

| Num | Pri | C | Mod | Const | Ident | Tier | Type | Name | Effect | Changes To Do | Implementation notes | Holdable | MaxHold | Switch | Casts | Cast time | Weave Code | Primary Power | Notes | Model Desc | Model Priority | Desc | | |
|-----|-----|---|-----|----------------------------|-------|------|------------------------|--------------------------------|------------------------------|------------------|-------------------------------------------------------------|----------|---------|--------|-------|--------------------------|----------------------------------|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|------|---|---|
| 0 | 0 | | | WWW_NONE | | | | No weapon | | | | | | | | | | None | | | | | | |
| 1 | 0 | | | WWW_A_AIRFIRE_SWORD | 1 | A | A | Fire Sword | Weapon added (self) | | | no | | yes | 1 | none | [A_AIRFIRE_FIRE] | Air Fire | | Sword on fire (flames from some kind of particle emitter) | | 2 | | |
| 2 | 1 | | | WWW_D_AIR_PROTECT | 1 | D | Air Protect | Powerup (self) | | | Stat: AirProtect | yes | | no | 1 | none | [D_AIR_SPIRIT] | Air | 8 second, on PS. Tier 1-2 physical spells, objects | | | | | |
| 3 | 0 | | | WWW_D_AIR_GRAB | 1 | D | Levitate/catch objects | Powerup (ally) & effect | | | weave_effect spawned, set object origin, set object surface | yes | | yes | 1 | none | [D_AIR_AIR] | Air | hold up to 10 seconds | Tentacle/rope of air sized to wrap around a small object. Shepherd crook shape. Material to look like hardened air. Fades into normal air. | | 6 | | |
| 4 | 1 | | | WWW_A_AIR_BLAST | 1 | A | Air Blast | shot | | | | yes | | yes | 2 | none | [A_AIR_AIR] | Air | apply force to object/player, activate button, hemisphere | Projectile blast of hardened air, shaped like a round shield. | | 7 | | |
| 5 | 0 | | | WWW_A_AIR_GRABPLAYER | 2 | A | Levitate/catch players | Effect (player) | | | Powerup: Bound, weave_effect spawned, set player origin, | yes | | yes | 1 | none | [A_AIR_SPIRIT_AIR] | Air | hold up to 10 seconds | Thick tentacle/rope of air sized to wrap around a player's waist. Fades into normal air | | 5 | | |
| 6 | 0 | | | WWW_A_AIR_BINDPLAYER | 3 | A | Bind | Effect (enemy) | | | Powerup: Bound, weave_effect spawned, set player origin, | yes | | yes | 1 | 1 sec | [A_AIR_SPIRIT_AIRWATER_AIRFIRE] | Air | 4sec, and raise off ground, slightly visible tendrils | Thick tentacle/rope of air sized to wrap around a player's waist, "vines" of air should come off that and wrap their legs and arms to restrain them. Fades into normal air | | 4 | | |
| 7 | 1 | | | WWW_D_EARTH_PROTECT | 1 | D | Earth Protect | Powerup (self) | | | Stat: EarthProtect | yes | | no | 1 | none | [D_EARTH_SPIRIT] | Earth | Blocks metals, ie, arrow heads, swords. Uses less power than an air barrier. | | | 2 | | |
| 8 | 0 | | | WWW_D_EARTH_UNLOCK | 1 | D | Opening locks | target door | | | | yes | 3 sec | no | 1 | 1 sec | [D_EARTH_AIRFIRE] | Earth | | | | | | |
