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[The spell weavers are only tangentially related to the Age of Worms AP, but I've been looking for an excuse to stat them up for some time. The original 3e version cut some minor abilities from the original 2e version which have been reinstated, and I've changed its type from monstrous humanoid to aberration. This is based mostly on the "Ecology of the Spell Weavers" article from Dragon Magazine's 3.5 days, which gives them lots of really weird flavor that I've incorporated into this version.

Also, I found this art that combines the best features of the 2e DiTerlizzi version and the Raven Mimura one from 3.0. But it has seven arms for some reason.]

Spell Weaver

This spindly humanoid creature has a narrow face with wide eyes atop a long, flexible neck. Six arms grow from its torso, each arrayed with delicate fingers.

Spell weavers are strange creatures native to some lost plane with incredible magical gifts. A spell weaver's anatomy is unusual—its blood is a metallic blue, it can turn its head all the way around, and their skin grows darker as they age. According to their lore, they once ruled an empire that spanned the universe, but it was sundered by the gods for the spell weavers' temerity in attempting to ascend to divinity. Only a renegade spell weaver treats divine powers with anything but utter contempt.

Spell weavers desire magic items above all other things, especially ancient or unique ones, and they most frequently interact with other races when attempting to obtain these artifacts by any means necessary. Although their chromatic discs appear to be magic items themselves, they are in fact an organ kept outside the body, something like an external brain that can tap into additional arcane power. Between their six arms and their chromatic disks, a spell weaver can unleash devastating amounts of spells in a short time. Although they are immune to fear, they do possess common sense, and will flee from a losing battle.

Spell weavers are almost completely silent, communicating with each other through telepathy and sign language. They do make twittering noises as verbal components for their spells, but rare spell weaver writings suggest that they abolished spoken language as a protest against the gods. They live for six hundred years if not slain through violence. A spell weaver can "regenerate" six times, being reborn as a young adult with only vague memories of its former lives. At the end of its sixth life, a spell weaver ritually kills itself if it is able, in so doing spawning six new children. A spell weaver stands about five feet tall and weighs 100 pounds.

Spell Weaver CR 10

XP 9,600

N Medium aberration (extraplanar)

Init +10; **Senses** darkvision 60 ft., Perception +21, *see invisibility*

Defense

AC 25, touch 16, flat-footed 19 (+6 Dex, +5 natural, +4 armor)

hp 119 (14d8+56)

Fort +8, **Ref** +10, **Will** +13

Immune mind-influencing effects, pain effects; **SR** 21

Defensive Abilities shielded mind

Offense

Speed 30 ft.

Melee 6 slams +16 (1d4-1)

Special Attacks chromatic disk, spellweaving

Spell-like Abilities CL 14th, concentration +20 (+24 casting defensively)

Constant—*mage armor*, *see invisibility*

At will—*detect magic*, *invisibility*, [object reading](#)

1/day—*dimensional lock*, *plane shift* (DC 23)

Spells CL 10th, concentration +16 (+20 casting defensively)

5th (4/day)—*cone of cold* (DC 22)

4th (6/day)—*dimension door*, *fire shield*

3rd (7/day)—*dispel magic*, *fly*, *lightning bolt* (DC 20)

2nd (8/day)—*knock*, *mirror image*, *scorching ray*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 18), *feather fall*, *magic missile*, *ray of enfeeblement* (DC 17), *shield*

0th—*acid splash*, *arcane mark*, *light*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

Statistics

Str 9, **Dex** 23, **Con** 18, **Int** 22, **Wis** 19, **Cha** 22

Base Atk +10; **CMB** +9; **CMD** 25

Feats Combat Casting, Craft Wand, Empower Spell, Extend Spell, Improved Initiative, Spell Focus (evocation), Weapon Finesse

Skills Appraise +20, Bluff +20, Fly +16, Intimidate +23, Knowledge (arcana) +23, Knowledge (history) +20, Knowledge (planes) +20, Perception +21, Spellcraft +23, Stealth +16, Use Magic Device +20

Languages Spell-sign, telepathy 100 ft. (1 mile with other spell weavers)

Ecology

Environment any land or underground

Organization solitary or party (2-6)

Treasure double standard

Special Abilities

Chromatic Disk (Su) A spell weaver carries a metallic disk about six inches in diameter, which is an extension of their bodies and spellcasting ability. A spell weaver can use a chromatic disk to cast an additional 10 levels of spells per day, in any combination. A spell weaver must be holding the disk in one hand to use it, and can use these spells in conjunction with its spellweaving ability. Only a spell weaver can use a chromatic disk, and a DC 30 Use Magic Device check is required for another creature to even hold it safely. If this check is failed, the disk explodes, dealing 4d10 force damage to all creatures in a 30 foot radius (no save). A spell weaver can create a new disk in one hour, but may only have one disk at a time.

Shielded Mind (Ex) Any creature communicating telepathically with a spell weaver or attempting to read its mind must succeed a DC 23 Will save or be confused, as the spell, for 1 minute. The save DC is Charisma based.

Spells A spell weaver casts spells as a 10th level sorcerer. It does not gain any of the other class abilities of a sorcerer, such as bloodline abilities.

Spellweaving (Su) A spell weaver can cast multiple spells as a standard action, as long as all of those spells have a casting time of one standard action. Each level of spells cast in a single round requires the use of one hand (0th level spells count as 1st level spells for this purpose). For example, a spell weaver with all its hands free could cast three 2nd level spells in the same action, or a 4th level spell and a 2nd level spell, or six 1st level spells.