

THE WEAVER CLASS



**A CLASS THAT CREATES
ITS OWN SPELLS!**



WEAVER

A small platoon of drow began to approach a babbling man they were sent to assassinate; the man's eyes began to glow as the drow saw him summon a wolf made of pure lightning. An orphaned girl lies waiting in the alley when a man approaches her attempting to steal her flowers. She closes her eyes and in a stroke of fear, the girl blasts the man with a bolt of darkness that blinds him as she grabs her flowers and makes her escape.

Unlike sorcerers who are connected to magic through their bloodlines, the weaver has turned themselves into pure catalysts for magical power through the planes of existence and their connection to their Weaver enclaves, and as such, can manipulate the fabric of magic, hence the name. Most people who become Weavers join an enclave, a group of Weavers who harness power through a connection with a school of magic and a belief on how to use them.

WEAVING

The most fascinating trait of Weavers, at least to arcane scholars and those who study magic is the Weaver's ability to manipulate the fundamental rules of how magic normally works. Very well-known and popular spells that are practiced often in arcane schools are changed and warped as they intake magical energy, allowing Weavers to give them new effects. Sometimes, these effects are as simple as changing an average *Scorching Ray* spell to instead fling a glob of acid, or as complicated as causing the *Ice Storm* spell to create a well of gravity in the center as to pull foes in.

However, these magical feats are not known as spells to Weaver enclaves due to the fundamental way they differ from the practices of other spellcasters, they are known as "Weaves". Weaves are made of two main components, "Bases" and "Permutations". A Base is the fundamental shape of the spell, while a Permutation determines the spell's rules.

BONDS OF MAGIC

Weavers understand the connections between the powers of magic and the natural world. An entire world full of untamed magical power that can be manipulated for the good or deficit of all life in the multiverse. Because of how magic can be manipulated for different ways and for different means, Weaver enclaves have conflicting opinions on how magic should be used or manipulated.

The enclaves that Weavers join often sacrifice themselves to the morals of their enclaves, whether it be the vigilante view of the Abjurers, the militarized Evokers, or the spiritual Conjurers.



CREATING A WEAVER

When creating a Weaver, think about how they came to join the enclave you're in. Perhaps your character is a rejected wizard student who wished to prove themselves to their wizard counterparts or a member of your family indoctrinated you into the enclave.

What is your view on how weaving and arcane power should be used, and does it conflict with your enclaves? How did your character come to adventure? Were you sent on a mission from your enclave to fix a rift in the multiverse? Did an enemy of your enclave rear their filthy head? Is a powerful wizard threatening to warp the very fabric of magic itself?

QUICK BUILD

You can make a Weaver quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, select the Cloistered Scholar background. Third, select the *bolt* and *skin* bases, and the *fire* permutation.

CLASS FEATURES

As a Weaver, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per weaver level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per weaver level

PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Constitution

Skills: Choose two from Arcana, Insight, Perception, Survival, Religion, or Investigation.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a dungeoneer's pack
- An arcane focus
- two daggers

WEAVING

Your connection to the planes of existence and arcane power itself grants you the use of weaves. Instead of casting spells like a traditional spell caster such as a wizard or sorcerer with spell slots and spells that you learn, you instead cast spells using "Bases" and "Permutations". The base of a weave determines how a spell behaves such as firing a powerful bolt or summoning a weapon or ally, and a permutation alters the base to give it an effect such as changing the damage or forcing a creature to make a saving throw against a special effect of the permutation.

CANTRIPS

You know two cantrips of your choice from the Weaver cantrip list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Weaver table. These cantrips cannot be modified by permutations.

WEAVE SLOTS

The Weaver table shows how many weave slots you have to cast weaves of 1st through 5th level. The table also shows what the level of those weaves are; all of your weave slots are the same level and act as if they are spells. To cast a weave of 1st level or higher, you must expend a weave slot. You regain all expended weave slots when you finish a short or long rest. For example, when you are 5th level, you have three 3rd-level weave slots. To cast *Bolt*, you must spend one of those weave slots, and you cast it as a 3rd-level weave.

WEAVES OF 1ST LEVEL AND HIGHER

At 1st level, you know two bases and one permutation of your choice from the Weaver base and permutations list. The Bases Known and Permutations Known column of the Weaver table shows when you learn more bases and permutations. Additionally, when you gain a level in this class, you can choose one of the bases and one of the permutations you know and replace it with another base or permutation from the bases and permutations list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your weaves and cantrips, so you use your Wisdom whenever a base, permutation, or cantrip refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a weave or cantrip you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

WEAVING FOCUS

You can use a piece of jewelry that you wear as your weaving focus as weaves, like spells, require verbal, somatic, and sometimes material components to cast. Alternatively, choose a focus that you feel would suit your character.



