

Echelon

Eldritch Thread Talents

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1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome”. If you can’t pick between two talents because they’re both so awesome?

That is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

2 Eldritch Weaver Talents

Magic is related by type. These talents grant spell knowledge and a couple of powers each.

In the original source (*Green Ronin's Advanced Player's Manual*), Eldritch Weavers each gain access to a number of threads equal to their Intelligence bonus plus one. At fourth level they gain access to the minor power for any threads they know second-level spells in, at twelfth level they gain access to the major power for any threads they know at least one fourth-level spell. The Eldritch Weaver still needs to learn the spells.

I simplified. Taking the talent grants knowledge of all spells up to the those listed for the tier. I considered making the minor and major powers a tier higher (so the minor and major powers would become available no sooner than ninth and thirteenth levels rather than as early as first and thirteenth), and I still might. However, I like the idea of adding a Legendary power for each so I'll see how things work before moving them.

Casting a spell costs one magic point per caster level, and there are no level limits – if you want a 19d6 *fireball* or a 10-missile *magic missile*, go ahead.

I reviewed the *Expanded Psionics Handbook* and it looks like the magic point totals I've been aiming for are quite likely much too low. I'm changing the formula to be more consistent with that used for hit points:

$$\text{magic points} = (\text{level} + \text{caster training bonus} + \text{WillModifier}) * \text{tier}$$

I will update the character creation document to reflect this.

Cantrips are presented as a separate thread of spells, all zero-level and available to all Eldritch Weavers. It may be reasonable to simply make access to these spells part of Caster Training (Steeped in Magic is likely to get access to some of them as spell-like abilities), or they might be added to the various Thread talents at the Basic tier. I haven't decided what to do with them yet.

Spells listed below in *italics* are actually new in the *Advanced Player's Manual* and I have not copied them here. I will likely review, update, and/or replace those spells in future.

2.1 Thread of Air

Tier	Effect	Spell Knowledge
Basic		
Expert	Call Air Elemental	2. Feather Fall, Obscuring Mist, Shocking Grasp 3. Fog Cloud, Gust of Wind, <i>Ride Winds</i>
Heroic		
		4. Fly, Stinking Cloud, Wind Wall 5. Solid Fog, Teeth of the Wind, Windrazor
Master	Create/Destroy Air	6. <i>Air and Water</i> , Control Winds, Overland Flight 7. Chain Lightning, Wind Walk
Champion		
		8. Control Weather, Reverse Gravity 9. Horrid Wilting, Whirlwind
Legendary		
		10. Airform, Deadly Tempest

2.1.1 Call Air Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small air elemental (see the *MM*) to a location within 60 feet of himself. The elemental acts immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** of the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small air elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small air elementals.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.1.2 Create/Destroy Air (Su)

The eldritch weaver can instantly create approximately 30,000 cubic feet of pure air or cause the same volume of air to vanish. When used to create air, this power works like a *gust of wind* spell, except that it creates a 20-foot burst of strong wind centered on a point within 60 feet of the caster. In a sealed area, this power introduces enough fresh air to fill 30 10-foot cubes, refreshing the air and allowing trapped creatures to breathe (see **Suffocation** in **Chapter Eight** of the *DMG*). Underwater, this power creates a 40-foot-radius spread of foaming

bubbles that lasts 1 round and obscures vision (including darkvision) beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

If used to destroy air, this power also duplicates the effects of a *gust of wind* spell, except that the resulting blast of air flows toward the effect's center rather than away from it. Using this power in a sealed area robs creates within of breathable air, just as though the area contained 30 fewer 10-foot cubes of air than it originally did. Destroying air has no effect underwater.

The eldritch weaver can also use the power to destroy air as a targeted effect against a single creature with the air subtype, or against a single magic item that creates or controls air, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an air creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its air-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

2.2 Thread of the Archer

Tier	Effect	Spell Knowledge
Basic		
Expert	Precision Shot	2. Produce Flame, Magic Stone, Magic Weapon 3. Acid Arrow, Protection from Arrows, Scorching Ray
Heroic		
		4. Flame Arrow, Greater Magic Weapon, Ray of Exhaustion 5. Searing Light, <i>Lesser Spiritbow</i>
Master	Deflect Projectile	6. <i>Produce Searing Flame</i> 7. <i>Spiritbow</i>
Champion		
		8. Sunbeam 9. Polar Ray
Legendary		
		10. <i>Greater Spiritbow</i>

2.2.1 Precision Shot (Ex)

The eldritch weaver can aim a single ranged attack so precisely she ignores the normal penalty for firing into melee. Any cover bonus to Armor Class the target has is reduced to +2, and any miss chance the target has from concealment is reduced by half.

Using this power is part of the attack and does not require a separate action.

2.2.2 Deflect Projectile (Ex)

Once per round, the eldritch weaver can attempt to knock aside a fairly small projectile that would otherwise hit and deal damage. To do so, the eldritch weaver must have one hand free and must make a level check (1d20 + class level). If the check result is higher than the attacker's attack roll, the eldritch weaver knocks aside the projectile (essentially, the level check result becomes the eldritch weaver's Armor Class if it's higher than the eldritch weaver's regular AC).

Attempting to deflect a projectile doesn't count as an action, but the eldritch weaver must be aware of the attack and not flatfooted to use this power. The eldritch weaver cannot deflect ranged attacks generated by spells or magical effects with this power (even those that require attack rolls), nor can he deflect projectiles any larger than he could throw with one hand.

2.3 Thread of the Artisan

Tier	Effect	Spell Knowledge
Basic		
Expert	Arcane Creation	2. Animate Rope, Magic Aura, Magic Weapon 3. Arcane Lock, Make Whole, Wood Shape
Heroic		4. Greater Magic Weapon, Tiny Hut, Stone Shape 5. Minor Creation, <i>Replicate Object</i> , Secure Shelter
Master	Enhance/Diminish Items	6. Fabricate, Major Creation, Wall of Stone 7. Permanency, Wall of Iron
Champion		8. Instant Summons, Simulacrum 9. Polymorph Any Object, Prismatic Wall
Legendary		10. Prismatic Sphere

2.3.1 Arcane Creation (Su)

The eldritch weaver can create a single object of up to Tiny size (maximum weight 8 lb., maximum volume 4 cubic feet) with a maximum market value of 5 gp. The conjured object appears in the eldritch weaver's hand or within arm's reach, and lasts up to 10 minutes per class level or until consumed or expended. The conjured object cannot function as a material component for a spell and will not provide sustenance if imbibed.

Alternatively, the eldritch weaver can use this power when making a single Craft check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

2.3.2 Enhance/Diminish Items (Su)

The eldritch weaver can magically alter one or more nonmagical items, making them stronger or weaker, or changing their color and general appearance (dull or bright, smooth or rough, clean or dirty, and so on). The eldritch weaver can affect one Small or smaller object per class level, with a Medium object counting as two Small objects, a Large object counting as two Medium objects (or four small objects), a Huge object counting as two Large objects, and so on.

A strengthened object doubles its hit points and increases its hardness by 50% (though an object without a hardness rating cannot gain one). A weakened

object's hit points are reduced by half and its hardness decreases by 2 (minimum 0). If a weakened object contains moving parts, it becomes nonfunctional while the effect lasts.

Objects remain strengthened or weakened for 10 minutes per class level (though objects which are subsequently broken remain so). Changes to appearance are permanent (though alterable by normal means) unless they would also render an object nonfunctional, in which case the effect lasts 10 minutes per class level. For example, a scuffed tabletop remains scuffed until someone polishes it, but a scuffed mirror remains scuffed only temporarily.

2.4 Thread of Benighting

Tier	Effect	Spell Knowledge
Basic		
Expert	Touch of Fatigue	2. Obscuring Mist, Sleep, <i>Torchdim</i> 3. Blindness/Deafness, Darkness, Fog Cloud
Heroic		
		4. Deep Slumber, Sleet Storm, Stinking Cloud 5. Deeper Darkness, Solid Fog
Master	Cloud of Night	6. Nightmare, Symbol of Sleep, Waves of Fatigue 7. Circle of Death, <i>Shaded Sight</i> , Shadow Walk
Champion		
		8. Finger of Death, Power Word Blind, Waves of Exhaustion 9. <i>Blackburst</i> , Symbol of Death
Legendary		
		10. Wail of the Banshee

2.4.1 Touch of Fatigue (Su)

At the eldritch weaver's touch, any living creature must make a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become fatigued for 1 minute. Touch of fatigue does not stack with itself, but if the fatigued subject undertakes any action which would normally cause fatigue or receives another magical fatigue effect (such as the *waves of fatigue* spell), he becomes exhausted for the balance of the power's duration.

2.4.2 Cloud of Night (Su)

The eldritch weaver creates a billowing mass of wispy, inky tendrils that fill a 20-foot-radius spread at any point within 60 feet. Creatures within the cloud which fail a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) are blinded for as long as they remain inside and for 1d4 rounds after leaving. A creature that makes a successful save cannot be blinded again by the same cloud of night. The effect lasts 1d6 minutes.

If the cloud blinds a creature with a gaze attack, its gaze attack does not function until its sight returns. In addition, the cloud has a 50% chance to automatically negate gaze attacks if line of sight between the creature with the gaze attack and the attack's subject passes through any part of the cloud. Check separately for each creature subjected to the gaze attack.

The cloud has a 50% chance to automatically suppress any magical light effect. If the source or point of origin for the light effect lies within the cloud, the light effect is completely suppressed while the cloud lasts, while if the source or point of origin for the light effect lies outside the cloud, the light effect's area does not extend into or past the cloud. Check once per effect.

2.5 Thread of Blight

Tier	Effect	Spell Knowledge
Basic		
Expert	Sickening Touch	2. Cause Fear, Color Spray, Ray of Enfeeblement 3. Blindness/Deafness, Daze Monster, Touch of Idiocy
Heroic		
		4. Rage, Ray of Exhaustion, Slow 5. Bestow Curse, Contagion, Crushing Despair
Master	Ray of Nausea	6. Blight, Feeblemind, Waves of Fatigue 7. Disintegrate, Eyebite, Flesh to Stone
Champion		
		8. Insanity, Power Word Blind, Waves of Exhaustion 9. Power Word Stun, Scintillating Pattern
Legendary		
		10. Energy Drain, Power Word Kill

2.5.1 Sickening Touch (Su)

At the eldritch weaver's touch, any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider must make a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become sickened for 1d4+1 rounds.

2.5.2 Ray of Nausea (Su)

As sickening touch, except that this power produces a ray up to 60 feet long that causes nausea in the target creature for 1d4+1 rounds.

