

Wild Mage Additions: Spellshaper

The spellshaper is a practitioner of wild magic who casts his spells by virtue of raw magical talent or gift, as opposed to a wild mage's academic, systematic approach.

Spellshapers share the sorcerer's intuitive understanding for arcane magic. They memorize spells like a wizard, yet have a second resource at their disposal: A Spellshaper has the ability to "weave" raw magic energy into spell effects of his desire, without need of preparing those spells ahead of time. This talent is anything but unfailing, and using it on a regular basis requires as much luck as recklessness. Persons who use such a talent aren't very popular among conservative spellcasters.

Unlike the sorcerer, the spellshaper may learn spells from scrolls, and memorize and cast them like a wizard. Being opportunists at heart, rarely a spellshaper renounces this relative reliable way of working magic. It's usually reserved for those protective and last-resort spells that really need to work, though. The spellshaper's talent to cast spells spontaneously is so convenient that he prefers to use it whenever possible. Neglecting conventional spellcasting, and focussing on chaotic wild magic doesn't come without a price: A spellshaper can't memorize as many spells as a true mage, and his progress in getting access to new spell levels is much slower.

Persons of this profession also tend to be a bit eccentric: Their undisciplined nature was what led them to their alternative way of spellcasting in the first place, and constant contact with chaotic wild magic affects the spellshaper's personality even more. Similar to a bard, a spellshaper has a lot of interests: He intuitively learns a bit of everything that crosses his path, but lacks the discipline to master these things to the same extent as a more focused character.

Most spellshapers have the wisdom not to rely exclusively on their dangerous and unpredictable spell ability. They hedge their bets by learning physical combat as well. They aren't warriors, but a spellshaper's abilities in melee combat are close to those of a thief. As he gets more experienced, the spellshaper may learn special abilities that improve his combat techniques even more, these abilities include backstabbing, mastery in the dagger proficiency and the unique ability to fight with two weapons at once without facing any penalties. One of the spellshaper's more eccentric character-traits is that he refuses any training in the use of missile weapons; for ranged combat, a spellshaper uses magic, and if magic fails he prefers melee.

Many of the Spellshaper's special abilities have a high dexterity score as prerequisite, and like all mages, a Spellshaper profits from a high intelligence score.

Abilities:

- ± Wild Magic (Casting level varies from 5 below to 5 above the spellshaper's own level)
- + 5 lore rating per level
- + THAC0 advancement close to rogue (THAC0 reduced by 1 every 6 levels)
- + "Weave Spell" ability
- + "Weaveshear" ability
- + "Shape Spell" ability
- + May learn combat-related character abilities ("feats")

Restrictions:

- ± Wild Magic (Casting level varies from 5 below to 5 above the spellshaper's own level)
- 5% Chance for Wild Surge
- Much slower spell progression (New spell levels at experience-level 4,6,8,10,13,16,19,22)
- Less wizard spell slots (-2 level 1 to 7 spells, -3 level 8 and 9 spells, compared to standard wild mage)
- "Metamagic" items that modify the number of wizard spell-slots have no effect at all.
- Gets no high level abilities
- Suffers -5 to hit and -2 to damage when using ranged weapons
- May wear only one ring (one ring slot permanently occupied)
- Alignment changes to chaotic

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Special Abilities



Weave Spell

When using this ability, the Spellshaper attempts to shape the raw magical energy of memorized spells into the effect of a different spell of his desire. (He need only have general knowledge of the spell and its effects; the spell does not need to be in the Spellshaper's own spellbook, but he needs to be of high enough level to cast the spell if it were.)

The number of memorized spells the Spellshaper needs to release is the level of the created spell divided by two (rounded up): Weaving a 2nd level spell costs one memorized spell, while a 7th level spell would drain four spells from the Spellshaper's memory. Regardless of the created spell-effect's level, Weave Spell will allways drain memorized spells of the highest possible spell-level.