THE WEAVER

Level	Proficiency Bonus	Features	Cantrips Known	Bases Known	Permutations	Weave Slots	Slot Level
1st	+2	Weaving	2	2	1	1	1st
2nd	+2	Weaver Enclave	2	2	1	2	1st
3rd	+2	Arcane Edict (1)	2	2	1	2	2nd
4th	+2	Ability Score Improvement	3	3	2	2	2nd
5th	+3	—	3	3	2	3	3rd
6th	+3	Enclave Feature	3	3	2	3	3rd
7th	+3	Arcane Edict (2)	3	4	3	3	4th
8th	+3	Ability Score Improvement	3	4	3	4	4th
9th	+4	—	3	4	3	4	5th
10th	+4	Enclave Feature	4	5	4	4	5th
11th	+4	Arcana Base (6th Level) Arcane Edict (3)	4	5	4	5	5th
12th	+4	Ability Score Improvement	4	5	4	5	5th
13th	+5	Arcana Base (7th Level)	4	6	5	5	5th
14th	+5	Enclave Feature	4	6	5	6	5th
15th	+5	Arcana Base (8th Level) Arcane Edict (4)	4	7	5	6	5th
16th	+5	Ability Score Improvement	4	7	6	6	5th
17th	+6	Arcana Base (9th Level)	4	7	6	7	5th
18th	+6	—	4	8	6	7	5th
19th	+6	Ability Score Improvement	4	8	7	7	5th
20th	+6	Catalyst	4	8	7	8	5th

WEAVING

Starting at 1st level, you learn to manipulate the very fabric of magic to perform Weaves. Weaves are made up of two parts, a "Base", which determines how the spell functions and "Permutations", which give the spell additional effects. Weaves are still considered spells as per the Spellcasting rules, so effects such as a monster's *Magic Resistance* feature or effects that occur when spells are mentioned still take effect.

When casting a weave, select a known base and permutation. You may choose to forgo using a permutation as part of a weave but the weave slot is still expended normally.

WEAVER ENCLAVE

Starting at 2nd level, you take on the mantle of a weaver enclave, a society that has its own views on how magic should be used and what school of magic they prefer. You may choose to be an Abjurer, Conjurer, or Evoker.

ARCANE EDICT

Starting at 3rd level, you begin to develop countermeasures to certain schools of magic. You have advantage on saving throws against spells and magical effects from one school of magic of your choice. At levels 7th, 11th, and 15th, you may choose an additional school of magic to have advantage against saving throws in.

When you level up, you may replace one of your Arcane Edicts with a different one.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

ARCANA BASE

Starting at 11th level, when you cast a weave, you can choose to super charge it, casting the weave at a higher level. You gain one 6th level weave slot which you can use to cast any weave as if it were cast at 6th level. At 13th level, you gain one 7th level weave slot. At 15th level, you gain one 8th level weave slot. At 17th level, you gain one 9th level weave slot.

You may cast one weave at each of these levels once per long rest.

CATALYST

Starting at 20th level, you become a pure catalyst for arcane power. Whenever you are targeted by or dealt damage from a spell of 5th level or lower, you may use your reaction to absorb the spell. You immediately resist all the spells effects and are immune to the spell entirely. Additionally, you regain 1 weave slot.

Once you use this feature, you cannot use it again until you finish a long rest.

BASES

When learning bases, select them from the following list.

ARMOR

School: **Abjuration**

Casting time: **1 Action**

Range: **Touch**

Components: **V,S,M (A piece of cured leather)**

Duration: **8 Hours**

You touch a willing creature who isn't wearing armor, creating an arcane magical force that surrounds them. The target creature's base AC becomes 13+its Dexterity modifier. The weave ends if the target dons' armor or if you dismiss the weave as an action. If a creature fails to hit a creature's AC with a melee attack while it's under the effects of this base, you may use your reaction to trigger any permutations affecting this base.

