

Num	Pri	C	Mod	Const	Ident	Tier	Type	Name	Effect	Changes To Do	Implementation notes	Holdable	MaxHold	Switch	In Proc	Casts	Cast time	Weave Code	Primary Power	Notes	Model Desc	GLSL & Effects	Model Priority	Animation/movement Desc	
0					WWW_NONE			No weapon											None						
1					WWW_A_AIRFIRE_SWORD	1	A	Fire Sword	Weapon added (self)			no		yes	yes	1	none	[A_AIRFIRE_FIRE]	Air Fire		Sword on fire (flames from some kind of particle emitter)	Flames (fire particles, heat haze)	2		
2	C	1			WWW_D_AIR_PROTECT	1	D	Air Protect	Powerup (self)		Stat: AirProtect	yes		no	yes	1	none	[D_AIR_SPIRIT]	Air	8 second, on PS. Tier 1-2 physical spells, objects		GLSL rounded, light distorting shield			
3					WWW_D_AIR_GRAB	1	D	Levitate/catch objects	Powerup (ally) & effect		weave_effect spawned, set object origin, set object surface	yes		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. MAIR particles (very thin smoke)		6	catch stuff, bring it in to certain distance from player. Object floats in front of player (maybe a bit below crosshair)
4	C	1			WWW_A_AIR_BLAZT	1	A	Air Blast	shot			yes		no	2	none	[A_AIR_AIR]	Air	apply force to object/player, activate button, hemisphere		GLSL distorting air, Air particles		7	applies a force to stuff	
5					WWW_A_AIR_GRABPLAYER	2	A	Levitate/catch players	Effect (player)		Powerup: Bound, weave_effect spawned, set player origin,	yes		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 particles	5	
6					WWW_A_AIR_BINDPLAYER	3	A	Bind	Effect (enemy)		Powerup: Bound, weave_effect spawned, set player origin,	yes		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	AIR particles	4	
7	C	1			WWW_D_EARTH_PROTECT	1	D	Earth Protect	Powerup (self)		Stat: EarthProtect	yes		no	yes	1	none	[D_EARTH_SPIRIT]	Earth	Blocks metals, ie, arrow heads, swords. Uses less power than an air barrier.		GLSL rounded, light distorting shield		2	
8					WWW_D_EARTH_UNLOCK	1	D	Opening locks	target door			yes	3 sec	no	no	1	1 sec	[D_EARTH_AIRFIRE]	Earth			Sparks spray from lock on success			
9	C	1			WWW_A_EARTH_QUAKE_S	1	A	Small Earthquake	surface	Less DPS, screen shake		yes		yes	yes	1	none	[A_EARTH_FIRE]	Earth	surface, ripples do damage, small area		GLSL heat, Rock debris, Lava spray		7	
10	C	1			WWW_A_EARTH_QUAKE_M	2	A	Medium Earthquake	surface	Less DPS, screen shake		yes		yes	yes	1	none	[A_EARTH_FIRE_EARTHFIRE]	Earth	surface, ripples do damage, medium area		GLSL heat, Rock debris, Lava spray		7	
11	C	1			WWW_A_EARTH_QUAKE_L	3	A	Large Earthquake	surface	Less DPS, screen shake		yes		yes	yes	1	none	[A_EARTH_FIRE_EARTHFIRE_EARTH]	Earth	surface, ripples do damage, large area		GLSL heat, Rock debris, Lava spray		7	
12	C	1			WWW_D_FIRE_PROTECT	1	D	Fire Protect	Powerup (self)		Stat: FireProtect	yes		no	yes	1	none	[D_FIRE_SPIRIT]	Fire	8 sec, less damage from fire sources		GLSL rounded, light distorting shield		2	
13	C	1			WWW_A_FIRE_DARTS	1	A	Fire arrows	shot			yes		yes	no	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 s-		7	
14	C	1			WWW_A_FIRE_BALL	2	A	Medium Fireball	shot			yes		yes	no	2	none	[A_FIRE_EARTHFIRE_AIRFIRE]	Fire	1 larger shot, like a rocket		Projectile fireball, molten lava sphere core, flames streaking off it (animated texture)	Flames, Explosion	8	visible fire projectile (like fireball)
15	C	1			WWW_A_FIRE_MULTIDARTS	3	A	Many FireArrows	shot			yes		yes	no	20	none	[A_FIRE_EARTHFIRE_FIRE_FIRE]	Fire	25 shots, 200ms between shots, 4dmg		(uses same projectile as a previous spell - Fire arrows)		7	vertical spinning shaft, 10 feet tall, thinner than arm. On completing weave, expands to 30ft disk