2.6 Thread of the Cavalier

Tier	Effect	Spell Knowledge
Basic		
Expert	Skilled Riding	2. Command, Magic Weapon, Mount 3. Bear's Endurance, Bull's Strength, Shield Other
Heroic		4. Keen Edge, Greater Magic Weapon, Phantom Steed 5. Crushing Despair, Heal Mount, Stoneskin
Master	Enhance Mount	6. Greater Command, Disrupting Weapon, Mage's Faithful Hound, Waves of Fatigue 7. Mass Bear's Endurance, Mass Bull's Strength, Eyebite
Champion		8. Forcecage, Repulsion, Waves of Exhaustion 9. Iron Body, Mind Blank, Protection from Spells
Legendary		10. Freedom, Imprisonment, Refuge

2.6.1 Skilled Riding (Su)

The eldritch weaver can use this power to avoid a melee or ranged attack that would otherwise hit and deal damage to her mount. The eldritch weaver riding the mount makes a level check (1d20 + class level), and if the check result is higher than the attacker's attack roll, the attack against the mount fails (essentially, the level check result becomes the mount's Armor Class if it's higher than the mount's regular AC). Attempting to avoid an attack against a mount doesn't count as an action, but the eldritch weaver must be aware of the attack and not flatfooted to use this power.

Alternatively, the eldritch weaver can use this power when making a single Ride check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

The eldritch weaver can use this power only once per round, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.6.2 Enhance Mount (Su)

This power allows the eldritch weaver to grant his mount a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves. In addition, the mount gains

2 temporary hit points per eldritch weaver level. The bonus and temporary hit points last a maximum of $1d6+1$ minutes.

2.7 Thread of Changes

Tier	Effect	Spell Knowledge
Basic		
Expert	Change Object	2. Disguise Self, Expeditious Retreat, Jump 3. Alter Self, Blur, Spider Climb
Heroic		
		4. Displacement, Haste, Vampiric Touch, Polymorph 5. Stoneskin, Stone Shape
Master	Augment Self	6. Animal Growth, Baleful Polymorph, Transmute Mud to Rock, Transmute Rock to Mud 7. Transformation, Flesh to Stone, Stone to Flesh
Champion		
		8. Control Weather, Reverse Gravity, Statue 9. Iron Body, Polymorph Any Object
Legendary		
		10. Shapechange

2.7.1 Change Object (Su)

The eldritch weaver can change a single object into another, similar object. The subject object can be no larger than Tiny size (a typical book, a dagger sized for a Medium creature, and so on) which the eldritch weaver must touch and which cannot be worn or carried by another creature.

With each use of the power, the eldritch weaver can make one of the following changes to the object:

- Increase the object's size up to double. Doubling an object's size changes its size category to the next larger one, doubling its height, width, and thickness, and increasing its weight by a factor of 8.
- Decrease the object's size up to one-half. Halving the object's size changes its size category to the next smaller one, halving its height, width, and thickness, and decreasing its weight by a factor of 8.
- Change the object's color. The eldritch weaver can select any color he wishes, and can add or remove a fairly simple pattern such as stripes or spots.
- Change the material from which the object is made to one of the following: brass, cloth, glass, iron, leather, stone, or wood. The new

material must be of mundane quality, so that items might be transformed to linen, pine, or granite, for example, but not to silk, ebony, or diamond.

The changed object gains no special properties, except that if the type of material changes, an object gains or loses the appropriate hardness and hit points.

The change persists for 1d4 hours, or until the eldritch weaver touches the object and dismisses the effect.

2.7.2 Augment Self (Su)

This power functions exactly like the *alter self* spell, as well as allowing the eldritch weaver to add or subtract one or two limbs or other external body features. Possible changes include:

- *Carapace*: The eldritch weaver gains a shell or thick hide which provides a natural armor bonus of +2.
- *Extra Arms*: The eldritch weaver gains 1 or 2 extra arms, all of which are fully functional and can be used for spellcasting or three- or four-weapon fighting. Attacks with the extra arms are treated as light off hand-attacks (see **Table 8–10: Two-Weapon Fighting Penalties** in the *PHB*). In addition, any attack the eldritch weaver makes with her primary hand suffers an additional –2 penalty from the new form’s general lack of coordination. Each extra arm gives the eldritch weaver a +2 bonus on Climb and Swim checks and a +1 bonus on grapple checks. The eldritch weaver can use four hands to wield a twohanded weapon one size category larger than normal. For example, a human eldritch weaver could use four hands to wield a greatsword made for a large creature.
- *Extra Eyes*: The eldritch weaver gains one or two extra eyes, each granting a +1 bonus on Spot checks. In addition, he cannot be flanked (as if he had the improved uncanny dodge Souct class ability; see page 28).
- *Extra Legs*: The eldritch weaver gains one or two extra legs, each adding 5 feet to her land speed and granting a +2 bonus on Balance checks. Having multiple legs also grants the eldritch weaver a +4 bonus on resisting trip attempts (see **Chapter Eight** of the *PHB*).
- *Fins*: Fins reduce the eldritch weaver’s land speed by 10 feet (minimum 10 feet), but provide a +10 bonus on swim checks.
- *Gills*: Gills allow the eldritch weaver to breathe underwater.

- *Quills*: The eldritch weaver gains a layer of quills on his head, back, and arms which can be used as a natural weapon, dealing piercing damage according to the eldritch weaver's size:

Size	Quill Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

The eldritch weaver can make a regular melee attack or an off-hand attack with the quills (treat as a light weapon). The eldritch weaver can't make an attack with quills if she has already made an attack with another off-hand weapon (and vice versa), but if fighting unarmed, can use the Full Attack action to make two quill attacks. In addition, any opponent that hits the eldritch weaver with an unarmed attack, natural weapon, or grapple must make a Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or take quill damage.

- *Tail*: The eldritch weaver can grow a small prehensile tail or a large strong one. A prehensile tail functions like an extra arm, while a strong tail provides a +4 bonus to Balance, Jump, and Swim checks, and can be used to deliver a slam attack that deals bludgeoning damage according to the eldritch weaver's size (as noted for quills). The eldritch weaver can use the tail as a secondary natural weapon (-5 to the tail attack, no penalty to his other attacks), or as a sole natural weapon (multiply any Strength bonus by 1-1/2).
- *Wings*: The eldritch weaver can fly at a speed of 30 (poor maneuverability) provided she carries no more than a light load.

The augment self power lasts 1d4+1 minutes, but the eldritch weaver cannot apply two transformations (fins and gills, for instance) at the same time.

2.8 Thread of Chicanery

Tier	Effect	Spell Knowledge
Basic		
Expert	Minor Sophistry	2. Animate Rope, Expeditious Retreat, Grease 3. Hideous Laughter, Knock, Pyrotechnics
Heroic		
		4. Blink, Nondetection, Stinking Cloud 5. Confusion, <i>Foosle</i> , Resilient Sphere
Master	Sophistry	6. <i>Alter Metal</i> , Feeblemind, Telekinesis 7. Contingency, Mislead, Repulsion
Champion		
		8. Insanity, Limited Wish, Reverse Gravity 9. Irresistible Dance, Telekinetic Sphere
Legendary		
		10. Time Stop

2.8.1 Minor Sophistry (Su)

The eldritch weaver draws on spurious logic, half-truths, and outright lies to make whatever he says seem plausible. As a free action, he gains a bonus equal to his class level on a single Diplomacy check, Intimidate check, or Bluff check made to convince another of the truth of his words (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

Alternatively, as a full-round action, the eldritch weaver can cause a single creature within 30 feet to sink into a bemused state, becoming dazed for 1d4 rounds on a failed Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Creatures that save successfully cannot be affected by the use of this form of the power by the same eldritch weaver for one day, though the eldritch weaver still gains bonuses to skill checks used against those creatures. This is a mind-affecting compulsion effect.

2.8.2 Sophistry (Su)

As a full-round action, the eldritch weaver weaves a cocoon of fallacious reasoning, equivocal statements, and mumbo-jumbo around herself. The effort creates a 30-foot emanation, centered on the eldritch weaver, which causes all intelligent creatures within it (except the eldritch weaver and her allies, if desired) to question their senses and their sanity.

Lawful creatures within the area of effect become *confused* (as the spell) for the duration of the effect or until they leave the area. Nonlawful creatures become

unable to focus their senses or organize their thoughts, and any attacks they make have a 20% miss chance. Likewise, any spells they cast have a 20% chance of failure (including spells from scrolls), as does any attempt to activate a magic item by spell trigger (if failure occurs, the item is not triggered and no charges are expended). Nonlawful creatures also take a –4 penalty to Listen, Sense Motive, and Spot checks, all Intelligence checks, and a –4 penalty on Will saves. These penalties last for the duration of the effect or until the affected creatures leave the area.

The effect lasts as long as the eldritch weaver concentrates, and for 1d3 rounds thereafter. Creatures with Intelligence scores of 2 or less are unaffected. A Will saving throw (DC 10 + 1/2 eldritch weaver level + Wis modifier) negates the effect, and creatures making successful saves cannot be affected by the same eldritch weaver's sophistry power for one day. This is a mind-affecting compulsion effect.

2.9 Thread of Deception

Tier	Effect	Spell Knowledge
Basic		
Expert	Mask Personal Aura	2. Disguise Self, Silent Image, Ventriloquism 3. Minor Image, Mirror Image, Misdirection
Heroic		
		4. Major Image, <i>Muddled Auras</i> , Secret Page 5. Hallucinatory Terrain, Illusory Wall, Modify Memory
Master	Alter Aura	6. Persistent Image, Seeming 7. Permanent Image, Veil
Champion		
		8. Project Image, Statue 9. Screen, <i>Id Assassin</i>
Legendary		
		10. <i>Opposition</i>

2.9.1 Mask Personal Aura (Su)

This power suppresses the eldritch weaver's aura and the aura of any item she wears or carries. Spells and magical effects that detect any kind of aura (including *detect evil*, *detect magic*, *detect undead*, and *discern lies*) are ineffective against the eldritch weaver and her equipment. Note, though, that the same information revealed by an aura might still be discerned by other magical means (clairaudience/clairvoyance, detect thoughts, true seeing, and so on).

Once invoked, this power lasts 1d4+1 hours.

2.9.2 Alter Aura (Su)

Using this power the eldritch weaver can temporarily alter one aura of any creature or object that he touches, either suppressing the aura entirely or making it appear as if it was a different aura. For example, the eldritch weaver could touch a red dragon and alter its aura of chaos. She could either suppress it, making it appear as some other alignment aura (on either the lawful/chaotic or good/evil axis), or make it appear as an undead or magical aura.

The new aura has the same strength as the aura it replaced (see the *detect evil* spell description in the *PHB* for examples of aura strengths), but if an aura's alteration gives the subject two auras of the same kind, the auras overlap but their strength does not stack.

Alternatively, the eldritch weaver can alter an aura to make it stronger (one category maximum) or weaker than normal. For example, the eldritch weaver could increase an adult red dragon's strong aura of evil to an overwhelming aura, or decrease it to a dim, faint, or moderate aura.