BLAST

School: **Evocation**

Casting time: **1 Action**

Range: **Self (15-foot cone)**

Components: **V,S**

Duration: **Instantaneous**

An arcane blast occurs from your hands as a cone of arcane energy shoots out 15 feet from you. Each creature in the cone must succeed a Dexterity saving throw or take 1d10 force damage or half as much on a successful one. Any creatures that fail this save are affected by any permutations affecting this base. You may choose to replace the saving throw of this base with the same type of saving throw as a permutation affecting it.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BOLT

School: **Evocation**

Casting time: **1 Action**

Range: **120 feet**

Components: **V,S**

Duration: **Instantaneous**

You fire a bolt from your finger at a target creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d6 force damage and triggers any permutations affecting this base.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

BOMB

School: **Evocation**

Casting time: **1 Action**

Range: **120 feet**

Components: **V,S,M (A pinch of gunpowder)**

Duration: **Instantaneous**

An arcane explosion occurs from a point you choose within range. Each creature in a 20-foot radius must make a Dexterity saving throw or take 1d8 force damage on a failed save or have as much on a successful save. Any creatures that fail this save are affected by any permutations affecting this base. You may choose to replace the saving throw of this base with the same type of saving throw as a permutation affecting it.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

IMAGE

School: **Conjuration**

Casting time: **1 Action**

Range: **60ft**

Components: **V,S, M (A bit of fleece)**

Duration: **Concentration, up to 10 minutes**

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 10-foot cube. The image appears at a spot within range and lasts for the duration. The image is not able to make sensory effects such as sound or smell unless cast at a higher-level weave slot. You can use your action to cause the image to animate, moving to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image. As an action, you may trigger any permutations affecting this base, any creatures that are touching the illusion at the time you trigger the permutations are affected.

At Higher Levels

When you cast this weave using a weave slot of 2nd level, the illusion can be as big as a 15-foot cube. When you cast this weave using a weave slot of 3rd level or higher, it can be as big as a 20-foot cube and can create sensory effects. When you cast this weave using a weave slot of 6th level or higher, this weave no longer requires concentration and can last until dispelled.

MARK

School: **Abjuration**

Casting time: **1 Bonus Action**

Range: **90 feet**

Components: **V,S**

Duration: **Concentration, up to 1 hour**

You choose a target creature you can see within range and apply a marking ward to it. Until the weave ends, you deal an additional 1d6 force damage to a marked creature whenever you hit it with an attack. When you hit a marked creature with an attack, any permutations affecting this base are triggered. This base's damage die cannot be increased by permutations and any effects of a permutation that apply additional damage do not trigger via this mark.

At Higher Levels

When you cast this weave using a weave slot of 3rd or 4th level, you can maintain your concentration on the weave for up to 8 hours. When you use a weave slot of 5th level or higher, you can maintain your concentration on the weave for up to 24 hours.

PERMUTE ITEM

School: **Transmutation**

Casting time: **1 Bonus Action**

Range: **Touch**

Components: **S,M (A Rope)**

Duration: **Concentration, up to 1 hour**

You enchant a non-magical item with any permutations affecting this base. As an action, you may trigger any permutations affecting this base. These permutations can affect any creature in possession of the item. If you enchant a non-magical weapon, any permutations affecting that weapon are triggered when that weapon hits a creature. Once the item has triggered its permutations, the weave ends.

At Higher Levels

When you cast this weave using a weave slot of 3rd or 4th level, you can maintain your concentration on the weave for up to 8 hours. When you use a weave slot of 5th level or higher, you can maintain your concentration on the weave for up to 24 hours.

PERMUTE SELF

School: **Transmutation**

Casting time: **1 Action**

Range: **Self**

Components: **S,M (A Rope)**

Duration: **Concentration, up to 1 hour**

This base places any permutations affecting it within yourself that can be triggered as a bonus action. The permutation lasts until you lose concentration on this weave or until you end this weave as a free action. You cannot use this base to trigger a permutation multiple times.

At Higher Levels

When you cast this weave using a weave slot of 3rd or 4th level, you can maintain your concentration on the weave for up to 8 hours. When you use a weave slot of 5th level or higher, you can maintain your concentration on the weave for up to 24 hours.

SKIN

School: **Abjuration**

Casting time: **1 Action**

Range: **Self**

Components: **V,S,M (A slab of bark)**

Duration: **Concentration, up to 1 hour**

You touch a willing creature. Until the weave ends, the target's skin is magically modified, and the target's AC can't be less than 15, regardless of what kind of armor it is wearing. If a creature hits the target creature with a melee attack while under the effects of this base, you may use your reaction to trigger any permutations affecting this base.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, the target creature's AC increased by 1 for each slot level above the 1st.