There is a chance that using this ability erupts a wild surge or even utterly fails, causing a wild magic backlash. This chance is dependent on the level of the spell the caster attempts to shape. The more experienced the caster grows, the smaller gets the risk of failure, and the larger grows the selection of spells that can be reproduced with this ability.

The Spellshaper may use this ability once per day for every two levels up to 9th level of experience, and once per day for every three levels thereafter.



Weaveshear

Among conservative spellcasters, this is maybe the most despised of the Spellshaper's talents. Upon using this ability, a shock wave of wild magic bursts from the caster to a 30-foot radius, unraveling a patch of the magical Weave. Everyone within the area of effect - friends, foes, and the caster alike - must save vs. spells or be affected by wild magic for two rounds. Those who make a successful saving throw manage to hold on to a secure strand of the Weave, but must save again for every round they stay in the area of effect, which remains unraveled for five rounds. Magic resistance provides no protection from the effect of this wild magic area.

As the spellshaper gains more experience, skill and power, this ability grows more potent. Initially, the saving throw is unmodified, but for every 10 levels of the caster, a -1 modifier is applied. At level 10 the area remains unraveled for one turn; at level 25 the Spellshaper learns to center the area of effect at any place within sight; and at level 45 the duration increases to 15 rounds.



Shape Spell

This powerful ability enables the Spellshaper to release the stored energy of memorized spells and shape them into a new spell, that combines all effects of the former spells. This ability is in many aspects comparable to a spell sequencer spell; the main difference is, that the shaped spell is cast like any other memorized spell, thus needs a casting time (fixed at 2) and is subject to anything that affects the mage's spellcasting ability, including interruption and wild surges.

At 10th level, when the Spellshaper learns this ability, it can combine two spells of first or second level. At 15th and 20th level, the maximum spell-level is increased by two. For every 5 levels thereafter the maximum spell is increased by one. In addition, the number of spells rises to three when the caster advances to 15th level of experience.

High-Level Class Abilities

The Spellshaper gains none of the high-level abilities that are available to other magic users, but at 25th level he begins to learn how to use "Weave Spell" to create effects similar to 10th level spell.

The Spellshaper's relation to the rogue classes allows him to select some of the rogue's high-level abilities as special abilities once he advances to level 18. These abilities are "Assassination", "Avoid Death" and "Evasion".

Wild Mage Additions: Spellshaper

Special Abilities (“Feats”)

The Spellshaper isn't focused solely on magic. He has a lot of interests and learns a bit of everything that crosses his path. As he gains experience, the Spellshaper may either chose additional special abilities , or he may gain character abilities (feats) that permanently enhance his skill in melee combat. The Spellshaper may select a special ability at 1st, 3rd, 5th, 7th and 9th level, as well as every 3 levels thereafter, up to level 27. Characters with exceptional intelligence may continue to learn feats at level 30 and beyond.

Special Abilities	Effect	Level	Prerequisites
Weave Spell	Gain extra “Weave Spell” ability	3	-
Weaveshear	Gain extra “Weaveshear” ability	5	-
Assassination	Rogue high-level ability “Assassination”	18	Backstabbing Expert
Avoid Death	Rogue high-level ability “Avoid Death”	18	Toughness
Evasion	Rogue high-level ability “Evasion”	18	DEX 16

Character Feats	Effect	Level	Prerequisites
Ambidextrousity	Two-Weapon-Fighting without penalties	1	DEX 16
Dagger Specialization	2 Points “Dagger” proficiency	1	1 Point “Dagger” proficiency
Backstabbing	x2 Backstab Multiplier	1	-
Vicious Hits	+1 bonus damage	3	-
Toughness	Hitpoints raised by 20%	3	-
Backstabbing Adept	x3 Backstab Multiplier	5	DEX 14, Backstabbing
Improved Criticals	Critical hits at an Attack Roll of 19 or 20	9	-
Backstabbing Expert	x4 Backstab Multiplier	9	DEX 15, Backstabbing Adept
Backstabbing Master	x5 Backstab Multiplier	15	DEX 16, Backstabbing Expert
Combat Speed	+1 Attack per Round, +1 to Movement Rate	18	2 ranks in Ambidextrousity

Ambidextrousity

This is the Spellshaper's unique ability to use two weapons at once without facing any penalties.

