them seem more spectacular, without changing the effects of the spell in any way. Using this ability, the spellweaver can change the appearance, sound, taste, or smell of spells he casts. The changes to the spell cannot make them invisible, nor can they cause the spell to deal more or less damage.

For example, Arralis could cast a *magic missile* as a bolt of fire or a screaming pink flower that leaves a faint smell of roses, but the missiles are still a force effect that cause normal damage.

Improved Metamagic: A spellweaver learns how to not only cast metamagic faster, but also how to weave a spell so that the metamagic is an inherent part of the spell. At 7th level a spellweaver can choose to cast a metamagic enhanced spell ignoring up to a 1 spell level increase. Spells with multiple metamagic enhancements can be used with this ability, but the total spell level increase is only reduced by 1 each time the ability is used. This ability can be used 3 times per day, and only once on any specific spell and only ignores increases to spell level from metamagic feats. The ability cannot be used to reduce a spell's actual level.

Every three levels above 7th, the ability increases by 1 additional spell level. At 10th level, the spellweaver can cast three spells per day that ignore up to a 2 spell level increase because of metamagic enhancement.

For example, if Arralis increases to an 8th level Wizard and a 7th level spellweaver, he can choose to cast a *silent fireball* as a 3rd level spell, ignoring the 1 spell level increase that the Silent spell feat normally incurs. If Arralis becomes a 10th level spellweaver, he can choose to cast a *silent, empowered fireball* at normal level or a *maximized fireball* as a 4th level spell.

Bonus Feats: At 2nd level and every even level thereafter, a spellweaver gains a bonus feat. This bonus feat must be a metamagic feat or a spellcasting feat such as *combat casting*, *spell penetration*, etc. Note: these feats are in addition to those granted every character by level regardless of class (see Table 3-2: Experience and Level-Dependent Benefits in the *Player's Handbook*).

Spells per Day: Every level that the spellweaver gains, the character gains spells per day as though he increased his spellcasting level by one. This increase only affects the spells known and spells per day, no other abilities are gained such as bonus feats. If the character has more than one spellcasting class, only one may be increased by the spellweaver class. The character must choose which spellcasting class will be increased when the spellweaver class is taken.