SQUARE

School: **Abjuration**

Casting time: **1 Action**

Range: **90ft**

Components: **V,S**

Duration: **Concentration, up to 1 minute**

A magical 10ft square appears centered on a point within range. The square remains until dispelled or until you lose concentration on it. When a creature starts or ends its turn in the square, it must succeed a Dexterity saving throw or be affected by any permutations effecting this base. A creature can only be affected by this base once per turn. You may choose to replace the saving throw of this base with the same type of saving throw as a permutation affecting it.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, the square increases its size by 5ft for each slot above 1st.

SUMMON

School: **Conjuration**

Casting time: **1 Action**

Range: **60 feet**

Components: **V,S**

Duration: **Concentration, up to 1 hour**

You summon a creature of any type that appears in an unoccupied space that you can see within range. What you can summon is determined by the summoning table below. Alternatively, you can summon multiple creatures, dividing the challenge rating allowed for a summoned creature by 2 rounded up for each creature summoned. Whenever a creature summoned with this base hits an attack, any permutations affecting this base are triggered.

The summoned creature or creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures. Summoned creature's damage die from attacks cannot be increased by permutations and they cannot roll additional damage die from permutations.

SUMMONING TABLE

Slot Level	Summonable Creatures
1st	CR 1/4
2nd	CR 1/2
3rd	CR 1
4th	CR 2
5th	CR 3
6th	CR 4
7th	CR 5
8th	CR 6
9th	CR 7

SNARE

School: **Conjuration**

Casting time: **1 Action**

Range: **90 feet**

Components: **V,S,M (A Rope)**

Duration: **Concentration, up to 1 minute**

Arcane tendrils attempt to grab a target creature within range. That creature must succeed a Strength saving throw or be restrained for the bases duration. As an action on each of its turns, the target can attempt another saving throw, on a success, the weave ends. Whenever a creature fails a saving throw as part of this base, that creature triggers any permutations affecting this base. You may choose to replace the saving throw of this base with the same type of saving throw as a permutation affecting it.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



TARGET WITH PERMUTATION

School: **Transmutation**

Casting time: **1 Bonus Action**

Range: **60ft**

Components: **V,S,M (A Rope)**

Duration: **Instantaneous**

A target creature or object within range is immediately affected by any permutations affecting this base. An unwilling creature must succeed a Dexterity saving throw. You may choose to replace the saving throw of this base with the same type of saving throw as a permutation affecting it.

At Higher Levels

When you cast this weave using a weave slot of 2nd level or higher, you may target one additional creature for each slot above 1st. The creatures or objects must be within 30 feet of each other when you target them.

WEAPON

School: **Conjuration**

Casting time: **1 Bonus Action**

Range: **Self**

Components: **V,S,M (A bit of metal)**

Duration: **Concentration, up to 1 minute**

You conjure a weapon you are proficient with in your hand. When this weapon hits a creature, it triggers any permutations affecting this base. Ranged weapons summoned by this base do not come with ammunition. A summoned weapon's damage die cannot be increased from permutations and it cannot gain additional damage die.

PERMUTATIONS

When learning permutations, select them from the following list.

ACID

Damage Type: Acid

Saving Throw: Dexterity

When this permutation is triggered, any bases affected by it roll an additional damage die if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d8. When a creature is affected by this permutation, at the end of their next turn, that creature takes an additional damage dice of either this permutation or the base this permutation is affecting if the base deals damage to a creature.

COLD

Damage Type: Cold

Saving Throw: Constitution

When this permutation is triggered, any bases affected by it roll an additional damage die if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d10. This permutation causes any creatures affected by it to have disadvantage on grapple checks. This disadvantage ends when you lose concentration on the weave or lasts until the end of your next turn if the weave was instantaneous.

FIRE

Damage Type: Fire

Saving Throw: Dexterity

When this permutation is triggered, any bases affected by it roll 2 additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 4d10.

If the base does not deal damage, the damage of the weave is 2d6. This permutation causes any flammable objects to catch fire when triggered.

FORCE

Damage Type: Force

Saving Throw: Strength

When this permutation is triggered, any bases affected by it roll an additional damage die if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 2d8. This permutation increases the damage die of a base. For example, if a base normally rolls 1d4, you instead roll 1d6. The damage die cannot be increased beyond a d12. The damage die does not increase if the base does not already have a die to increase it.

LUCK

Damage Type: Psychic

Saving Throw: Charisma

If this permutation is used on a hostile creature, that creature subtracts 1d4 from its next roll. If this permutation is used on a friendly creature, it adds 1d4 to its next roll.