When any creature uses an aura-detecting effect on a creature or object targeted by this power, the GM makes a secret caster level check (DC 10 + eldritch weaver level). On a successful check, the subject's true aura can be read, but if not, the subject's aura reads exactly as the eldritch weaver has altered it.

Once used, this power lasts one hour per class level, or until dismissed by the eldritch weaver.

2.10 Thread of Delusion

Tier	Effect	Spell Knowledge
Basic		
Expert	Confuse Senses	2. Hypnotism, Magic Aura, Undetectable Alignment 3. Blur, Misdirection, Phantom Trap
Heroic		
		4. Displacement, Nondetection 5. Confusion, Hallucinatory Terrain
Master	Confuse Mind	6. False Vision, Mind Fog, Mirage Arcana 7. Mislead, Veil
Champion		
		8. Sequester, Simulacrum 9. Maze, Screen
Legendary		
		10. <i>Unmind</i>

2.10.1 Confuse Senses (Su)

The eldritch weaver's touch scrambles the senses, causing creatures failing a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) to receive incomplete or contradictory sensory information for 1d4 rounds. While affected, a creature takes a –2 penalty on all attack rolls and all Listen, Search, Sense Motive, Spot, and Survival checks, as well as a –2 penalty to AC. This is a mind-affecting compulsion effect.

2.10.2 Confuse Mind (Su)

This power is similar to confuse senses, except that it instantaneously affects all creatures within the area of a 30-foot cone for 2d4 rounds. The creatures in the cone suffer all the penalties listed under the confuse sense power, in addition to suffering the effects of a *confusion* spell.

2.11 Thread of Destruction

Tier	Effect	Spell Knowledge
Basic		
Expert	Sundering Touch	2. Burning Hands, Shocking Grasp, True Strike 3. Scorching Ray, Shatter, Lesser Staff Strike
Heroic		
		4. Explosive Runes, Fireball, Lightning Bolt 5. Corrosive Touch, Shout, Staff Strike
Master	Sundering Ray	6. Arcane Ram, Blight, Transmute Rock to Mud 7. Acid Fog, Chain Lightning, Disintegrate
Champion		
		8. Delayed Blast Fireball, Greater Staff Strike 9. Incendiary Cloud, Greater Shout
Legendary		
		10. Mage's Disjunction, Meteor Swarm

2.11.1 Sundering Touch (Su)

The eldritch weaver adds destructive power to her touch, granting a +5 bonus on a single Strength check to break an unattended object.

Alternatively, the eldritch weaver can make a touch attack against an object in order to deal it damage or make a sunder attempt against an object in another creature's possession (resolve the sunder attempt exactly as you would if the eldritch weaver were using a slashing or bludgeoning weapon). The eldritch weaver's touch deals 2d6+5 points of damage to the object, though a target object's hardness (if any) applies.

2.11.2 Sundering Ray (Su)

This power works like the sundering touch power, except it produces a ray up to 30 feet long. When attacking an unattended object with the ray, the eldritch weaver gains a +7 bonus to a single Strength check to attempt to break the object, or deals 2d6+7 points of damage.

If the eldritch weaver uses the ray to sunder an object in another creature's possession, the attempt does not provoke an attack of opportunity. The eldritch weaver makes a normal attack roll against the Armor Class of a foe's weapon or shield, not an opposed attack roll.

2.12 Thread of Dimension

Tier	Effect	Spell Knowledge
Basic		
Expert	Dimensional Shield	2. Enlarge Person, Reduce Person, <i>Spacious Sleeves</i> 3. <i>Dimension Hop</i> , Rope Trick
Heroic		
		4. Blink, Shrink Item 5. Dimensional Anchor, Mass Enlarge Person, Mass Reduce Person
Master	Fold Dimensions	6. Secret Chest, Teleport 7. Shadow Walk, <i>Warpwall</i>
Champion		
		8. Greater Teleport, Teleport Object, Ethereal Jaunt 9. Dimensional Lock, Maze
Legendary		
		10. Astral Projection, Etherealness

2.12.1 Dimensional Shield (Su)

The eldritch weaver can literally warp the space around him to grant him soft cover (+4 AC bonus) against melee or ranged attacks. This bonus stacks with any AC bonus the eldritch weaver gains from another source, but the eldritch weaver takes a -2 penalty on his own melee and ranged attacks while the power is in effect.

The power lasts 2d4 rounds once invoked, but the eldritch weaver can dismiss it as a free action.

2.12.2 Fold Dimensions (Su)

The eldritch weaver can warp the space within a continuous area equal to four 10-foot cubes (shaped any way she wishes), inside which distance can be extended or contracted, even to the point of ceasing to exist altogether.

If the eldritch weaver chooses to expand distance within the area, each 5-foot square effectively becomes a 10-foot by 10-foot space. Creatures and loose unattended objects within the area maintain their sizes and positions relative to each other, but the distances between them suddenly double. Immobile fixed objects, such as floors and doors, double their sizes.

If the eldritch weaver chooses to contract distance within the area, each 10-foot by 10-foot space effectively becomes a 5-foot square. Creatures and loose,

unattended objects within the area maintain their sizes and positions relative to each other, but the distances between are halved. Creatures and loose unattended objects too large to fit in the reduced area are forced into the nearest open space big enough to hold them. Immobile fixed objects, such as floors and doors, shrink by half.

If the eldritch weaver chooses to make distance cease to exist in the affected area, the area becomes a null space, with any creature or object entering it immediately emerging on the other side as though the space does not exist. Creatures and objects cannot pass through solid objects in this manner, and their movement is blocked at the edge of the nullspace if that movement would take them through a solid object or cause them to end their movement there.

Creatures and objects within the nullspace remain unaffected until they attempt to move, at which point they are immediately ejected to the nearest open space that can hold them. Unattended objects remain in the nullspace.

No matter which effect the eldritch weaver chooses, the affected space appears normal to anyone looking in or through it. Only entering or passing through the area reveals anything amiss, though a *true seeing* spell reveals the altered space as being either stretched out or pushed in on itself.

Unattended objects in a null space become nearly untouchable, though creatures can try to reach inside the space to manipulate them by using a full-round action and making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). On a failed save, the creature fumbles blindly around and fails to actually touch or affect anything in the nullspace.

Ranged attacks and magical effects cannot extend into a nullspace. The affected area provides cover (+4 AC bonus, +2 bonus on Reflex saves) if line of effect between an attacker and a defender (or between an effect's point of origin and its subject) passes through any part of the affected area.

2.13 Thread of Earth

Tier	Effect	Spell Knowledge
Basic		
Expert	Call Earth Elemental	2. Grease, Magic Weapon, Pass without Trace 3. <i>Dust Wall, Earthmaw, Stonefist</i>
Heroic		
		4. Greater Magic Weapon, Meld into Stone, <i>Tremor</i> 5. <i>Dust Cloud</i> , Stone Shape, Stoneskin
Master	Create/Destroy Earth	6. <i>Alter Metal</i> , Passwall, Wall of Stone 7. Flesh to Stone, Move Earth, Stone to Flesh, Wall of Iron
Champion		
		8. <i>Earthwalk</i> , Statue 9. Iron Body, Earthquake
Legendary		
		10. <i>Earthform</i> , Imprisonment

2.13.1 Call Earth Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small earth elemental (see the *MM*) to a location within 60 feet of herself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** in the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small earth elementals with a single use of this power. At 12th level, the eldritch weaver call one Large, or up to two Medium or four Small earth elementals.

Once the eldritch weaver uses this power, she must wait 1d4 rounds before using it again, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.13.2 Create/Destroy Earth (Su)

The eldritch weaver can instantly create a small slab of pure earth or stone, or cause the same volume of earth or stone to vanish. He can create a 2-inch thick slab of stone that covers eight 5-foot squares within 60 feet of himself, but the slab cannot be conjured so it occupies the same space as a creature or another

object. The stone slab is similar to a *wall of stone* spell, except it need not be placed so it merges with existing stone (though it can be).

If placed so it is not merged with and supported by existing stone, the slab must be flat but can be placed horizontally or vertically. When created vertically and not attached to the surface it sits on, the slab can be tipped over to fall on and crush creatures beneath it. The slab is 50% likely to tip in either direction if not pushed, but can be pushed in one direction or the other with a DC 30 Strength check. Creatures with room to flee the falling slab may do so by making successful Reflex saves (DC 10 + 1/2 eldritch weaver level + Wis modifier). Any Large or smaller creature that fails takes 6d6 points of damage, but the wall cannot crush Huge and larger creatures.

If placed so it is merged with and supported by existing stone, the slab can be shaped just as a *wall of stone* spell (made longer and wider by reducing its thickness, or formed into some shape the eldritch weaver desires).

When used to destroy earth, the power causes a single mundane earthen object (clay, dirt, rock, sand, or stone) of up to Large size to vanish.

The eldritch weaver can also use the power to destroy earth as a targeted effect against a single creature with the earth subtype, or against a Large or larger object earth or stone object, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an earth creature to 0 or fewer hit points, it is destroyed without a trace.

A Huge or larger earth object likewise takes 1d6 points of damage per two class levels (maximum 10d6), and the attack ignores the object's hardness.

2.14 Thread of Emotions

Tier	Effect	Spell Knowledge
Basic		
Expert	Calming Touch	2. Cause Fear, Id Seizure, Read Emotions 3. Calm Emotions, Hideous Laughter, Scare
Heroic		
		4. Crushing Despair, Good Hope, Rage 5. Fear, Maddening Insult, Phantasmal Killer
Master	Control Emotions	6. Dominate Person, Song of Discord, Waves of Fatigue 7. Eyebite, Symbol of Fear, Symbol of Persuasion
Champion		
		8. Insanity, Waves of Exhaustion 9. Antipathy, Sympathy
Legendary		
		10. Dominate Monster

2.14.1 Calming Touch (Su)

The eldritch weaver's touch induces calm in a living creature, similar to the effects of a *calm emotions* spell except it affects only a single creature and the effect lasts 1d4+1 rounds (or until broken by an attack on the creature). A touched creature can avoid the effects with a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

2.14.2 Control Emotions (Su)

The eldritch weaver can induce a strong emotion in a single living creature within 30 feet (including himself) with each use:

- *Despair*: The creature takes a –2 penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Despair counters and dispels hope effects (including the *good hope* spell), but only for the targeted creature.
- *Fear*: The creature becomes panicked and flees from the eldritch weaver. Fear counters and dispels rage effects (including the rage class feature and the *rage* spell), but only for the targeted creature.
- *Camaraderie*: The creature reacts more positively toward others, taking a –5 penalty to Sense Motive checks made to resist Bluff attempts, and granting a +5 bonus on Diplomacy checks made to improve its attitude (NPCs only). Camaraderie counters and dispels hostility.