| 9 | 1 | | | WWW_A_EARTH_QUAKE_S | 1 | A | Small Earthquake | surface | Less DPS, screen shake | | | yes | | yes | 1 | none | [A_EARTH_FIRE] | Earth | surface, ripples do damage, small area | Projectile sphere of dirt/iron/volcano. On impact this creates a small AOE earthquake, which needs a second model (animated): Ripped up rocks ground texture, will be spawned on | | 7 | | |
| 10 | 1 | | | WWW_A_EARTH_QUAKE_M | 2 | A | Medium Earthquake | surface | Less DPS, screen shake | | | yes | | yes | 1 | none | [A_EARTH_FIRE_EARTHFIRE] | Earth | As above, but larger/more violent/more lava | | | 7 | | |
| 11 | 1 | | | WWW_A_EARTH_QUAKE_L | 3 | A | Large Earthquake | surface | Less DPS, screen shake | | | yes | | yes | 1 | none | [A_EARTH_FIRE_EARTHFIRE_EARTH] | Earth | surface, ripples do damage, large area | As above, but larger/more violent/more lava | | 7 | | |
| 12 | 1 | | | WWW_D_FIRE_PROTECT | 1 | D | Fire Protect | Powerup (self) | | | Stat: FireProtect | yes | | no | 1 | none | [D_FIRE_SPIRIT] | Fire | 8 sec, less damage from fire sources | | | 2 | | |
| 13 | 1 | | | WWW_A_FIRE_DARTS | 1 | A | Fire arrows | shot | | | | yes | | yes | 16 | none | [A_FIRE_EARTHFIRE] | Fire | 20 shots, 250ms between shots, 4dmg | Projectile of fire, think small bullets/arrows made of fire. These will move at bullet speed and in group, so long trail, and low poly. | | 7 | | |
| 14 | 1 | | | WWW_A_FIRE_BALL | 2 | A | Medium Fireball | shot | | | | yes | | yes | 2 | none | [A_FIRE_EARTHFIRE_AIRFIRE] | Fire | 1 larger shot, like a rocket | Projectile fireball, molten lava sphere core, flames streaking off it (animated textures). | | 8 | | |
| 15 | 1 | | | WWW_A_FIRE_MULTIDARTS | 3 | A | Many FireArrows | shot | | | | yes | | yes | 20 | none | [A_FIRE_EARTHFIRE_AIRFIRE] | Fire | 25 shots, 200ms between shots, 4dmg | (uses same projectile as a previous spell – Fire arrows) | | 7 | | |
| 16 | 0 | | | WWW_A_FIRE_BLOSSOMS | 5 | A | Blossom of fire | Spawn Entity (distance) | | | | yes | 3 sec | no | 1 | 2 sec | [A_FIRE_EARTHFIRE_FIRE_AIRFIRE] | Fire | Thin column -> fat disk | Vertical spinning shaft of fire (but thinner than an arm, and twice as tall as a player). Model animation: spinning, wobbling like a hurricane, expands to a much wider disc of fire (radius | | 7 | | |
| 17 | 1 | | | WWW_D_WATER_HEAL_S | 1 | D | Small heal | Powerup (ally) & effect | | | Powerup: Regen, weave_effect spawned, STATH_HEALTH | yes | 3 sec | no | 1 | 1 sec | [D_WATER_AIRWATER] | Water | 15 hp | Medical + (cross) model, semitransparent, textured to look magic (see what you can do beyond the classic, basic + you see in games) (this one heals) | weave settles into player | | 7 | |
| 18 | 1 | | | WWW_D_WATER_CURE | 2 | D | cure diseases/poison | Effect (ally) | | | | yes | 3 sec | no | 1 | 1 sec | [D_WATER_SPIRIT_EARTHWATER] | Water | 10 hp, cures poison/disease | As above, but different texture theme (this one cures poison) | weave settles into player | | 7 | |
