

Iauniel

When the world was young, it is said that the shadows were ruled by spiders as large as castles. Their presence swallowed the light and wove darkness into threads imbued with Earth Blood, binding all the living things to them. It was then that elves and magic users learned the spells of weaving from those ancient monstrosities.



Iauniel is one of the old masters of arachnomancy. They live in the town of Fallsburg, in gardens full of the most beautiful birds, the happiest little caves, cute waterfalls, magnificent ferns and wonderful flowers. People decide to stay, people pick up strange habits, people build insane things, and nobody knows that they are following the threads of fate spun by Iauniel living in their midst, unseen.

The Book of Weaving

Rope command (1) allows you to command up to 50ft of rope for 10min. It can slither like a snake, knot and unknot, trip people passing over it, and so on.

Silk (1) allows you to weave up to 50ft of spider silk rope out of thin air. At night, it allows you to catch moonlight and weave the finest silk from it. A square up to 50×50ft of cloth can be created: nets, sails, curtains, you name it.

Spider climb (1) allows anybody you touch into a half spider centaur for 10min. With your legs, you can climb along any solid surface or rope. With your spider silk gland, you can secure yourself against falls when jumping.

Glamour (2) is an illusion improving your looks in all respects, for a day: you look young and beautiful, your scars are gone, you smell of flowers, your voice is smooth and soothing. Like all illusions, anybody touching you may save vs. spells in order to see through it.

Liquefy (2) makes your jaw grow large, with acid glands, and if you manage to bite somebody in that very moment, they must save vs. poison or suffer 4d6 acid damage. If they're already dead, you can liquefy a human-sized corpse (and drink the goo, if you feel like it).

Spider senses (2) allows you to enchant a target such that they are able to locate the smallest vibrations within 100ft using their fingertips. Anytime they touch the ground or a wall, they can pinpoint living creatures in range – as long as these also touch the ground or a wall! They can no longer be surprised. In addition to that, their heads grows six extra, sleepless eyes. This allows them to see in all directions, and to see additional colours like *jale* and *ulfire*. These eyes grant no mechanical benefits. The spell ends and the eyes disappear back into their surrounding flesh after half an hour.

Observation (3) gives you the power to observe what somebody is doing, no matter where they are, if and only if you can eat a little bit of their hair. The target must save vs. spell in order to notice the strange presence in their mind. If they do, they may defend themselves with mind-affecting spells such as *charms*, *mind blast*, *mind reading*, *mind rot*, or *warp mind*.

Phase walk (3) allows you to see the maze of crisscrossing lines connecting the realms and with one step, you can cross over to any of the eight known realms: Asgard (city of the gods), Alfheim (elves), Midgard (humans), Myrkheim (dwarves), Jötunheim (giants), Vanaheim (demons), Niflheim (trolls), Muspelheim (salamanders). You appear far from any watchful eyes but near a building. You can bring along whatever you can carry, i.e. one other person.

Web (3) allows you to fill a 10ft cube with sticky spider webs. You need surfaces to anchor the web. Anybody caught in the web is automatically immobilised. Without outside help, it's practically impossible to free oneself from the web. A slow death awaits anybody caught. The web doesn't burn very quickly: to free a passage filled with these webs using fire takes 10min per 10ft. Anybody caught in a burning web takes 2d8 damage as they free themselves. Anybody caught in a web with a torch automatically sets it on fire and is thus automatically free after 10min.

Kill (4) allows you see the life thread of a living target up to 60ft away and cut it. The target must save vs. death or die.

Network (4) allows you to tap into the network of living spiders all around you. Any spider within two or three miles in any direction can be contacted by you by simply projecting your mind, sending back the things they can hear and see. You can understand the words spoken and read written messages even if the spider whose sense you are using cannot. It is hard to project your mind into the void, looking for things you don't know. You must know the location or person or object you're interested in, for this spell to work.

Return (4) allows you to create a silver thread that leads you and up to three others to a destination you have been to before. The thread leads through wrinkles in the barrier between the realms and thus effectively allows you to reach any destination in any of the known realms with no more than a dozen steps.

Fate (5) allows you to spin invisible threads of chance and fate to entrap a particular person. You can cover a 100ft cube in a day. When the person enters the area, they end up doing the things you suggested with your threads, if at all possible. Random events trigger reactions that lead to consequences that you have laid out when weaving the threads. The spell can be cast multiple times in order to affect more people. The threads linger for as long as the surrounding walls keep standing. The world is full of these threads, waiting for victims that have passed a way ages ago.

Transmigration (5) allows you to leave your body and transfer your soul into arthropods of any kind: insects, spiders, crabs, no matter how big or small. You can spread your consciousness into many of these creatures and reassemble as large as your original body but made up of this vermin. In this form, you can deal 1d6 damage every round to a living creature and replenish any killed members from the environment as thousands of vermin stream towards you. The only thing that can effectively kill you is an area effect such as fire, water, ice, poison gas or lightning. You can hollow out a dead body about the size of your original body and take it over for a day. Beyond that, it gets difficult to hide the discolorations, the bad smell and the writhing vermin beneath the dead skin. Your original body will die within a day unless it's cared for by somebody. Then again, if it dies, who cares. You're practically immortal, now.