- *Hostility*: The creature reacts more negatively toward others, gaining a +5 morale bonus to Sense Motive checks made to resist Bluff attempts, and adding +5 to the DC of Diplomacy checks made to improve its attitude (NPCs only). Hostility counters and dispels camaraderie.
- *Hope*: The creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Hope counters and dispels despair effects (including the *crushing despair* spell), but only for the targeted creature.
- *Rage*: The creature gains a +2 morale bonus to its Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC, then attacks the closest enemy (or the closest creature if no recognized enemy is in line of sight). This rage effect does not stack with the effects of the rage class feature or the *rage* spell, but it counters and dispels all fear effects.

All emotions induced through this power are mind-affecting effects, and last for 1 round per point of the eldritch weaver's Wisdom modifier (minimum 1 round). If desired, the subject can avoid the effects of this power with a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

2.15 Thread of the Executioner

Tier	Effect	Spell Knowledge
Basic		
Expert	Resist Fear	2. Cause Fear, Chill Touch, Inflict Light Wounds 3. Ghoul Touch, Inflict Moderate Wounds, Scare
Heroic		
		4. Hold Person, Inflict Serious Wounds, Vampiric Touch 5. Enervation, Inflict Critical Wounds, Phantasmal Killer
Master	Resist Death	6. Cloudkill, Hold Monster, Mass Inflict Light Wounds, Slay Living 7. Circle of Death, Harm, Mass Inflict Moderate Wounds
Champion		
		8. Finger of Death, Mass Inflict Serious Wounds 9. Mass Inflict Critical Wounds, Symbol of Death
Legendary		
		10. Power Word Kill, Wail of the Banshee

2.15.1 Resist Fear (Su)

As a free action, the eldritch weaver can invoke this power in order to gain spell resistance (equal to the eldritch weaver's class level +10) against magical fear effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular fear effect. If this power fails to protect the eldritch weaver against a particular fear effect, she is still entitled to any saving throw that effect normally allows.

2.15.2 Resist Death (Su)

As a free action, the eldritch weaver can invoke this power in order to gain spell resistance (equal to the eldritch weaver's class level +10) against magical death effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular death effect. If this power fails to protect the eldritch weaver against a particular death effect, he is still entitled to any saving throw that effect normally allows.

This power also allows the eldritch weaver to avoid death, such that any attack that would reduce him to 0 or fewer hit points has a 50% chance to reduce him to 1 hit point instead. If the attack deals more than 50 points of damage, the

eldritch weaver does not need to make the required Fortitude save against death by massive damage (see **Injury and Death** in **Chapter Eight** of the *PHB*). Regardless of how many daily uses of this power he normally has, the eldritch weaver can avoid death only once per day.

2.16 Thread of Factotums

Tier	Effect	Spell Knowledge
Basic		
Expert	Strengthen Servant	2. Charm Monster, Summon Monster I, Unseen Servant 3. Command Undead, Summon Monster II, Summon Swarm
Heroic		
		4. Phantom Steed, Summon Monster III, Suggestion 5. Animate Dead, Charm Monster, Summon Monster IV
Master	Succor Servant	6. Dominate Person, Lesser Planar Binding, Summon Monster V 7. Mass Suggestion, Planar Binding, Summon Monster VI
Champion		
		8. Control Undead, Simulacrum, Summon Monster VII 9. Mass Charm Monster, Greater Planar Binding, Summon Monster VIII
Legendary		10. Dominate Monster, Summon Monster IX

2.16.1 Minor Power: Strengthen Servant (Su)

The eldritch weaver can use this power as a free action when casting any conjuration spell that produces a creature which serves him, with the creature gaining a +2 bonus to Strength and a +2 bonus on all attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws. The creature also gains a +2 deflection bonus to AC and 1 temporary hit point per eldritch weaver level. These benefits lasts 1d4+1 minutes, or until the spell that produced the creature expires. If the spell produces multiple creatures, the eldritch weaver chooses which single creature is affected when the spell is cast, and this choice cannot be changed (even if the chosen creature is slain or dispelled before the effect ends).

The eldritch weaver can use this power only once per spell, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.16.2 Major Power: Succor Servant (Su)

This power allows the eldritch weaver a limited ability to protect a creature serving her from harm. The creature must be bound to the eldritch weaver in some special way—typically a familiar, animal companion, cohort, special mount from a class feature, or a creature obligated to serve the eldritch weaver through a conjuration or compulsion effect.

The eldritch weaver must touch the creature to bestow the effect, whereupon she gains a sixth sense granting her instantaneous warnings of impending danger or harm to the subject, and can warn the subject of the danger provided she has some means of communicating that information. Once per round as a move action, the eldritch weaver can grant the subject a +2 insight bonus on any one saving throw or check made to avoid danger, or a +2 insight bonus to AC against one attack.

Once while the effect lasts, the eldritch weaver can transfer the subject and all objects it is wearing and carrying at the time the succor effect was received (to a maximum 50 lb. of nonliving objects, or the subject's heavy load, whichever is less) to within 10 feet of the eldritch weaver. This transportation works just like a *greater teleport* spell, except the eldritch weaver and the subject must be on the same plane and the eldritch weaver can use this power on a single creature only once per day.

2.17 Thread of Fire

Tier	Effect	Spell Knowledge
Basic		
Expert	Call Fire Elemental	2. <i>Affect Flames</i> , Burning Hands, Produce Flame 3. Flaming Sphere, Pyrotechnics, Scorching Ray
Heroic		4. Fireball, Flame Arrow, Quench 5. Fire Shield, Fire Trap, Wall of Fire
Master	Create/Destroy Fire	6. <i>Enchanting Flames</i> , <i>Produce Searing Flame</i> 7. <i>Fire Imps</i> , Fire Seeds
Champion		8. Delayed Blast Fireball, Fire Storm 9. Incendiary Cloud, <i>Ring of Fire</i>
Legendary		10. <i>Fireform</i> , Meteor Swarm

2.17.1 Call Fire Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small fire elemental (see the *MM*) to a location within 60 feet of himself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** in the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small fire elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small fire elementals.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.17.2 Create/Destroy Fire (Su)

The eldritch weaver can instantly create approximately 30,000 cubic feet of flame or cause the same volume of fire to vanish. When used to create flames, this power creates a 20-foot-radius burst of flame centered on a point within 60 feet of the caster and dealing 8d6 points of fire damage. A successful Reflex save (DC 10 + ½ eldritch weaver level + Wis modifier) reduces damage by half.

If used to destroy fire, this power extinguishes nonmagical fires in a 20-foot-radius burst centered on a point within 60 feet of the eldritch weaver. The effect also dispels any spells with the fire descriptor in its area of effect, though the eldritch weaver must succeed on a caster level check (as *greater dispel magic*) for each spell to be dispelled.

The eldritch weaver can also use the power to destroy fire as a targeted effect against a single creature with the fire subtype, or against a single magic item which creates or controls fire, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an air creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

2.18 Thread of Fetters

Tier	Effect	Spell Knowledge
Basic		
Expert	Master of Bindings	2. Animate Rope, Grease, Hold Portal 3. Arcane Lock, Ghoul Touch, Web
Heroic		4. Halt Undead, Hold Person, Sepia Snake Sigil 5. Black Tentacles, Dimensional Anchor, Resilient Sphere
Master	Binding Ray	6. Hold Monster, Lesser Planar Binding, Lesser 7. Flesh to Stone, Geas/Quest, Planar Binding
Champion		8. Forcecage, Mass Hold Person 9. Binding, Dimensional Lock, Sequester, Trap the Soul
Legendary		10. Imprisonment, Mass Hold Monster

2.18.1 Master of Bindings (Su)

The eldritch weaver's touch causes ropelike threads to cover a creature and entangle it for 2d4 rounds. The creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, and is slowed to one-half speed (including flying and swimming creatures). Any spellcasting creature affected by this power must make a Concentration check (DC 15 + spell level) to cast a spell.

An entangled creature must make a Reflex save (DC 10 + ½ eldritch weaver level + Wis modifier) or be bound so securely it falls prone, where threads of force fasten it to the surface and leave it unable to move from the spot (though the creature can still act and even attack foes within its melee reach). A creature that flies with wings falls out of the air if bound this securely, while swimming creatures are slowed to one-quarter speed.

A creature fastened to a surface can break free by making a Strength check (DC 15 + 1/2 eldritch weaver level + Wis modifier) as a full-round action.

Alternatively, the bindings fastening the creature to the surface can be broken with weapon attacks (an automatic hit, with bonds taking 20 points of damage before breaking).

The eldritch weaver can also use this power when making a Use Rope or Escape Artist check, adding his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

2.18.2 Binding Ray (Su)

As master of bindings, except that this power produces a ray up to 30 feet long that causes the target creature to become entangled for 2d8 rounds. If the target creature becomes bound to a surface, the bonds have hardness 10 and 30 hit points.

2.19 Thread of Gemini

Tier	Effect	Spell Knowledge
Basic		
Expert	Link Minds	2. Disguise Self, <i>Quickscribe</i> , Silent Image 3. Alter Self, Minor Image, Mirror Image
Heroic		
		4. Major Image, Sculpt Sound, <i>Split Mind</i> 5. Hallucinatory Terrain, Polymorph, <i>Replicate Object</i>
Master	Fate's Twin	6. Mirage Arcana, Persistent Image, Telepathic Bond 7. Mislead, Permanent Image, Programmed Image
Champion		
		8. Project Image, Simulacrum 9. Clone
Legendary		
		10. Shapechange

2.19.1 Link Minds (Su)

The eldritch weaver can create a telepathic link between any two creatures (one of which can be her) with Intelligence scores of 3 or higher. The subject or subjects must be within 30 feet of the eldritch weaver and each other when the link is established, but once in place, the creatures can communicate telepathically at any range so long as both have line of sight to each other, or a range of 60 feet without line of sight. One foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the link, regardless of range.

The link lasts 10 minutes per two eldritch weaver levels, and creatures can communicate freely through the link regardless of language. Unwilling creatures can avoid the link by making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

2.19.2 Fate's Twin (Su)

The eldritch weaver creates a mystical link allowing any two living creatures (one of which can be him) to share each other's fate. The subject or subjects must be within 30 feet of the eldritch weaver and each other when the link is established, but once in place, the link has unlimited range so long as both creatures are on the same plane.

Whenever either creature makes a saving throw while the link is in effect, the other linked creature makes a saving throw of the same kind, with the creature making the original save using whichever result is better. However, any damage taken from the effect against which the creature was saving (whether either save was successful or not) is halved and applied to each creature equally (round down). Effects which don't deal hit point damage are not shared between the two creatures; but if either dies, the other must immediately succeed on a Fortitude save (DC 15 + 1/2 the dead creature's Hit Dice) or gain a number of negative levels equal to the character level of the creature that died (minimum one).