LIFT

Damage Type: Force

Saving Throw: Constitution

A creature or object affected by this permutation levitates 5ft x the level of the weave off the ground as per the rules of the *Levitate* spell. The target must remain in range of the weave to be affected and can be moved as an action, but only as high as available. If you are affected by this permutation, you may change altitude as part of your move action. This levitation ends when you lose concentration on the weave or lasts until the end of your next turn if the weave was instantaneous.

LIGHTNING

Damage Type: Lightning

Saving Throw: Dexterity

When this permutation is triggered, any bases affected by it roll an additional damage die if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d12. This permutation causes any creatures affected by it to be unable to use their reaction until the start of your next turn.

LOGIC

Damage Type: Psychic

Saving Throw: Intelligence

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d6. This permutation causes any creatures affected by it to suffer a reduction to an ability score of your choice equal to your proficiency modifier. This permutation does not stack with itself and using this permutation again on a creature that is already affected by it ends the first reduction. This reduction ends when you lose concentration on the weave or lasts until the end of your next turn if the weave was instantaneous.

MAGNATIZE

Damage Type: Thunder

Saving Throw: Strength

When this permutation is triggered, the target creature or object becomes a magnet that pulls or pushes (your choice) metal objects to or away from the target in a 5ft radius. Metal objects affected cannot weigh more than 5 pounds x the level of the weave.

A creature holding a metal object must succeed a saving throw (either this permutation's saving throw or the base's) at the end of their turn to hold onto the object or have it pulled or pushed away from them. If the weave was instantaneous, the creature must instead perform this saving throw on a hit. If the base already has a saving throw, failing that saving throw instead triggers this permutation.

This permutation ends when you lose concentration on the weave or lasts until the end of your next turn if the weave was instantaneous.

MOTION

Damage Type: Lightning

Saving Throw: Wisdom

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d8. A friendly creature affected by this permutation has its movement speed increased by 10. A hostile creature affected by this permutation has its movement speed reduced by 10. This effect ends when you lose concentration on the weave or until the end of your next turn if the weave was instantaneous.

NECROTIC

Damage Type: Necrotic

Saving Throw: Constitution

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 2d4. Any creature affected by this permutation cannot regain health through any means until the start of your next turn.

NIGHT

Damage Type: Necrotic

Saving Throw: Intelligence

When this permutation is triggered, it creates a 5ft radius of magical darkness around the target, or, if the base has an area of effect, the darkness takes the form of that base. For example, if this permutation is affecting the *Square* base, the darkness instead takes the form of the square's radius. The darkness disappears when you lose concentration on the weave or until the start of your next turn if the weave was instantaneous.

PRECISE

Damage Type: Piercing

Saving Throw: Dexterity

Weaves made with this permutation have a +1 bonus to their attack rolls or, if the base used requires a saving throw, creatures making the saving throw have a -1 to their saving throws.

POISON

Damage Type: Poison

Saving Throw: Constitution

When this permutation is triggered, any creatures affected by it are afflicted with the poisoned condition. If a creature has succeeded its saving throw against this permutation already, it cannot be poisoned again by the same weave.

A creature may make a saving throw at the end of each of their turns (either this permutation's saving throw or the base's) to rid themselves of the poisoned condition. This permutation ends if you lose concentration on the weave or lasts until the end of your next turn if the weave was instantaneous.

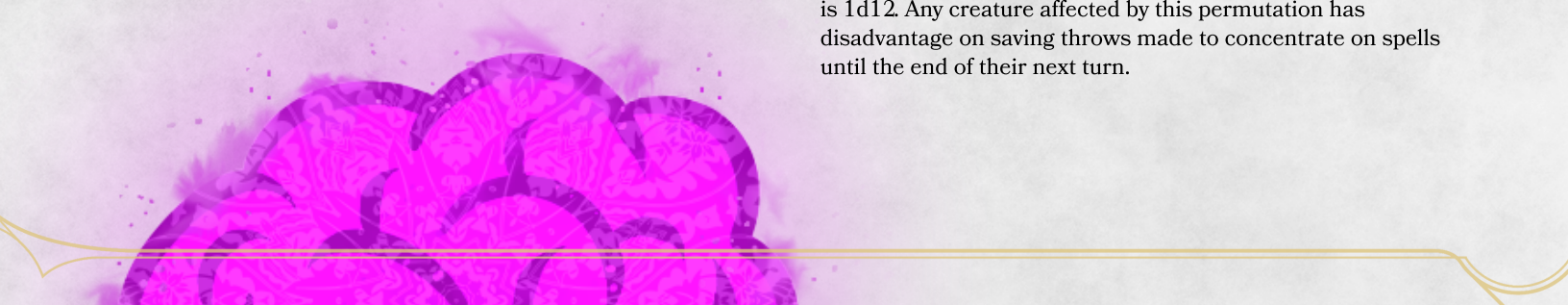
PSYCHIC

Damage Type: Psychic

Saving Throw: Wisdom

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d12. Any creature affected by this permutation has disadvantage on saving throws made to concentrate on spells until the end of their next turn.