Ambidextrousity has two ranks: the first rank grants 3 points proficiency in “Two-Weapon Style”, the second rank adds an additional +2 THACO bonus to the off-hand weapon. To gain this ability, the character needs a dexterity score of at least 16.

Backstabbing

Being an opportunist, it's only natural for the Spellshaper to learn backstabbing like a rogue. Since the Spellshaper lacks a rogue's talent to hide in shadows, he must use invisibility magic to sneak upon the victim.

Combat Speed

Unlike most mages, the Spellshaper doesn't fear melee combat. His constant practice allows him to gain an additional attack every round as well as an increased movement rate to get in and out of melee faster.

Dagger Specialization

The dagger is the Spellshaper's weapon of choice. This devotion is reflected by the Spellshaper's ability to assign two points to the “Dagger” proficiency. Only to-hit and damage bonuses apply, though; the number of attacks per round doesn't increase when the Spellshaper chooses this feat.

Improved Criticals

By choosing this ability, the Spellshaper doubles his chances to score a critical hit. A critical hit will occur when the character's attack roll results in a “natural” 19 or 20.

Toughness

Being a mage, the Spellshaper barely has enough hitpoints for melee combat. This ability reflects bodily training that raises his hitpoints by twenty percent.

Vicious Hits

Feelings like anger and fury are dangerous for any spellcaster. A Spellshaper rarely has the mental discipline to keep such destructive feelings under control, though he may learn to channel them, using his anger to strike harder in melee combat. The “Vicious Hits” feat may be selected up to 4 times, for a total damage bonus of +4

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Spellshaper Spell Progression (BG2)									
Mage Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1 ⁽¹⁾⁽²⁾⁽³⁾	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3 ⁽¹⁾⁽²⁾	2	-	-	-	-	-	-	-	-
4	3	1	-	-	-	-	-	-	-
5 ⁽¹⁾⁽²⁾	3	1	-	-	-	-	-	-	-
6	3	1	1	-	-	-	-	-	-
7 ⁽¹⁾⁽²⁾	3	2	1	-	-	-	-	-	-
8	3	2	2	1	-	-	-	-	-
9 ⁽¹⁾⁽²⁾⁽³⁾	3	2	2	1	-	-	-	-	-
10	3	3	2	1	1	-	-	-	-
11	3	3	3	2	2	-	-	-	-
12 ⁽¹⁾⁽²⁾	3	3	3	3	3	-	-	-	-
13	4	4	4	3	3	1	-	-	-
14	4	4	4	3	3	1	-	-	-
15 ⁽¹⁾⁽²⁾	4	4	4	4	4	1	-	-	-
16	4	4	4	4	4	2	1	-	-
17	4	4	4	4	4	2	2	-	-
18 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	2	2	-	-
19	4	4	4	4	4	2	2	1	-
20	4	4	4	4	4	3	2	1	-
21 ⁽¹⁾⁽²⁾	4	4	4	4	4	3	2	1	-
22	4	4	4	4	4	4	2	1	1
23	4	4	4	4	4	4	2	1	1
24 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	3	1	1
25	4	4	4	4	4	4	3	2	1
26	4	4	4	4	4	4	3	2	1
27 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	4	3	2	2
28	4	4	4	4	4	4	4	2	2
29	4	4	4	4	4	4	4	3	2
30 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	4	3	2
31	4	4	4	4	4	4	4	3	2
32	4	4	4	4	4	4	4	3	2
33 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	4	3	2
34	4	4	4	4	4	4	4	3	2
35	4	4	4	4	4	4	4	3	3
36 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	4	4	3	3
37	4	4	4	4	4	4	4	3	3
38	4	4	4	4	4	4	4	3	3
39 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	4	3	3
40	4	4	4	4	4	4	4	3	3
41	4	4	4	4	4	4	4	3	3
42 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	4	4	3	3
43	4	4	4	4	4	4	4	3	3
44	4	4	4	4	4	4	4	3	3
45 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	4	4	4
46	4	4	4	4	4	4	4	4	4
47	4	4	4	4	4	4	4	4	4
48 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	4	4	4	4
49	4	4	4	4	4	4	4	4	4
50	4	4	4	4	4	4	4	4	4