The link lasts 10 minutes per two eldritch weaver levels. Unwilling creatures can avoid the link by making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

2.20 Thread of Knowledge

Tier	Effect	Spell Knowledge
Basic		
Expert	Flash of Insight	2. Comprehend Languages, Detect Secret Doors, Identify 3. Fox's Cunning, Locate Object, <i>Read History</i>
Heroic		
		4. Arcane Sight, Clairaudience/Clairvoyance 5. Arcane Eye, Locate Creature, Scrying
Master	Flash of Genius	6. Contact Other Plane, Prying Eyes, Telepathic Bond 7. Analyze Dweomer, Mass Fox's Cunning, Legend Lore
Champion		
		8. Greater Arcane Sight, Greater Scrying, Vision 9. Discern Location, Greater Prying Eyes
Legendary		
		10. <i>Showall</i>

2.20.1 Flash of Insight (Su)

As a free action on her own turn, the eldritch weaver can call upon her subconscious to grant her +5 bonus on any Intelligence check or any Intelligence-based skill check.

2.20.2 Flash of Genius (Su)

As flash of insight, except that the eldritch weaver gains a bonus on any Intelligence, Wisdom, or Charisma check, and on any skill checks based on those abilities. The bonus on ability checks and for skill checks for which the eldritch weaver has ranks in the skill is equal to his class level (one-half class level on skill checks for which the eldritch weaver has no ranks).

2.21 Thread of the Mage

Tier	Effect	Spell Knowledge
Basic		
Expert	Enhance Spell	<ol style="list-style-type: none"> Identify, Mage Armor, Magic Weapon Arcane Lock, Knock, Locate Object
Heroic		
		<ol style="list-style-type: none"> Arcane Sight, Dispel Magic, Illusory Script Locate Creature, Mnemonic Enhancer, Scrying
Master	Retain Spell	<ol style="list-style-type: none"> Baleful Polymorph, Break Enchantment, Telekinesis Contingency, Greater Dispel Magic, Mage's Lucubration
Champion		
		<ol style="list-style-type: none"> Greater Arcane Sight, Greater Scrying, Spell Turning Polymorph Any Object, Protection from Spells
Legendary		
		10. Mage's Disjunction, Refuge

2.21.1 Enhance Spell (Su)

As a free action, the eldritch weaver can impart extra power to any arcane spell she casts (but not to spells cast from scrolls or other magic items). The eldritch weaver chooses one of the following enhancements, as appropriate to the spell:

- +1 saving throw DC
- +1 to any caster level check made with the spell
- +1 caster level for the spell

The power is wasted if the enhancement chosen isn't relevant to the spell. For example, it's useless to improve the saving throw DC for a spell that doesn't allow a saving throw.

2.21.2 Retain Spell (Su)

The eldritch weaver can attempt to retain an arcane spell he casts (but not spells cast from scrolls or other magic items). To do so, the eldritch weaver first must cast the spell as a full-round action (use an additional full-round action to cast the spell if it already has a casting time of a full round or more). As the spell is cast, the eldritch weaver makes a Spellcraft check (DC 20 +2 per spell level), with success indicating the spell has been retained and can be subsequently cast in a later round.

Whether the attempt to retain the spell succeeds or fails, the eldritch weaver takes 1d4 points of nonlethal damage per spell level (1 point of damage for a cantrip). The eldritch weaver cannot take 10 or take 20 on the Spellcraft check.

2.22 Thread of the Mendicant

Tier	Effect	Spell Knowledge
Basic		
Expert	Resourceful Entreaty	2. Endure Elements, Mount, Summon Monster I 3. Resist Energy, Rope Trick, Summon Monster II
Heroic		
		4. Protection from Energy, Summon Monster III 5. Minor Creation, Secure Shelter, Summon Monster IV, Tiny Hut
Master	Zone of Comfort	6. Fabricate, Major Creation, Summon Monster V 7. Instant Summons, Summon Monster VI
Champion		
		8. Limited Wish, Mage's Magnificent Mansion, Summon Monster VII 9. Demand, Polymorph Any Object
Legendary		
		10. Wish

2.22.1 Resourceful Entreaty (Su)

The eldritch weaver can use this power to create a single object up to Diminutive size (maximum weight 2 lb., maximum volume 1 cubic foot) with a maximum market value of 1 gp. The eldritch weaver can also conjure a group of similar objects whose total weight and volume don't exceed the power's limit (trail rations or a pile of 100 copper coins, for example). The conjured object or objects appear in the eldritch weaver's hand or within arm's reach, and last up to 5 minutes per class level or until consumed or expended. The conjured object cannot function as a material component for a spell, but will provide sustenance if imbibed.

Alternatively, the eldritch weaver can use this power to gain a bonus on a single Diplomacy or Bluff check made to convince another of the truth of his words or to persuade a creature to take some action (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.) The eldritch weaver adds his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

2.22.2 Zone of Comfort (Su)

The eldritch weaver creates a 20-foot emanation, centered on herself, shielding those within it from precipitation caused by inclement weather, but not from storms (see **Chapter Three** in the *DMG*) or from precipitation caused by any magical effect.

Although the temperature inside the emanation remains the same as the temperature in the surrounding area, creatures within the area (and their equipment) don't suffer the effects of a hot or cold environment. Shielded creatures will remain comfortable in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (see **Chapter Eight** in the *DMG*), and gain cold and fire resistance 1.

Once invoked, the emanation lasts 4 hours.

2.23 Thread of the Mind

Tier	Effect	Spell Knowledge
Basic		
Expert	Guarded Mind	2. Charm Person, <i>Read Emotions</i> , <i>Telekinetic Puppet</i> 3. Detect Thoughts, Touch of Idiocy, <i>Read History</i>
Heroic		
		4. <i>Steely Will</i> , Suggestion, <i>Third Eye</i> 5. Charm Monster, Mnemonic Enhancer, Scrying
Master	Mental Shock	6. Dominate Person, Telekinesis, Telepathic Bond 7. Mage's Lucubration, Mass Suggestion, True Seeing
Champion		
		8. Insanity, Greater Scrying 9. Mass Charm Monster, Mind Blank
Legendary		
		10. Dominate Monster

2.23.1 Guarded Mind (Su)

By invoking this power, the eldritch weaver gains a +2 bonus on Will saves for 1d4+1 minutes. If the eldritch weaver should fail a saving throw against any charm or compulsion effect while this power lasts, he can attempt a new saving throw at the original DC after 1d4 rounds (assuming the effect is still in operation). The eldritch weaver gets only one extra saving throw against any particular charm or compulsion effect.

2.23.2 Mental Shock (Su)

This power creates a line of terrible mental force 30 feet long. Creatures in the area must make a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or be dazed for 1d4 rounds.

2.24 Thread of Oration

Tier	Effect	Spell Knowledge
Basic		
Expert	Skilled Oration	2. Charm Person, Comprehend Languages, Ventriloquism 3. Enthral, Hideous Laughter, Magic Mouth
Heroic		
		4. Heroic, Suggestion, Tongues 5. Charm Monster, Shout, <i>Secret Speech</i>
Master	Great Oration	6. Dominate Person, Sending 7. Greater Heroism, Mass Suggestion
Champion		
		8. Power Word Blind, Mass Charm Monster 9. Demand, Power Word Stun
Legendary		10. Power Word Kill

2.24.1 Skilled Oration (Su)

This power makes the eldritch weaver's voice more compelling. When the eldritch weaver makes a Bluff, Diplomacy, or Perform (Oration) check, she adds her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

Alternatively, the eldritch weaver can create a 20-foot emanation to negate sonic or language-dependant effects. This use of the power lasts as long as the eldritch weaver speaks and concentrates, during which time she makes a level check (1d20 + class level) each round. Sonic or language-dependent effects are negated within the emanation unless the creatures wielding those effects make a level check equal to or higher than the eldritch weaver's level check.

If a creature is already under the effect of an ongoing sonic or language-dependent effect when it finds itself within the emanation, the effect is negated if the wielder's level check fails to overcome the eldritch weaver's.

2.24.2 Great Oration (Su)

The eldritch weaver can hold creatures spellbound with his voice, affecting up to one creature per point of Wisdom bonus (minimum one) if he speaks continuously for a full round. To be affected, the creature and the eldritch weaver must have line of sight to each other and the creature must be able to hear the eldritch weaver speak. Creatures with Intelligence scores of 2 or lower are not affected.

An affected creature must make a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become dazed, taking no actions as it sits or stands calmly and listens to the oration. The creature remains dazed for as long as the eldritch weaver continues to speak and concentrate (up to a maximum of 1 round per two eldritch weaver levels). Any attack upon or damage dealt to the creature allows it a new saving throw.

The eldritch weaver and the subject creature need not share a common language, but if they don't, the subject gains a +2 bonus on its save. Likewise, the subject creature gains +2 bonus on its save if it is a different creature type than the eldritch weaver, and gains a further +2 bonus whenever combat or some other distraction is occurring in the area.

After holding creatures dazed for at least 1 round, the eldritch weaver can attempt to impose one of three additional effects. As any saves allowed against the new effects, the attempt allows creatures a new saving throw against the great oration's original daze effect.

- *Suggestion*, as the spell. All the creatures affected must be given the same suggestion, which lasts a maximum of 1 minute.
- *Confusion*, as the spell, except that the effect lasts a maximum of 1 minute.
- *Hideous laughter*, as the spell, except that the effect lasts 1 round per two eldritch weaver levels.

This power is a mind-affecting compulsion effect.

2.25 Thread of the Rogue

Tier	Effect	Spell Knowledge
Basic		
Expert	Evade Foe	2. Jump, <i>Slip Bonds</i> , Unseen Servant 3. Cat's Grace, Knock, Spider Climb
Heroic		
		4. Displacement, Gaseous Form, Shrink Item 5. Arcane Eye, Dimension Door, Greater Invisibility
Master	Precise Attack	6. <i>Alter Metal</i> , Passwall, Telekinesis 7. <i>Mass Cat's Grace</i> , <i>Contingency</i>
Champion		
		8. Ethereal Jaunt, Phase Door 9. Polymorph Any Object, Screen
Legendary		
		10. Astral Projection, Etherealness

2.25.1 Evade Foe (Su)

As a free action, the eldritch weaver selects one foe and gains a 20% miss chance against that foe's attacks for 1 round. If the eldritch weaver is subject to another effect that imposes a miss chance on attacks against him (such as concealment or a *blur* spell), each miss chance is checked separately (with the higher chance typically checked first).

The eldritch weaver cannot attack the foe he is evading with this power, though he still threatens that foe if he is armed. Should the eldritch weaver attack the foe he is evading (including making an attack of opportunity against that foe), the effect of this power is negated (though the eldritch weaver could use the power against the same foe during his next turn).