PSYCHO

Damage Type: Psychic

Saving Throw: Wisdom

When this permutation is triggered, any bases affected by it roll one less damage dice if the base does damage. For example, if the base deals 2d10 damage, you instead roll 1d10 damage. The damage cannot be reduced below rolling 1 damage dice.

A creature affected by this permutation must roll on this table on the start of their turn.

PSYCHO TABLE

Roll Result

1-2 The creature uses all its movement to move in a random direction, roll a d8 and assign a direction to each die face.

2-9 The creature can act and move normally.

10 The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

A creature may make a saving throw (either this permutation's saving throw or the base's) at the end of each of their turns to rid themselves of this permutation. This permutation ends if you lose concentration on the weave or at the end of your next turn if the weave was instantaneous.

RADIANT

Damage Type: Radiant

Saving Throw: Dexterity

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d10. When an undead creature is affected by this permutation, roll 1 of the same dice that the base uses for its damage and add that to the damage dealt. If the base does not deal damage, roll an additional d10 instead.

RESISTANCE

Damage Type: Slashing

Saving Throw: Strength

When this permutation is triggered on a friendly creature, they gain resistance to a damage type of your choice. When this permutation is triggered on a hostile creature, they lose resistance to a damage type of your choice. An affected creature may perform a saving throw (either this permutation's saving throw or the base's) at the end of each of its turns to end this condition. This permutation ends if you lose concentration on the weave or at the end of your next turn if the weave was instantaneous.

SOUND

Damage Type: Thunder

Saving Throw: Constitution

A creature affected by this permutation is deafened. An affected creature may perform a saving throw (either this permutation's saving throw or the base's) at the end of each of its turns to end the deafened condition. This permutation ends if you lose concentration on the weave or at the end of your next turn if the weave was instantaneous.

SPEECH

Damage Type: Psychic

Saving Throw: Wisdom

When this permutation is triggered on a friendly creature, they gain the ability to speak one language of your choice.

When this permutation is triggered on a hostile creature, they lose the ability to speak one language of your choice that you are aware they speak.

An affected creature may perform a saving throw (either this permutation's saving throw or the base's) at the end of each of its turns to end this condition. This permutation ends if you lose concentration on the weave or at the end of your next turn if the weave was instantaneous.

SWEEP

Damage Type: Bludgeoning

Saving Throw: Dexterity

If the base does not deal damage, the damage of the weave is 1d6. A creature affected by this permutation is knocked prone if they fail a saving throw. (either this permutation's saving throw or the base's)

If the base does not have a saving throw normally, the creature must roll a Dexterity saving throw or be knocked prone.