⁽¹⁾ Gain "Weave Spell" ability
⁽²⁾ Gain "Feat" (high INT required to gain feats at 24th level or higher)
⁽³⁾ Gain "Weaveshear" ability

1 Improve "Weave Spell" ability (Learn new spells to weave)
1 "Weave Spell" ability can create all spells of this level

Spellshaper Spell Progression (Core Rules)									
Mage Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1 ⁽¹⁾⁽²⁾⁽³⁾	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3 ⁽¹⁾⁽²⁾	2	-	-	-	-	-	-	-	-
4	3	1	-	-	-	-	-	-	-
5 ⁽¹⁾⁽²⁾	3	1	-	-	-	-	-	-	-
6	3	1	1	-	-	-	-	-	-
7 ⁽¹⁾⁽²⁾	3	2	1	-	-	-	-	-	-
8	3	2	2	1	-	-	-	-	-
9 ⁽¹⁾⁽²⁾⁽³⁾	3	2	2	1	-	-	-	-	-
10	3	3	2	1	1	-	-	-	-
11	3	3	3	2	2	-	-	-	-
12 ⁽¹⁾⁽²⁾	3	3	3	3	3	-	-	-	-
13	4	4	4	3	3	1	-	-	-
14	4	4	4	3	3	1	-	-	-
15 ⁽¹⁾⁽²⁾	4	4	4	4	4	1	-	-	-
16	4	4	4	4	4	2	1	-	-
17	4	4	4	4	4	2	2	-	-
18 ⁽¹⁾⁽²⁾⁽³⁾	4	4	4	4	4	2	2	-	-
19	4	4	4	4	4	2	2	1	-
20	4	4	4	4	4	3	2	1	-
21 ⁽¹⁾⁽²⁾	4	4	4	4	4	3	2	1	-
22	4	4	4	4	4	4	3	2	1
23	4	4	4	4	4	4	3	2	1
24 ⁽¹⁾⁽²⁾	4	4	4	4	4	4	4	3	2
25	4	4	4	4	4	4	4	3	2
26	5	5	5	5	5	4	4	3	3
27 ⁽¹⁾⁽²⁾⁽³⁾	5	5	5	5	5	5	5	3	3
28	5	5	5	5	5	5	5	4	4
29	6	6	6	6	6	6	6	4	4
30 ⁽¹⁾⁽²⁾	6	6	6	6	6	6	6	4	4
31	6	6	6	6	6	6	6	5	5
32	6	6	6	6	6	6	6	5	5
33 ⁽¹⁾⁽²⁾	6	6	6	6	6	6	6	5	5
34	7	7	7	7	7	7	7	5	5
35	7	7	7	7	7	7	7	5	5
36 ⁽¹⁾⁽²⁾⁽³⁾	7	7	7	7	7	7	7	6	6
37	7	7	7	7	7	7	7	6	6
38	7	7	7	7	7	7	7	6	6
39 ⁽¹⁾⁽²⁾	8	8	8	8	8	8	8	6	6
40	8	8	8	8	8	8	8	6	6
41	8	8	8	8	8	8	8	7	6
42 ⁽¹⁾⁽²⁾⁽³⁾	8	8	8	8	8	8	8	7	7
43	8	8	8	8	8	8	8	7	7
44	8	8	8	8	8	8	8	7	7
45 ⁽¹⁾⁽²⁾	8	8	8	8	8	8	8	8	8
46	8	8	8	8	8	8	8	8	8
47	8	8	8	8	8	8	8	8	8
48 ⁽¹⁾⁽²⁾⁽³⁾	8	8	8	8	8	8	8	8	8
49	8	8	8	8	8	8	8	8	8
50	8	8	8	8	8	8	8	8	8