| 19 | 1 | | | WWW_D_WATER_HEAL_M | 2 | D | Medium heal | Powerup (ally) & effect | | | Powerup: Regen, weave_effect spawned, STATH_HEALTH | yes | 3 sec | no | 1 | 1 sec | [D_WATER_SPIRIT_WATER] | Water | 30 hp | As above, but different texture theme (this is a larger heal) | weave settles into player | | 7 | |
| 20 | 1 | | | WWW_D_WATER_PROTECT | 1 | D | Water Protect | Powerup (self) | | | Stat: WaterProtect | yes | | no | 1 | none | [D_WATER_SPIRIT] | Water | | | | | 2 | |
| 21 | 1 | | | WWW_D_AIRFIRE_LIGHT | 1 | D | Light source | Spawn entity (lightsource) | | | | yes | | no | 1 | 1 sec | [D_AIRFIRE_SPIRIT] | Air Fire | hovers near PS | Small semitransparent sphere (this will emit light), think of a marble, with a fractil in the middle. Give it a mild corona | flares to life | | 5 | |
| 22 | 0 | | | WWW_D_AIRFIRE_WALL | 2 | D | Illusion – wall | Spawn Entity (surface) | | | | yes | 3 sec | no | 1 | 2 sec | [D_AIRFIRE_AIRFIRE_FIRE] | Air Fire | extends surface towards player, (maximum distance), lasts 10 seconds | Thin wall model. May be cast in a hallway to temporarily make it appear blocked | barrier solidifies at weave location | | 5 | |
| 23 | 3 | | | WWW_D_AIRFIRE_INVIS | 3 | D | Invisibility | Powerup (ally) | | | Powerup: Invis, weave_effect spawned | yes | 3 sec | no | 1 | 2 sec | [D_AIRFIRE_AIRFIRE_SPIRIT_AIR] | Air Fire | Player goes invisible for 10 seconds | weave spreads around self | | | | |
| 24 | 3 | | | WWW_A_AIRFIRE_LIGHTNING | 4 | A | Lightning | surface (exposed to skybox) | | | | yes | yes | 1 | 1 sec | [A_AIRFIRE_FIRE_AIRFIRE] | Air Fire | Must be under skybox, select ground | Lightning bolt. Animation should be in stages so the model is spawned where it is to hit, and it comes down from the sky to hit there. Model can have a buildup time, with thunder clo | lightning bolt | | 5 | | |
| 25 | 1 | | | WWW_A_AIRWATER_DARTS_S | 1 | A | Needles | shot | | | | yes | | yes | 3 | none | [A_AIRWATER_SPIRIT] | Air Water | 3 x 1 small shot (6 dmg ea) | Projectile/bullet/arrow made of water and air. Like a bullet of ice. Very sharp tip. | visible air projectile | | 7 | |
| 26 | 0 | | | WWW_D_AIRWATER_FOG | 2 | D | Fog | Spawn entity (fog) | | | | no | | no | 1 | 3 sec | [D_AIRWATER_AIRFIRE_WATER] | Air Water | 15 sec fog | weave disperses, fog solidifies | | | | |
| 27 | 1 | | | WWW_A_AIRWATER_DARTS_M | 2 | A | Sword/big needle | shot | | | | yes | | yes | 3 | none | [A_AIRWATER_SPIRIT_AIRFIRE] | Air Water | 3x 1 big shot (12 dmg ea) | Projectile/bullet/arrow made of water and air. Like a bullet of ice, but bigger | visible air projectile | | 7 | |
| 28 | 1 | | | WWW_A_AIRWATER_RIP | 3 | A | Air Rip | Effect (enemy) | | | Runweave to do damage | yes | 3 sec | no | 1 | none | [A_AIRWATER_AIR_SPIRIT_AIRWATER] | Air Water | Big damage (99) to player at predefined range (difficult to hit) | A giant tallon/sythe blade of water and air. Spawned on a player, it will be in front of their chest, and it swings/spins/stabs up into their chest then fades away. Heaps of blood will go e | Blood in body hardens to a double spike, cuts out, blood splatters EVERYWHERE | | 7 | |