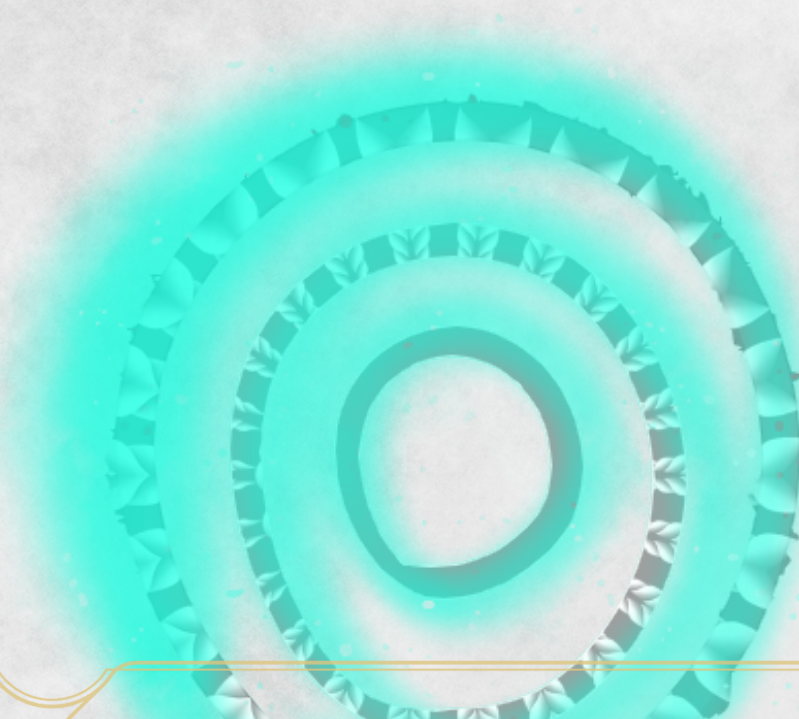
THUNDER

Damage Type: Thunder

Saving Throw: Dexterity

When this permutation is triggered, any bases affected by it roll an additional damage dice if the base does damage. For example, if a base deals 2d10 damage, you instead roll 3d10.

If the base does not deal damage, the damage of the weave is 1d8. A creature or object affected by this permutation is knocked back 10ft.



ABJURER

The Abjurers are the Weavers who follow the idea that magic should only be used to protect what otherwise cannot be protected. They are considered magical vigilantes that use their weaves to protect themselves and others who cannot protect themselves from harm regardless of what laws may be in place preventing it. They primarily focus on the Abjuration school of magic, which allows them to create armor for themselves and protect others.

MAGIC BUFFER

Starting at 2nd level, you have a number "buffer dice," equal to your proficiency modifier. These buffer dice are d12s. When you are dealt damage, you may expend one of these d12s as a reaction to reduce the damage dealt by a number rolled. You regain all buffer dice when you finish a long rest.

ALLIED BUFFER

Starting at 6th level, when a creature within 30ft of you that you can see takes damage, you may use your reaction to expend one of your buffer dice to reduce the damage dealt by the number rolled.

Additionally, when you use this feature or your *Magic Buffer* feature, you may now expend any number of buffer dice instead of just one.

MANA SHIELD

Starting at 10th level, as an action, you create a wall of wards 10ft high, 30ft long, and 5ft thick that blocks magic. Creatures and objects pass right through this wall while magical items and spells cannot. Your weaves that use a base from the Abjuration school can pass through the wall, however. This wall lasts for 1 minute or until you dispel it as a bonus action.

Once you use this feature, you cannot use it again until you finish a long rest.

RESORT

Starting at 14th level, you gain the ability to protect under the harshest conditions. When you fall unconscious, you regain up to 3 of your buffer dice. While unconscious, you may still use your *Allied Buffer* and *Magic Buffer* features.

You can only regain buffer dice this way once per long rest.

CONJURER

The Conjurers are Weavers that follow the idea that magic should be used for self-improvement and to garner a better understanding of summoning. They are considered by many to be magical monks that use their weaves to seek physical and mental enlightenment by cooperating with their summoned creatures and creating weapons for themselves for training. They primarily focus on the Conjunction school of magic, which allows them to create magical weapons, summon a wide variety of creatures, and create magical objects and effects that interact with the world. Unlike Evokers, Conjurer's magic deals more in physical creation.

WEAPON MAGIC

Starting at 2nd level, you learn the *Weapon* base if you did not know it already. Additionally, you gain proficiency in Shields, Medium Armor, and a Martial Weapon of your choice.

ARCANE ENDURANCE

Starting at 2nd level, you have advantage on concentration saving throws while you are casting a weave using the *Weapon* base.

ARCANA COMBO

Starting at 6th level, when you use your action to attack with a weapon created by the *Weapon* base, you may also cast a cantrip as a bonus action.

EMPOWERED WEAPON

Starting at 10th level, when you cast a weave using the *Weapon* base, you may apply two permutations to the weave instead of one.

CONJURATION RUSH

Starting at 14th level, when you cast a weave using a base from the Conjunction school, you may teleport to an unoccupied space you can see within 30ft.

EVOKER

The Evokers are Weavers that follow the idea that magic should be entirely used for military purposes. Whether it be to take over land or to defend themselves, Evokers can be found as the Weavers who are fighting wars. They are viewed differently from area to area depending on the people's outlook on magic and military. They primarily focus on the Evocation school of magic which allows them to create devastating weaves such as a cloud of poisonous vapors or a miniaturized shock wave.

WRING-OUT

Starting at 2nd level, when you cast a weave using a base from the Evocation school that requires a saving throw (including the permutation), you may cause each creature affected by the weave to have disadvantage on their saving throws.