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Weaveshear Capabilities			
Mage Level	Saving Throw Penalty	Duration	Center
1	0	5 rounds	Caster
10	-1	1 turn	Caster
20	-2	1 turn	Caster
25	-2	1 turn	Area
30	-3	1 turn	Area
40	-4	1 turn	Area
45	-4	15 rounds	Area
50	-5	15 rounds	Area

Shape Spell Capabilities		
Mage Level	Max. Number of Spells	Max. Spell Level
10	2	2
15	3	4
20	3	6
25	3	7
30	3	8
35	3	9

Special Abilities ("Feats")		
Intelligence	Count	Max. Feats Level
1 - 14	9	21
15	10	24
16	11	27
17	13	33
18	15	39
19+	18	48

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"Weave Spell" - Progress of Spell Selection											
Mage Level	Number of Spells per Spell Level										Total Spells
	1	2	3	4	5	6	7	8	9	10	
1	6	--	--	--	--	--	--	--	--	--	6
2	12	--	--	--	--	--	--	--	--	--	12
3	22	--	--	--	--	--	--	--	--	--	22
4	28	8	--	--	--	--	--	--	--	--	36
5	28	21	--	--	--	--	--	--	--	--	49
6	28	28	7	--	--	--	--	--	--	--	63
7	28	28	20	--	--	--	--	--	--	--	76
8	28	28	28	6	--	--	--	--	--	--	90
9	28	28	28	19	--	--	--	--	--	--	103
10	28	28	28	28	4	--	--	--	--	--	116
11	28	28	28	28	13	--	--	--	--	--	125
12	28	28	28	28	22	--	--	--	--	--	134
13	28	28	28	28	28	4	--	--	--	--	144
14	28	28	28	28	28	13	--	--	--	--	153
15	28	28	28	28	28	22	--	--	--	--	162
16	28	28	28	28	28	28	4	--	--	--	172
17	28	28	28	28	28	28	13	--	--	--	181
18	28	28	28	28	28	28	22	--	--	--	190
19	28	28	28	28	28	28	28	4	--	--	200
20	28	28	28	28	28	28	28	11	--	--	207
21	28	28	28	28	28	28	28	17	--	--	213
22	28	28	28	28	28	28	28	19	4	--	219
23	28	28	28	28	28	28	28	19	10	--	225
24	28	28	28	28	28	28	28	19	16	--	231
25	28	28	28	28	28	28	28	19	19	2	236
26	28	28	28	28	28	28	28	19	19	4	238
27	28	28	28	28	28	28	28	19	19	6	240
28	28	28	28	28	28	28	28	19	19	8	242

"Weave Spell" - Wild Magic Backlash	
D10	Effect
01	Unconscious for 1 round
02	Unconscious for 1 round + 2d4 damage
03	Weaveshear + Unconscious for 1 round + 2d4 damage
04	Weaveshear + Unconscious for 1 round
05	Weaveshear
06	Weaveshear + 2d4 damage
07	Wild Magic for 1 turn + 2d4 damage
08	Wild Magic for 1 turn + Unconscious for 1 round + 2d4 damage
09	Wild Magic for 1 turn + Unconscious for 1 round
10	Wild Magic for 1 turn

Spellshaper THAC0 Progress										
Level	1	2	3	4	5	6	7	8	9	10
THAC0	20	20	20	19	18	18	17	17	17	16
Level	11	12	13	14	15	16	17	18	19	20
THAC0	16	15	14	14	14	13	13	12	11	11
Level	21	22	23	24	25	26	27	28	29	30
THAC0	11	10	10	9	8	8	8	7	7	6
Level	31	32	33	34	35	36	37	38	39	40
THAC0	5	5	5	4	4	3	2	2	2	1
Level	41	42	43	44	45	46	47	48	49	50
THAC0	1	0	-1	-1	-1	-2	-2	-3	-4	-4