2.25.2 Precise Attack (Su)

As a free action, the eldritch weaver can designate one melee or ranged attack she makes as a precise attack, dealing an additional 2d6 points of damage on a successful hit. The eldritch weaver cannot use this power against a foe that is not normally subject to sneak attacks or critical hits (such as constructs and undead), and if the precise attack is a ranged attack, the foe must be within 30 feet.

If the eldritch weaver also has the sneak attack ability, the damage from a precise attack stacks with any sneak attack damage the eldritch weaver might deal.

2.26 Thread of the Scribe

Tier	Effect	Spell Knowledge
Basic		
Expert	Quicken Scroll	2. Comprehend Languages, Erase, <i>Quickscribe</i> 3. <i>Lesser Arcane Seal, Obscure Text, Secret Page</i>
Heroic		
		4. Explosive Runes, Illusory Script, Sepia Snake Sigil 5. <i>Arcane Seal, Secret Missive, Symbol of Despair</i>
Master	Delay Spell	6. Symbol of Pain, Symbol of Sleep, <i>Tangled Script</i> 7. <i>Greater Arcane Seal, Symbol of Fear, Symbol of Persuasion</i>
Champion		
		8. Symbol of Stunning, Symbol of Weakness 9. Symbol of Death, Symbol of Insanity
Legendary		
		10. <i>Symbol of Destruction</i>

2.26.1 Quicken Scroll (Ex)

The eldritch weaver can activate one spell from a scroll as a free action, provided the spell has a casting time of one standard action or less.

2.26.2 Delay Spell (Su)

As a full-round action, the eldritch weaver can cast a spell and cause its effects to be delayed for up to 1 round per class level. A delayed spell is cast according to all the same rules as a normal spell (including provoking attacks of opportunity). While casting the spell, the eldritch weaver scribes a magical inscription, tracing glowing script on an object, a willing creature, or into empty air. This script glows dimly, shedding about as much light as a candle. A successful Spellcraft check (DC 15 + spell level) allows a viewer to identify the delayed spell.

When the specified delay is up, the spell takes effect at whatever point the caster left the inscription. Delayed spells with touch range are wasted unless the caster leaves the inscription somewhere that the spell can take effect. For example, a delayed *shocking grasp* will take effect normally if inscribed onto a person, but would be wasted if scribed into empty air or onto an unattended object.

A spell with personal range or targets the caster is ineffective as a delayed spell unless the caster places the inscription on himself or his equipment. Likewise, effects that spring from the caster's person are wasted unless the caster places the inscription on himself or his equipment. Spells with areas or effects take effect where the inscription is left, with the point of origin for the area or effect centered on the inscription.

The glowing script from a delayed spell has the same magical aura as the spell itself when the spell is active. A delayed spell is subject to dispelling, with the dispel attempt simply directed at the glowing inscription.

If the spell to be delayed has a casting time longer than one standard action, casting it as a delayed spell requires one additional full-round action.

2.27 Thread of Shadows

Tier	Effect	Spell Knowledge
Basic		
Expert	Lesser Shadow Form	2. <i>Affect Flames</i> , Sleep, <i>Torchdim</i> 3. Blindness/Deafness, Darkness, Invisibility
Heroic		
		4. Deep Slumber, Displacement, Invisibility Sphere 5. Deeper Darkness, Greater Invisibility, Shadow Conjunction
Master	Shadow Form	6. Mind Fog, Shadow Evocation 7. Mislead, Shadow Walk
Champion		
		8. Project Image, Greater Shadow Conjunction 9. Greater Shadow Evocation
Legendary		
		10. Shades

2.27.1 Lesser Shadow Form (Su)

Upon invoking this power, the eldritch weaver becomes immune to poison and critical hits, and gains a +10 circumstance bonus to Hide checks in areas of weak or dim light (anything less than direct sunlight or a *daylight* spell) for 1d4+1 rounds.

2.27.2 Major Power: Shadow Form (Su)

Upon invoking this power, the eldritch weaver and all her gear become partially incorporeal for 1d4+1 rounds or until dismissed. The eldritch weaver loses all benefits from her armor and natural armor bonuses, though her AC bonuses from size and Dexterity, deflection bonuses, and armor bonuses from force effects or *ghost touch* armor still apply. The eldritch weaver can fly at a speed of 30 feet (perfect maneuverability) and her land speed increases by +30 feet. Physical attacks against her have a 50% miss chance, though magical effects work normally, and the eldritch weaver's own physical attacks and magical attacks that rely on touch fail 25% of the time.

While in shadow form, the eldritch weaver can move through (but not see through) solid objects. However, for each 5 feet of solid material she passes through, there is a 50% chance that the eldritch weaver is shunted off to the nearest open space, taking 1d6 points of damage per 5 feet so traveled.

2.28 Thread of the Skald

Tier	Effect	Spell Knowledge
Basic		
Expert	Harmonic Performance	2. Alarm, Hypnotism, Ventriloquism 3. Blindness/Deafness, Eagle's Splendor, Enthrall
Heroic		
		4. Glibness, Sculpt Sound, Tongues 5. Break Enchantment, Lesser Geas, Shout
Master	Destructive Harmonics	6. Mind Fog, Seeming, Sending 7. Geas/Quest, Legend Lore, Mass Eagle's Splendor
Champion		
		8. Limited Wish, Project Image 9. Demand, Greater Shout
Legendary		
		10. Wail of the Banshee

2.28.1 Harmonic Performance (Su)

This power creates harmonics in a 10-foot emanation centered on the eldritch weaver, which negates sonic or language-dependant effects for 1d4+1 rounds. Each round, the eldritch weaver makes a level check (1d20 + class level), with sonic or language-dependent effects negated within the emanation unless the creatures wielding those effects make a level check equal to or higher than the eldritch weaver's level check.

If a creature is already under the effect of an ongoing sonic or language-dependent effect when it finds itself within the emanation, the effect is negated if the wielder's level check fails to overcome the eldritch weaver's.

Alternatively, the eldritch weaver can use this power when making a Perform check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

2.28.2 Destructive Harmonics (Su)

This power creates harmonics in a 10-foot-radius burst centered anywhere within 60 feet of the eldritch weaver. Objects, constructs, and undead within the burst take 3d8 points of sonic damage, while living creatures within the area of effect are deafened for 1d4 rounds and may be stunned for 1 round if they fail a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Creatures, attended objects, and unattended magic items in the burst are allowed Fortitude saves against the effect, with objects, constructs, and undead taking no damage on a successful save.

2.29 Thread of Smiting

Tier	Effect	Spell Knowledge
Basic		
Expert	Unarmed Strike	2. Chill Touch, Magic Missile, True Strike 3. Bull's Strength, Shatter, Touch of Idiocy
Heroic		
		4. Heroism, Ray of Exhaustion, Vampiric Touch 5. Enervation, Ice Storm, Shout
Master	Smite	6. Interposing Hand, Feeblemind, Forceful Hand, Telekinesis 7. Greater Heroism, Mass Bull's Strength
Champion		
		8. Grasping Hand, Mage's Sword, Power Word Blind 9. Clenched Fist, Power Word Stun
Legendary		
		10. Crushing Hand, Power Word Kill

2.29.1 Unarmed Strike (Ex)

The eldritch weaver can use the attack or full attack action to deal an unarmed blow (or several unarmed blows if his base attack bonus is high enough) without provoking an attack of opportunity. The eldritch weaver can deliver the blows with either hand or even with elbows, knees, and feet (and so can make unarmed strikes even with his hands full). He never suffers the penalty for an off-hand attack using this power, and always applies his full Strength bonus to the damage he deals.

The eldritch weaver's unarmed strike deals either lethal or nonlethal damage at the character's discretion, with no penalty on the attack roll. Damage dealt while grappling can likewise be lethal or nonlethal. The eldritch weaver's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either weapon type.

Damage dealt with this power depends on the eldritch weaver's size (shown in the table below). Alternatively, the eldritch weaver can use the unarmed strike as a secondary natural attack when he uses the full attack action with a weapon, making a single extra attack at his highest base attack bonus (though this attack takes a –2 penalty).

Size	Unarmed Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

2.29.2 Smite (Su)

As a standard action, the eldritch weaver can make a single melee attack at a +4 bonus, getting a bonus on the damage roll equal to her class level if she hits. The eldritch weaver must declare the smite attempt before making the attack.

If the eldritch weaver uses this power in conjunction with the unarmed strike power, she makes a single unarmed attack as a standard action.

2.30 Thread of Spheres

Tier	Effect	Spell Knowledge
Basic		
Expert	Dancing Sphere	2. <i>Brimstone, Pearl of Brilliance, Thought Sphere</i> 3. <i>Air Bubble, Amber Globes, Flaming Sphere</i>
Heroic		
		4. <i>Tiny Hut, Force Marbles, Sunglobe</i> 5. <i>Lesser Globe of Invulnerability, Puffball, Resilient Sphere</i>
Master	Stasis Sphere	6. <i>Brimstone Storm, Iron Sphere</i> 7. <i>Freezing Sphere</i>
Champion		
		8. <i>Crystal Globes</i> 9. <i>Telekinetic Sphere</i>
Legendary		
		10. <i>Prismatic Sphere</i>

2.30.1 Dancing Sphere (Su)

The eldritch weaver creates a 5-foot diameter pulsating sphere of magical force at any point within 30 feet, shedding light as a lantern and dealing damage at the eldritch weaver's discretion.

Once created, the sphere moves at a speed of 30 feet through the air or along a surface as the eldritch weaver directs, or can be made to follow a simple movement program set at the time of casting. Directing the sphere requires a move action, but the sphere follows a program without any further attention from the eldritch weaver. Movement programs must be fairly simple and clear (move forward or backward, up or down; follow a circular path at a specified height; move along the left side of a corridor; and so on). Once the eldritch weaver sets a program for the sphere, it cannot be changed.

The sphere can pass through creatures but not solid objects, and if created to deal damage, deals 1d8 points of force damage to any creature in its path not succeeding on a Reflex save (DC 10 + ½ eldritch weaver level + Wis modifier).

The sphere lasts 1 minute once created.

2.30.2 Stasis Sphere (Su)

The eldritch weaver creates a sphere of magical force large enough to enclose a single object or creature of up to Tiny size. By touching an unattended item or an item he holds while invoking the power, the eldritch weaver places it within the sphere in a state of suspended animation. For the item, time ceases to flow, such that the item does not deteriorate or spoil, and the duration of any spell placed upon it is temporarily suspended for as long as it remains in the sphere (though any effects created by the item are halted while in stasis). For example, if the eldritch weaver placed a *sunrod* or a lit torch within the sphere for several hours, either item would still be burning when removed as if no time had passed, but would shed no light or heat while in stasis within the sphere.