Once you use this feature, you cannot use it again until you finish a short or long rest.

BLACK MAGE

Starting at 6th level, as a bonus action, you may end a permutation prematurely on a creature you can see within 60ft to deal damage to that creature equal to your weaver level.

Once you use this feature, you cannot use it again until you finish a short or long rest.

WEAVE OF THE ROOKS

Starting at 10th level, your weaves deal double damage to objects and structures.

MULTI-BASE

Starting at 14th level, you may cast a weave that uses two bases so long as both of those bases belong to the School of Evocation.

When casting this weave, select two bases and a permutation that both bases will use. These bases act as two separate weaves. Both bases act as if they are using the same weave slot. This feature cannot be used with a weave slot above 5th level. Once a creature has been damaged through the effects of one base using this feature, it cannot be damaged through the second.

Once you use this feature, you cannot use it again until you finish a long rest.

TRANSMUTER

The Transmuters are Weavers that use the rules of magic to directly manipulate themselves and physical matter. They study weaving under the idea that magic is an ever shifting and changing force, just like how a chemical reacts to matter and as such, should be entirely understood as to protect themselves from any possible catastrophic change. Their enclave is considered to be one filled with conspiracy theorists and lunatics as the idea that magic itself will change in such a way that it causes the apocalypse is something that the Transmuters dearly believe.

PERMUTIST

Starting at 2nd level, you learn an additional permutation from the permutation list that you do not already know.

ALTER WEIGHT

Starting at 2nd level, as an action, you may alter the weight of an object you can see within 60ft. You may make the object lighter (to a minimum of 0.1 lbs) or heavier.

The amount the object's weight is increased or reduced is equal to your weaver level x 5lbs. You may only use this feature on one object at a time and you must maintain concentration on it as if it were a weave. All other properties of the object such as sharpness, durability, hit points, or any other properties are unchanged. A creature holding an object that's weight is increased past it's carry weight becomes encumbered.

TRANSMUTE PERMUTATION

Starting at 6th level, if a creature within 60ft of you is affected by a permutation from a weave you are currently concentrating on, you may use your bonus action to change the permutation that is affecting them to another permutation you know.

HYPER FOCUS

Starting at 10th level, you automatically succeed concentration checks on Weaves you are concentrating on

PERMINANCE

Starting at 14th level, you are constantly under the effects of one permutation you know. During a long rest, you may change which permutation is constantly affecting you. When using this feature on the *Precise* permutation, the permutation is treated as working as normal constantly.



CANTRIPS

Acid Splash
Blade Ward
Chill Touch
Control Flames
Create Bonfire
Dancing Lights
Fire Bolt
Friends
Frostbite
Green-Flame Blade
Gust
Light
Lightning Lure
Mage Hand
Mending
Message
Minor Illusion
Mold Earth
Poison Spray
Pretidigitation
Ray of Frost
Shape Water
Shocking Grasp
Sword Burst
Thaumaturgy
Thunderclap
True Strike
Word of Radiance

BASES

Armor
Blast
Bolt
Bomb
Image
Mark
Permute Item
Permute Self
Skin
Square
Summon
Snare
Target With Permutation
Weapon

PERMUTATIONS

Acid
Cold
Fire
Force
Luck
Lift
Lightning
Logic
Magnatize
Motion
Necrotic

Night
Precise
Poison
Psychic
Psycho
Radiant
Resistance
Sound
Speech
Sweep
Thunder

SUBCLASSES (ENCLAVES)

Abjurer
Conjurer
Evoker

CREDITS

The art and class was created by me, MommyMoke. If you would like to support me, you can find my DMsGuild and my Twitter below. Dungeons and Dragons was created by Wizards of the Coast. This class is unofficial homebrew content permitted by the Fan Content Policy. This document was created using Homebrewery.

- [DMsGuild](#)
- [Twitter](#)



UPDATE LOGS

UPDATE 1.1

1. Entire document was spell and grammar checked
2. *Mend* permutation was removed for being too powerful to balance properly.
3. The *Cold* permutation was reworked into forcing a creature to have disadvantage on grapple checks.
4. *Motion* permutation added.
5. The Evoker's *Multi-Base* feature was changed to not allow creatures to be hit twice using the same weave.
6. The Evoker's *Black Mage* feature was changed to better reflect it as a damage dealer. The previous feature was instead changed to the Transmuter's *Transmute Permutation* feature.
7. Transmuter was added.
8. Abjurerer now specifies that buffer dice are regained on a long rest.