| 29 | 1 | | | WWW_A_EARTHWATER_SLOW | 1 | A | Slow Poison | shot | | | Powerup: Slow, weave_effect spawned, STATH_HEALTH | yes | | yes | 1 | none | [A_EARTHWATER_SPIRIT] | Earth Water | 3 sec, 15% move speed slow, 1dps | Projectile/arrow which slow poisons players. It's elements are Earth and Water. Tendrils of smoke coming off it. | weave settles into player | | 7 | |
| 30 | 1 | | | WWW_A_EARTHWATER_POISON | 2 | A | Poison | shot | | | Powerup: Poison, weave_effect spawned, STATH_HEALTH | yes | | yes | 1 | none | [A_EARTHWATER_SPIRIT_WATER] | Earth Water | 5 sec, 8,7,6,5,4 | Projectile/arrow which damage poisons players. It's elements are Earth and Water. Tendrils of smoke coming off it. | weave settles into player | | 7 | |
| 31 | 2 | | | WWW_A_EARTHFIRE_IGNITE | 1 | A | Ignite | Effect (entity) (surface) | | | Runweave to do an explosion | yes | 3 sec | no | 1 | 1 sec | [A_EARTHFIRE_FIREAIR] | Earth Fire | starts a fire, or detonates explosives | | | | | 7 |
| 32 | 2 | | | WWW_D_EARTHFIRE_EXPLOSIVE | 1 | D | Make explosive S | Spawn Entity (surface) | | | | yes | 3 sec | no | 1 | 1 sec | [D_EARTHFIRE_FIRE] | Earth Fire | spawns an explodable entity on a surface | Fractil sprite/model. Animated texture: flashes slowly. Symmetrical on 2 axis would probably be nice. Flower shaped rune. This will sit on a wall or something (invisible to one team). Players can deton | weave settles into object | | 7 | |
| 33 | 2 | | | WWW_D_EARTHFIRE_EXPLOSIVE | 2 | D | Make explosive M | Spawn Entity (surface) | | | | yes | 3 sec | no | 1 | 1 sec | [D_EARTHFIRE_FIRE_EARTHFIRE] | Earth Fire | spawns an explodable entity on a surface, bigger explosion | As above, but bigger/more intense | weave settles into object | | 7 | |
| 34 | 1 | | | WWW_D_SPIRIT_LINK | 1 | D | Link | Effect (ally) & Powerup (self) | | | | yes | 3 sec | no | 1 | none | [D_SPIRIT_SPIRIT] | Earth | gives your mana to an ally to use while linked (mouse1 to end) | Texture to connect two players, no model (think medic link in TF2) | weave settles into object | | 6 | |
| 35 | 3 | | | WWW_D_SPIRIT_STAMINA | 1 | D | Stamina | Powerup (ally) | | | Powerup: Haste, weave_effect spawned | yes | 3 sec | no | 1 | none | [D_SPIRIT_WATER] | Spirit | gives an ally full stamina for 15 seconds, also increases move speed | (stacks with sprint) | weave settles into player | | | |
| 36 | 1 | | | WWW_A_SPIRIT_SLICE_S | 1 | A | Slice weak weaves | Shoot entity (slice shot) | | | | yes | 3 sec | no | 2 | none | [A_SPIRIT_SPIRIT] | Spirit | Slices tier 1 and 2 weaves | Projectile. Sharp crescent shaped | Eliminates enemy spells | | | |
| 37 | 1 | | | WWW_A_SPIRIT_SLICE_M | 2 | A | Slices mid weaves | Shoot entity (slice shot) | | | | yes | 3 sec | no | 2 | none | [A_SPIRIT_SPIRIT_AIR] | Spirit | Slices tier 3 and 4 weaves | Projectile. Sharp crescent shaped, more spikes | Eliminates enemy spells | | | |