"Weave Spell" - Chance of Failure											
Mage Level	Wild Surge Chance for Spell Level										Chance for Backlash
	1	2	3	4	5	6	7	8	9	10	
1	20%	--	--	--	--	--	--	--	--	--	15%
2	15%	--	--	--	--	--	--	--	--	--	14%
3	10%	--	--	--	--	--	--	--	--	--	13%
4	10%	20%	--	--	--	--	--	--	--	--	12%
5	10%	15%	--	--	--	--	--	--	--	--	12%
6	5%	10%	25%	--	--	--	--	--	--	--	11%
7	5%	10%	20%	--	--	--	--	--	--	--	11%
8	5%	10%	15%	25%	--	--	--	--	--	--	10%
9	5%	10%	15%	20%	--	--	--	--	--	--	10%
10	--	5%	10%	15%	30%	--	--	--	--	--	9%
11	--	5%	10%	15%	25%	--	--	--	--	--	9%
12	--	5%	10%	10%	20%	--	--	--	--	--	9%
13	--	5%	10%	10%	15%	30%	--	--	--	--	8%
14	--	5%	5%	10%	15%	25%	--	--	--	--	8%
15	--	--	5%	10%	15%	20%	--	--	--	--	8%
16	--	--	5%	10%	10%	15%	35%	--	--	--	7%
17	--	--	5%	5%	10%	15%	30%	--	--	--	7%
18	--	--	5%	5%	10%	15%	25%	--	--	--	7%
19	--	--	5%	5%	10%	10%	20%	35%	--	--	6%
20	--	--	--	5%	10%	10%	20%	30%	--	--	6%
21	--	--	--	5%	5%	10%	15%	25%	--	--	6%
22	--	--	--	5%	5%	10%	15%	20%	40%	--	5%
23	--	--	--	5%	5%	10%	15%	20%	35%	--	5%
24	--	--	--	--	5%	10%	15%	15%	30%	--	5%
25	--	--	--	--	5%	5%	10%	15%	25%	40%	5%
26	--	--	--	--	5%	5%	10%	15%	20%	35%	5%
27	--	--	--	--	5%	5%	10%	15%	20%	30%	5%
28	--	--	--	--	5%	5%	10%	10%	20%	25%	5%
29	--	--	--	--	--	5%	10%	10%	15%	20%	5%
30	--	--	--	--	--	5%	10%	10%	15%	20%	5%
31	--	--	--	--	--	5%	5%	10%	15%	20%	5%
32	--	--	--	--	--	5%	5%	10%	15%	15%	5%
33	--	--	--	--	--	5%	5%	10%	15%	15%	5%
34	--	--	--	--	--	--	5%	10%	10%	15%	5%
35	--	--	--	--	--	--	5%	5%	10%	15%	5%
36	--	--	--	--	--	--	5%	5%	10%	15%	5%
37	--	--	--	--	--	--	5%	5%	10%	10%	5%
38	--	--	--	--	--	--	5%	5%	10%	10%	5%
39	--	--	--	--	--	--	5%	5%	10%	10%	5%
40	--	--	--	--	--	--	5%	5%	10%	10%	5%
41	--	--	--	--	--	--	--	5%	5%	10%	5%
42	--	--	--	--	--	--	--	5%	5%	10%	5%
43	--	--	--	--	--	--	--	5%	5%	10%	5%
44	--	--	--	--	--	--	--	5%	5%	10%	5%
45	--	--	--	--	--	--	--	5%	5%	10%	5%
46	--	--	--	--	--	--	--	--	5%	10%	5%
47	--	--	--	--	--	--	--	--	5%	10%	5%
48	--	--	--	--	--	--	--	--	5%	10%	5%
49	--	--	--	--	--	--	--	--	5%	10%	5%
50	--	--	--	--	--	--	--	--	5%	10%	5%

Every spell a wild mage casts has a 5% chance of erupting in a wild surge; thus add 5% to get the total chance for a wild surge to occur.

