#### Widow Weave

**Description**

This rune appears as a tattoo of an hourglass appearing on the abdomen of the mage.

**Purpose**

This rune has no true purpose.

**Rune Site**

Somewhere on the edges of Bostonia lies a cave containing a monstrous spider called the Widow Queen. Her giant web is woven with runic script. This is the rune site.

**Binding and Raising**

To bind the Widow Weave, the would-be mage has to enter the Queen’s lair and steal some of the silk from her web. In the meantime, the Queen and her cohort of giant spiders will attack the mage, trying to stop him.

If the mage survives his encounter with the Queen, he weaves the silk into his abdomen in the shape of an hourglass. The tattoo takes a WIL save vs. DL 14 to begin and a DEX test vs. DL 14 to complete successfully.

To raise the Weave, the mage returns to the Queen’s chamber and steals more silk with which he embellishes the tattoo. No attribute tests are required to add to the tattoo.

**Practitioners**

The Weave has very few practitioners as most die stealing the necessary silk. At any given time, there might be 2-5 mages with the Weave in all the known lands. They have no common motivation or purpose except for their interest in the powers provided by the Weave.

**Effects**

This rune causes the mage to be attuned to spiders. He can sense their presence. On a negative note, if any spider is killed near him, he takes a hit point of damage.

**Skill**

The magic skill for the Weave costs 7 points and has a base level of WIL/WIL/SPI.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Detect Poison | 8 | VS | 3” | Inst | N | * Detects poison in or on a single nearby object * Also gives information about the nature of the poison and its effects |
| Eight Eyes | 8 | VS | S | 1h | Y | * Caster grows eight eyes * Gives 360 degree vision * +3 to all perception checks * Cannot be flanked |
| Spider Bite | 8 | NE | 15” | 2-6r | N | * Spider appears and bites your target * Bite does no damage, but victim is impaired(1) (WIL 12) * Mages who fail their save lose any spells they are in the process of casting |
| Spider Crawl | 10 | NE | S | 10m | Y | * You can walk on sheer surfaces with complete freedom of action * You are immune to entangling effects |
| Wound Web | 10 | S | T | Inst | N | * You weave a web into the target’s wound, healing 1d4 hit points |
| **Second Circle** | | | | | | |
| Illusion of Six Arms | 12 | C | S | 12r | Y | * You create an illusion of having six arms, confusing your opponents * You get a +2 to attack and +3 to all sleight of hand checks |
| Rope Weaving | 12 | VS | 20” | 1h | N | * You create a thin, sticky rope from your fingers * The rope sticks to any surface it hits and you can fix your end as well * The rope holds up to 1000 kg |
| Summon Spider | 13 | NE | 5” | 12r | Y | * Summon a large spider to fight for you * The spider follows your telepathic commands |
| Venom | 13 | VS | T | 1h | N | * You coat a weapon in your venom * The venom causes the weapon to do an additional 1d6 points of damage * The venom retains its potency for 1 hour, or 1d4 attacks, or 1d4 arrows * You fatigue one rune level |
| Web | 14 | C | 6/20 | 12r | N | * You shoot a ball of sticky webbing at your target that entangles him (STR, AGI 15) * An entangled character cannot move, attack or cast spells, but he can save each round to escape * Anyone touching the webs, must save or be entangled |
| **Third Circle** | | | | | | |
| Creeping Doom | 18 | NE | 5” | 6r | N | * You summon a swarm of small, creeping spiders * The swarm covers a 3 hex radius and can move up to 3 hexes each round * Anyone in the swarm takes 1d4 penetrating damage each round and is affected by fear (WIL 18) |
| Deadly Venom | 17 | VS | T | 1h | N | * You coat a weapon in your venom * The venom causes the weapon to do an additional 1d8+1 points of damage * The venom retains its potency for 1 hour, or 1d6+1 attacks, or 1d6+1 arrows * You fatigue one rune level |
| Massive Web | 18 | C | 20” | 12r | N | * You create a mass of sticky webs that cover 7 hexes * Anyone caught in the area is entangled (STR, AGI 18) * An entangled character cannot move, attack or cast spells, but he can save each round to escape * Anyone touching the webs, must save or be entangled |
| Summon Giant Spider | 18 | NE | 5” | 12r | Y | * You summon a giant spider to do your bidding * The spider follows your telepathic commands |
| Wound Weave | 16 | NE | T | Inst | N | * You heal 2d6 hit points |
| **Fourth Circle** | | | | | | |
| The Lair | 22 | L | S | 1d | Y | * You create a maze of thick, sticky webs throughout a building or a wooded region of 100 acres or less * You can move in the webs freely, but others will be trapped similar to the Web spell * You gain +6 to all stealth and concealment checks (or a 16 skill, whichever is higher) * If this spell is maintained for a week, it becomes permanent at your discretion |
| Venom Queen | 24 | VS | 40” | 1h | N | * You summon the Venom Queen to do your bidding * She will appear and perform one task (about 1 hour), but then demands to be fed * If you cannot provide a live victim, you will become that victim * You must invest 2 levels to cast this spell |