| 38 | 1 | | | WWW_A_SPIRIT_SHIELD | 2 | A | Shielding | Powerup (enemy) debuf | | | Powerup: Shield | yes | 10 sec | yes | 1 | none | [A_SPIRIT_SPIRIT_EARTH] | Spirit | Lasts 3 seconds, cast again to maintain, cannot cast on outnumbered | (Semitransparent dome/cone, base diameter about player armspan. Sits above head of shielded player | Blocks player from casting. | | | |
| 39 | 1 | | | WWW_A_SPIRIT_SLICE_L | 4 | A | Slices strong weaves | Shoot entity (slice shot) | | | | yes | 3 sec | no | 2 | none | [A_SPIRIT_SPIRIT_AIR_SPIRIT_AIR] | Spirit | slices tier 5 weaves | Projectile. Sharp crescent shaped, many more spikes | | | | |
| 40 | 0 | | | WWW_D_SPIRIT_TRAVEL | 5 | D | Traveling | Spawn entity (gateway) | | | | no | | no | 1 | 3 sec | [D_SPIRIT_AIRFIRE_EARTHWATER] | Spirit | Opens 5 sec gateway goes to predefined destination closest to view pcs | | | | | |
| 41 | 0 | | | WWW_A_SPIRIT_BALEFIRE | 6 | A | Balefire | shot | | | | yes | 3 sec | no | 1 | none | [A_SPIRIT_FIRE_WATER_AIR_EART] | Spirit | instagib | Blue fire texture. Similar effect to railgun | Fkn owns shit | | | |
| 42 | 0 | | | WWW_A_SPIRIT_STILL | 6 | A | Silence | Powerup (enemy) debuf | | | Set STAT_MAX_POWER to -1 | yes | 3 sec | no | 1 | 1 sec | [A_SPIRIT_EARTHFIRE_AIRWATER] | Spirit | Insta-still | | | | | |
| 43 | 0 | | | WWW_A_SPIRIT_DEATHGATE | 6 | A | Deathgate | Spawn Entity (distance) | | | | yes | 3 sec | no | 1 | 2 sec | [A_SPIRIT_FIRE_EARTHFIRE_AIRF] | Spirit | big dmg | 3 Black rectangles on horizontal plane. Model Animation: Moving around, close to model center. Each one spins and expands and contracts repeatedly | rotating, opening and shutting 4ft x 4ft | | | |
| 44 | 0 | | | WWW_D_AIR_SHIELD | 2 | D | Air Shield | Spawn Entity (self) | | | | yes | | yes | 1 | 1 sec | [D_AIR_AIR_AIR] | Air | Shield about 8m from player, in direction facing. Blocks incoming projectiles | Shield of air. Larger than the projectile version. | Similar to self protect, but the shield is an area of air out in front of player | | | |
| 45 | 6 | | | WWW_D_FIRE_EXTINGUISH | 1 | D | Extinguish | Effect (entity) | | | Runweave to do eliminate any flame ents | yes | | yes | 1 | none | [D_FIRE_AIRFIRE] | Fire | Puts out a random fire | Fractil sprite/model. Animated texture: flashes slowly. Symmetrical on 2 axis would probably be nice. Flower shaped rune. This appears on fire to put it out. | weave hits fire, fire shrinks into nothing | | | |
| 46 | 1 | | | WWW_A_WATER_ICESHARDS_S | 2 | A | Ice Shards | Shoot entity (flack) | | | | yes | | yes | 3 | none | [A_WATER_FIRE_AIRWATER] | Water | Flak cannon, but with ice | Small sharp chunks of ice | | | 4 | |
| 47 | 1 | | | WWW_A_WATER_ICESHARDS_M | 3 | A | Ice Shards | Shoot entity (flack) | | | Flack cannon, but shards of ice. | yes | | yes | 3 | none | [A_WATER_FIRE_AIRWATER_WATE] | Water | Flak cannon, but with ice | Small sharp chunks of ice | | | 4 | |
| | | | | Grenade | | | | | Shoot (creates it), cook.... | Shoot(throws it) | | | | | | | | | | | | | | |
| | | | | Rail (that isn't instagib) | | | | | | | | | | | | | | | | | | | | |