Once created, the sphere lasts one day or until the eldritch weaver who created it touches it and dismisses the effect (a standard action that does not provoke an attack of opportunity). No force or effect can harm the item within the sphere, and the sphere itself is impervious to damage and to dispelling (though a *disintegrate* or *mage's disjunction* effect destroys it, leaving anything inside unharmed).

The sphere weighs as much as whatever it holds, and if the contents are buoyant enough to float in water the sphere floats as well. Once the sphere is created, anyone can hold or carry it.

A creature placed in the sphere enjoys the same protection as an object, with all biological function ceasing until it is released. Only willing creatures can be placed within the sphere, and while inside, the creature has no senses and no thoughts.

2.31 Thread of Storms

Tier	Effect	Spell Knowledge
Basic		
Expert	Stormburst	2. <i>Heat Lightning, Precipitate, Shocking Grasp</i> 3. <i>Gust of Wind, Ride Winds, Whispering Wind</i>
Heroic		
		4. <i>Lightning Bolt, Sleet Storm, Wind Wall</i> 5. <i>Call Lightning, Ice Storm, Wall of Ice</i>
Master	Stormcloud	6. <i>Cone of Cold, Control Winds</i> 7. <i>Call Lightning Storm, Chain Lightning</i>
Champion		
		8. <i>Control Weather, Fire Storm</i> 9. <i>Polar Ray, Whirlwind</i>
Legendary		
		10. <i>Storm of Vengeance</i>

2.31.1 Stormburst (Su)

The eldritch weaver creates an instantaneous blast of icy wind, rain, and lightning that fills a 20-foot-radius burst centered within 30 feet of her. The blast deals 2d6 points of electricity damage and 1d6 points of cold damage to creatures and objects within the burst, and leaves the area drenched with water. A successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces the damage by half.

2.31.2 Stormcloud (Su)

The eldritch weaver creates a mass of roiling cloud shot through with flashes of lightning and churning hailstones. The cloud fills a 30-foot-radius spread initially centered within 60 feet of the eldritch weaver, and lasts 1 round per two class levels. As a move action, the eldritch weaver can direct the cloud at a speed of 30 feet, moving along the ground or through the air but not through solid objects. The cloud can be created underwater, but if so, cannot be made to pass or extend above the surface. Likewise, a cloud created in air cannot be made to pass into or below a body of water.

Creatures and objects within the cloud take 3d8 points of electricity damage, 2d8 points of cold damage, and 2d8 points of bludgeoning damage. A Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces damage from the cloud by half.

The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures

farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

2.32 Thread of Sun & Moon

Tier	Effect	Spell Knowledge
Basic		
Expert	Nighteyes	2. Affect Flames, Color Spray, Faerie Fire 3. Darkness, Darkvision, Hypnotic Pattern
Heroic		4. Daylight, Searing Light, Sunglobe 5. Deeper Darkness, Rainbow Pattern, Sunray
Master	Stone of the Sun and Moon	6. Cloak of Gloom, Moonbright, Shooting Star 7. Moonshadows, Sun Motes
Champion		8. Prismatic Spray, Starblade 9. Blackburst, Sunburst
Legendary		10. Prismatic Sphere, Prismatic Wall

2.32.1 Nighteyes (Su)

The eldritch weaver can give himself low-light vision, enabling him to see twice as well as a human at night or in dim illumination, or darkvision with a range of 60 feet. Neither effect stacks with any other source of low-light vision or darkvision.

This effect lasts 1d4+1 hours.

2.32.2 Stone of the Sun and Moon (Su)

To use this power, the eldritch weaver requires a moonstone or crystal prism worth at least 50 gp. As a standard action, the eldritch weaver can make the stone emit a 60-foot cone of dim light or a 30-foot cone of bright light, with either effect lasting for 1d6+1 hours.

While either of the above light effects is in operation and the eldritch weaver holds the stone, she can make the stone emit a blinding ray of light up to 60 feet long. Any creature struck by a ranged touch attack is blinded for 1d4 rounds unless it makes a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). This use of the stone extinguishes the light until the power is used again.

The eldritch weaver can have any number of stones operational at once (subject to her daily use limit for the power), but each requires a 50 gp stone as a focus. Other creatures can carry the stone for illumination, but only the eldritch weaver can evoke the blinding ray.

2.33 Thread of Surcease

Tier	Effect	Spell Knowledge
Basic		
Expert	Wall of Inertia	2. Hypnotism, Sleep, <i>Id Seizure</i> 3. Daze Monster, Ghoul Touch, Hypnotic Pattern
Heroic		
		4. Deep Slumber, Dispel Magic, Hold Person 5. Dimensional Anchor, Rainbow Pattern, Remove Curse
Master	Wall of Negation	6. Break Enchantment, Dismissal, Hold Monster 7. Circle of Death, Greater Dispel Magic, Flesh to Stone
Champion		
		8. Banishment, Mass Hold Person, Sequester 9. Binding, Dimensional Lock, Trap the Soul
Legendary		10. Mass Hold Monster, Imprisonment, Mage's Disjunction

2.33.1 Wall of Inertia (Su)

The eldritch weaver creates an invisible barrier centered at any point within close range (25 ft. + 5 ft./2 levels) which slows down creatures or objects passing through it. The barrier fills one 10-foot square per point of its creator's Wisdom bonus (minimum one square), and can be made longer by reducing its width (one 20-foot by 5-foot square per point of Wisdom bonus, minimum one square). The wall must be flat, unbroken, and oriented either vertically or horizontally when created, and lasts 1d4+1 rounds.

A creature can only pass through the wall by making a successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier). On a failed save, its movement ends, though it can try to pass through the barrier again if it still has a move action available in its turn. If the wall stops a flying creature's movement, the creature must land, or will fall if it has not met its minimum forward speed (if any) for the turn.

Falling creatures will be stopped by a horizontal wall without taking falling damage. Once stopped, the falling creature's turn ends if it has fallen more than 500 feet in the current round, but if it has fallen 500 feet or less, it can take a standard or move action after stopping (though it cannot actually move unless it has a fly speed or the wall touches some area where it could normally move). A

creature which cannot move off the wall must await rescue or the end of the effect's duration, at which point it will fall again.

Projectiles and other propelled objects are deflected slightly by the wall, such that the targets of ranged weapon attacks passing through it gain a +4 AC bonus. Targeted magical effects, including rays, ignore the wall.

A creature can make melee attacks through the wall even without passing through it, though any targets gain a +4 AC bonus.

2.33.2 Wall of Negation (Su)

The eldritch weaver creates an invisible barrier whose form and duration are as for the wall of inertia, but which can negate magical effects that pass through it. If the line of effect for a spell or spell-like ability passes through the barrier, the eldritch weaver makes a dispel check to negate the effect (see *Dispel Magic* in the *PHB*, except the maximum caster level is +20). When the line of effect for a supernatural ability passes through the wall, the eldritch weaver makes a dispel check to negate the effect but uses only half his caster level (maximum +10). The caster level for the supernatural effect is equal to the Hit Dice of the creature using the ability.

The wall of negation has no effect on spells or other magical effects operating on creatures or objects that pass or reach through it, nor does it affect magical effects delivered through the barrier by touch.

2.34 Thread of Travelers

Tier	Effect	Spell Knowledge
Basic		
Expert	Unflagging Traveler	2. Floating Disk, Mount, Unseen Servant 3. Levitate, Longstrider, <i>Ride Winds</i>
Heroic		
		4. Fly, Phantom Steed, Tiny Hut 5. Dimension Door, Secure Shelter
Master	Speedy Traveler	6. Mage's Faithful Hound, Overland Flight, Teleport 7. Control Water, Shadow Walk
Champion		
		8. Mage's Magnificent Mansion, Plane Shift, Greater Teleport 9. [FIXME: none identified]
Legendary		
		10. Gate, Teleportation Circle

2.34.1 Unflagging Traveler (Su)

Whenever the eldritch weaver makes a Survival check to get along in the wild, deal with or predict the weather, keep from getting lost, or avoid wilderness hazards, she can add her class level to the check result. This power does not affect Survival checks made to follow tracks.

2.34.2 Speedy Traveler (Su)

By invoking this power, the eldritch weaver gains +10 feet to his base speed for 1 hour.

Alternatively, the eldritch weaver can use this power to instantly transport himself and up to 50 lb. of equipment (and his familiar if touched) up to 7 leagues (21 miles). This power otherwise works like the *greater teleport* spell, but the eldritch weaver can only instantly transport himself once per day, no matter how many daily uses of this power he normally has.

2.35 Thread of the Undead

Tier	Effect	Spell Knowledge
Basic		
Expert	Rebuke Undead	2. Chill Touch, Detect Undead, Ray of Enfeeblement 3. Command Undead, False Life, Spectral Hand
Heroic		
		4. Gentle Repose, Halt Undead, Vampiric Touch 5. Animate Dead, Contagion, Enervation
Master	Vampiric Fortitude	6. Blight, Magic Jar, Waves of Fatigue 7. Circle of Death, Create Undead, Undead to Death
Champion		
		8. Control Undead, Finger of Death, Waves of Exhaustion 9. Create Greater Undead, Horrid Wilting
Legendary		
		10. Energy Drain, Soul Bind

2.35.1 Rebuke Undead (Su)

The eldritch weaver can rebuke undead as an evil cleric of one-half her eldritch weaver level.

2.35.2 Vampiric Fortitude (Su)

As a free action, the eldritch weaver can invoke this power to gain damage reduction 5/silver, fast healing 2, and resistance to cold and electricity 10 for 1d6 minutes. The following types of attacks and effects have a 25% chance of failure when used against the eldritch weaver: physical ability damage (Constitution, Dexterity, and Strength), critical hits, magical death effects, death from massive damage, energy drain, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), nonlethal damage, paralysis, poison, and stunning. If the above attacks or effects fail, the eldritch weaver suffers no harm from the effect (though area effects still work normally against other creatures in the area). If a critical hit fails against the eldritch weaver, he still takes normal damage from the attack.

2.36 Thread of Veils

Tier	Effect	Spell Knowledge
Basic		
Expert	Concealing Shroud	2. Disguise Self, Magic Aura, Obscuring Mist 3. Fog Cloud, Invisibility, Misdirection, Shadow Curtain
Heroic		4. Invisibility Sphere, Nondetection, Stinking Cloud 5. Greater Invisibility, Polymorph, Solid Fog
Master	Hide Self	6. Cloak of Gloom, Cloudkill, Hold Master, Seeming 7. Acid Fog, Mislead, Veil
Champion		8. Mass Invisibility, Project Image, Statue 9. Incendiary Cloud, Screen
Legendary		10. Shapechange

2.36.1 Concealing Shroud (Su)

The eldritch weaver covers himself with a shroud of dull gray motes that partially mask his movements and exact location, granting concealment (20% miss chance). Magical effects that defeat illusions, such as *true seeing*, negate the eldritch weaver's concealment, as does the blindsight special quality, but neither *see invisibility* nor the blindsense special quality have any effect.