At 25th level of experience, "Weave Spell" no longer automatically fails when a wild magic backlash occurs.

Wild Mage Additions: Spellshaper

Special Spell-Effects that may be created by “Weave Spell”			
Spell Level	Spell Name	Description	Available
1	Entangle	Identical to the 1st level priest spell.	4th level
	Find Traps	Like the 2nd level priest spell but Duration only one turn	4th level
	Identify	Working differently than the cast "Identify" spell, the woven "Identify" spell doesn't identify a single item, but doubles the caster's lore for three rounds.	3rd level
	Intoxication	This weird spell has a lot of mischief potential. Upon casting this spell, the Spellweaver chooses a single creature, which then must save vs. poison, or be intoxicated as if it had drunk lots of very stong alcoholic drinks. For every 5 levels of the caster, a -1 penalty is added to the saving throw, up to -5 at 20th level.	3rd level
	Magic Stone	Identical to the 1st level priest spell.	4th level
	Special Snare	By use of this spell, the spellweaver may create a magical trap that acts in the same way as a trap laid by a thief. When triggered, the trap fires a magical spike at the creature that set off the trap. This spike does 1d10 points of magical damage for every 5 levels of the caster (up to 5d10 at 20th level) In addition, the creature that sets off the trap has to save vs. spells at -2 or be entangled in a web-like mass for 2 rounds per five levels of the caster (up to 10 rounds at 20th level)	3rd level
2	Flame Blade	Identical to the 2nd level priest spell.	6th level
	Good Berries	Identical to the 2nd level priest spell.	6th level
3	Miscast Magic	Identical to the 3rd level priest spell.	8th level
4	Dimension Door	This spell transports the caster to any place within the visual range of the caster. When the spell is cast a dimensional portal opens up in front of the caster, which he immediately steps through.	8th level
	Summon Insects	Identical to the 3rd level priest spell.	10th level
5	Call Lightning	Identical to the 3rd level priest spell.	13th level
	ChaoticCommands	Identical to the 5th level priest spell.	13th level
6	Insect Plague	Identical to the 5th level priest spell.	16th level
7	Acid Storm	This spell unleashes an acidic cloud on an area of 20' radius, doing 1-4 hit points of damage each round for the first three rounds, 1-6 hit points for the next three rounds, and 1-8 hit points for the next four rounds. Moving out of the area of effect does not stop the damage - the acid adheres to the skin, and the victims continue to suffer damage as long as the spell duration lasts. Affected creatures may make a saving throw vs. spell every round after they have been hit by the cloud - if successful, they only take half-damage (for that round only).	19th level
	Fire Seeds	Identical to the 6th level priest spell.	19th level
	Physical Mirror	Identical to the 6th level priest spell.	19th level
	Teleport Portal	Like the 4th level spell Dimension Door, this spell opens a dimensional portal. This spell affects the whole party, though. Willingly or not, every member of the caster's party is dragged into a dimensional portal and transported to a place chosen by the caster.	19th level
8	Creeping Doom	Identical to the 7th level priest spell.	22th level
	Fire Storm	Identical to the 7th level priest spell.	22th level
9	Earthquake	Identical to the 7th level priest spell.	22th level
10	Aura of Flaming Death	Identical to the quest-level priest spell.	28th level
	Implosion	Identical to the quest-level priest spell.	27th level
	Stormof Vengeance	Identical to the quest-level priest spell.	28th level
	Summon Planetar	Like the spell learned by conventional mages, with two exceptions: first, the spell's maximum duration is 44 rounds at 40th level instead of 24 rounds at 20th level; second, when a neutral Spellshaper weaves this spell, it's determined randomly, whether the spell calls forth a planetar or a fallen planetar.	27th level