This power is an illusion (glamer) effect, and once invoked, lasts 1d6+1 rounds.

Alternatively, the eldritch weaver can use this power when making a single Disguise or Hide check, adding his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

2.36.2 Hide Self (Su)

As a move action or as a free action combined with a regular move, the eldritch weaver can hide herself without having a place to hide, or can hide while being observed without needing to first create a distraction with the Bluff skill.

The eldritch weaver must make a Hide check at a –10 penalty, but adds her class level as a bonus on the check if she has at least one rank in the skill (one-half her class level if untrained). Once hidden, the eldritch weaver remains so for 1d4+1 rounds or until spotted with the Spot skill. The eldritch weaver can choose to

remain visible to her allies when hiding, but must decide to do so when she uses this power.

The eldritch weaver remains hidden only if she remains motionless or moves at one-half speed or less. Moving at more than one-half speed requires a new Hide check at a –5 penalty, while running or charging requires a new Hide check at a –20 penalty. Attacking while moving adds an additional –20 penalty on any new check.

This power relies on both misdirection and illusion magic, such that blindsight and blindsense remain effective against the hidden eldritch weaver so long as the creatures using them have line of effect to her. *True seeing* reveals an illusory curtain around the eldritch weaver but does not pinpoint her location, such that she has total concealment (50% miss chance and the attacker can't use sight to locate the target) against the creature using the spell. See *invisibility* has no effect against this power.

2.37 Thread of Vision

Tier	Effect	Spell Knowledge
Basic		
Expert	Protected Sight	2. Deathwatch, Detect Secret Doors, <i>Eagle Eyes</i> 3. Glitterdust, Owl's Wisdom, See Invisibility
Heroic		
		4. Arcane Sight, Clairaudience/Clairvoyance, <i>Third Eye</i> 5. Arcane Eye, Detect Scrying, Scrying
Master	Clearsight	6. <i>Manyeyes</i> , Prying Eyes, True Seeing 7. Eyebite, Mass Owl's Wisdom, <i>Shaded Sight</i>
Champion		
		8. Greater Arcane Sight, Greater Scrying 9. Moment of Prescience
Legendary		
		10. Foresight

2.37.1 Protected Sight (Su)

As a free action, the eldritch weaver can invoke this power in order to gain resistance (equal to the eldritch weaver's class level +10) against magical blindness and dazzle effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular blindness or dazzle effect.

If this power fails to protect the eldritch weaver against a particular blindness or dazzle effect, she is still entitled to any saving throw the effect normally allows.

2.37.2 Clearsight (Su)

As a free action, the eldritch weaver can invoke this power to gain exceptional visual perception for 1d6 minutes. The eldritch weaver can see clearly for 30 feet even through effects that normally obscure vision such as fog or darkness (including magical darkness), and ignores any miss chance from concealment against targets within that range. The eldritch weaver still cannot see through solid, opaque objects, however, and is affected by cover as normal.

While this power is in effect, the eldritch weaver also has better than normal distance vision, and the DC of any Spot checks he makes increases by +1 for every 20 feet of distance (rather than the normal +1 per 10 feet). He also gains a +4 bonus to Spot checks made to reveal disguises and a +2 saving throw bonus on Will saves to disbelieve any illusion with a visible element.

Alternatively, the eldritch weaver can select any location within line of sight and view that location for 1 round as if he were at that location. Except for the range and duration, this version of the power works just like *clairaudience/clairvoyance* spell with the visual sensor placed at the location the eldritch weaver selects.

2.38 Thread of Wards

Tier	Effect	Spell Knowledge
Basic		
Expert	Ward Against Blows	2. Alarm, Endure Elements, Protection from Chaos/Evil/Good/Law, Shield 3. Arcane Lock, Obscure Object, Protection from Arrows, Resist Energy
Heroic		
		4. Explosive Runes, Magic Circle against Chaos/Evil/Good/Law, Nondetection, Protection from Energy 5. Fire Trap, Lesser Globe of Invulnerability, Stoneskin
Master	Ward Against Magic	6. Mage's Private Sanctum, Wall of Force, Wall of Stone 7. Antimagic Field, Globe of Invulnerability, Guards and Wards
Champion		
		8. Forcecage, Sequester, Spell Turning 9. Dimensional Lock, Mind Blank, Protection from Spells
Legendary		
		10. Prismatic Sphere

2.38.1 Ward Against Blows (Su)

As a free action, the eldritch weaver can invoke this power to increase his natural armor bonus, either gaining a natural armor bonus of +2 plus his positive Wisdom modifier if he has no natural armor bonus, or adding his positive Wisdom modifier to any natural armor bonus he already has. In either case, the power lasts 1d6 minutes.

2.38.2 Ward Against Magic (Su)

As a free action, the eldritch weaver can invoke this power to gain spell resistance equal to 11 + her class level for 1d6 minutes.

2.39 Thread of the Warrior

Tier	Effect	Spell Knowledge
Basic		
Expert	Lesser Skill at Arms	2. Mage Armor, Shield, True Strike 3. Bear's Endurance, Bull's Strength, Protection from Arrows
Heroic		
		4. Haste, Heroism, Keen Edge 5. Fire Shield, Freedom of Movement, Stoneskin
Master	Skill at Arms	6. <i>Arcane Ram</i> , Interposing Hand, Telepathic Bond 7. Forceful Hand, Greater Heroism, Transformation
Champion		
		8. Grasping Hand, Mage's Sword 9. Clenched Fist, Moment of Prescience
Legendary		
		10. Crushing Hand, Foresight

2.39.1 Lesser Skill at Arms (Su)

Upon invoking this power, the eldritch weaver gains proficiency in all simple and martial weapons, and gains three temporary hit points per class level. Both effects last for one hour.

2.39.2 Skill at Arms (Su)

Upon invoking this power, the eldritch weaver's base attack bonus becomes equal to his character level (which may give him multiple attacks with the full attack action) for one hour.

2.40 Thread of Water

Tier	Effect	Spell Knowledge
Basic		
Expert	Call Water Elemental	2. Acid Arrow, Fog Cloud, <i>Water Jet</i> 3. <i>Alter Liquid</i> , Endure Elements, Obscuring Mist
Heroic		
		4. Sleet Storm, Water Breathing, <i>Water Shape</i> 5. Ice Storm, Solid Fog, <i>Steam Jet</i>
Master	Create/Destroy Water	6. <i>Air and Water</i> , Cloudkill, Cone of Cold, Hold Monster 7. Acid Fog, Control Water, Freezing Sphere
Champion		
		8. Control Weather, Plane Shift 9. Horrid Wilting, Polar Ray
Legendary		
		10. <i>Maelstrom</i> , <i>Waterform</i>

2.40.1 Call Water Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small water elemental (see the *MM*) to a location within 60 feet of herself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** of the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small water elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small water elementals.

Once the eldritch weaver uses this power, she must wait 1d4 rounds before using it again, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

2.40.2 Create/Destroy Water (Su)

The eldritch weaver can instantly create about 30,000 cubic feet of pure water or cause the same amount of water to vanish. When used to create water, this power creates a 20-foot-radius burst of high-pressure water centered on a point within 60 feet of the caster. The water deals 8d4 points of bludgeoning damage,

or half-damage on a successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Creatures with the water subtype take no damage on a successful save and only half-damage on a failed save.

In addition, Tiny or smaller creatures within the area of the blast are knocked down and rolled 2d4x10 feet if standing on the ground, or are blown back 4d6x10 feet if flying. Small creatures are knocked down and rolled 1d4x10 feet by the force of the water, or if flying are blown back 2d6x10 feet. Medium creatures are knocked prone by the force of the water, or if flying are blown back 1d6x10 feet. Large creatures are checked (unable to move toward the burst's point of origin) for 1 round, while Huge or larger creatures suffer no additional effects.

The burst of water extinguishes nonmagical fires in its area, but any fire larger than the area of the burst is unaffected.

If used to destroy water, this power dries up all open water within a 20-foot-radius burst, but has no effect on water in sealed containers. If used underwater, destroy water creates a 120-foot radius vortex that can drag creatures toward its center. Tiny or smaller creatures within the area of the vortex are pulled 2d6x10 feet toward its center, Small creatures are pulled 2d4x10 feet, and Medium creatures 1d6x10 feet. Large creatures are checked (unable to move away from the vortex's point of origin) for 1 round, while Huge or larger creatures suffer no effects. Creatures pulled toward the center of the vortex suffer 1d4 points of nonlethal bludgeoning damage per 10 feet moved.

The eldritch weaver can also use the power to destroy water as a targeted effect against a single creature with the water subtype, or against a single magic item that creates or controls water, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces a water creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its water-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

2.41 Thread of the Wurm

Tier	Effect	Spell Knowledge
Basic		
Expert	Lesser Draconic Adept	2. Mage Armor, Sleep, Ventriloquism 3. <i>Senses of the Wyrmling</i> , Scare, See Invisibility
Heroic		
		4. Deep Slumber, Fly, <i>Thievesbane</i> 5. Charm Monster, Fear, Stoneskin
Master	Draconic Adept	6. Mind Fog, Overland Flight, Spell Resistance 7. Eyebite, <i>Scales of the Wurm</i> , True Seeing
Champion		
		8. Control Weather, Insanity, Vision 9. Mass Charm Monster, Earthquake, Temporal Stasis
Legendary		
		10. Dominate Monster, Foresight

2.41.1 Lesser Draconic Adept (Su)

As a free action, the eldritch weaver can invoke this power in order to gain resistance (equal to the eldritch weaver's class level +10) against magical sleep and paralysis effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular sleep or paralysis effect.

If this power fails to protect the eldritch weaver against a particular sleep or paralysis effect, she is still entitled to any saving throw that effect normally allows.

Special: Elven eldritch weavers with this thread gain a slightly different ability. They are immune to all paralysis effects when they invoke this power, and gain a +4 bonus to enchantment spells and effects.

2.41.2 Draconic Adept (Ex)

By invoking this power, the eldritch weaver can breathe a cone of cold or fire, or a line of acid or electricity. A cone is 5 feet long per point of the eldritch weaver's Wisdom bonus (minimum 5 feet), while a line is 10 feet long per point of Wisdom bonus (minimum 10 feet). No matter what its shape or type of energy, the eldritch weaver's breath weapon deals 1d4 points of damage per

two class levels. A successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces damage by half.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

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4 Templates

4.1 Template

Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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4.2 Template (Spell Knowledge)

Tier	Effect	Spell Knowledge
Basic		
Expert		
Heroic		
Master		
Champion		
Legendary		