16					WWW_A_FIRE_BLOSSOMS	5	A	Blossom of fire	Spawn Entity (distance)			yes	3 sec	no	yes	1	2 sec	[A_FIRE_EARTHFIRE_FIRE_AIRFIRE]	Fire	Thin column -> fat disk		Model animation: spinning, wobbling like a hurricane, expands		7	vertical spinning shaft, 10 feet tall, thinner than arm. On completing weave, expands to 30ft disk
17	C	1			WWW_D_WATER_HEAL_S	1	D	Small heal	Powerup (ally) & effect		Powerup: Regen, weave_effect spawned, STATH_HEALTH	yes	3 sec	no	yes	1	1 sec	[D_WATER_AIRWATER]	Water	15 hp		Medical + (cross) model, semitransparent, textured to look magic (see what you ca	Particles of "healing" stream between players (similar to TF2)	7	weave settles into player
18	C	1			WWW_D_WATER_CURE	2	D	cure diseases/poison	Effect (ally)			yes	3 sec	no	no	1	1 sec	[D_WATER_SPIRIT_EARTHWATER]	Water	10 hp, cures poison/disease		As above, but different texture theme (this one cures poison)	Particles of "healing" stream between players (similar to TF2)	7	weave settles into player
19	C	1			WWW_D_WATER_HEAL_M	2	D	Medium heal	Powerup (ally) & effect		Powerup: Regen, weave_effect spawned, STATH_HEALTH	yes	3 sec	no	yes	1	1sec	[D_WATER_SPIRIT_WATER]	Water	30 hp		As above, but different texture theme (this is a larger heal)	Particles of "healing" stream between players (similar to TF2)	7	weave settles into player
20	C	1			WWW_D_WATER_PROTECT	1	D	Water Protect	Powerup (self)		Stat: WaterProtect	yes		no	yes	1	none	[D_WATER_SPIRIT]	Water			As above, but different texture theme (this is a larger heal)	Particles of "healing" stream between players (similar to TF2)	2	
21	C	1			WWW_D_AIRFIRE_LIGHT	1	D	Light source	Spawn entity (lightsource)			yes		no	yes	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	Sparkling Glowing orb	5	flares to life
22					WWW_D_AIRFIRE_WALL	2	D	Illusion - wall	Spawn Entity (surface)			yes	3 sec	no	yes	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		5	barrier solidifies at weave location
23					WWW_D_AIRFIRE_INVIS	3	D	Invisibility	Powerup (ally)		Powerup: Invis, weave_effect spawned	yes	3 sec	no	yes	1	2 sec	[D_AIRFIRE_AIRFIRE_SPIRIT_AIR]	Air Fire	Player goes invisible for 10 seconds		Invisible (lightly visible) player skin		5	weave spreads around self
24	C	1			WWW_A_AIRFIRE_LIGHTNING	4	A	Lightning	surface (exposed to skybox)			yes		yes	no	1	1 sec	[A_AIRFIRE_FIRE_AIR_AIRFIRE]	Air Fire	Must be under skybox, select ground		Lightning bolt. Animation should be in stages so the model is spawned where it is	Lightning bolt	5	lightning bolt
25	C	1			WWW_A_AIRWATER_DARTS_S	1	A	Needles	shot			yes		yes	no	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.		7	visible air projectile
26					WWW_D_AIRWATER_FOG	2	D	Fog	Spawn entity (fog)			no		no	yes	1	3 sec	[D_AIRWATER_AIRFIRE_WATER]	Air Water	15 sec fog		Depth fog?		7	weave disperses, fog solidifies
27	C	1			WWW_A_AIRWATER_DARTS_M	2	A	Sword/big needle	shot			yes		yes	no	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		7	visible air projectile
28	C	1			WWW_A_AIRWATER_RIP	3	A	Air Rip	Effect (enemy)		Runweave to do damage	yes	3 sec	no	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-		7	Blood in body hardens to a double spike, cuts out, blood splatters EVERYWHERE
29	C	1			WWW_A_EARTHWATER_SLOW	1	A	Slow Poison	shot		Powerup: Slow, weave_effect spawned, STATH_HEALTH	yes		yes	no	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. Te	Particles of "poison" yellow	7	weave settles into player
30	C	1			WWW_A_EARTHWATER_POISON	2	A	Poison	shot		Powerup: Poison, weave_effect spawned, STATH_HEALTH	yes		yes	no	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.	Particles of "poison" green	7	weave settles into player
31	Ethr	0			WWW_A_EARTHFIRE_IGNITE	1	A	Ignite	Effect (entity) (surface)		Runweave to do an explosion	yes	3 sec	no	no	1	1 sec	[A_EARTHFIRE_FIREAIR]	Earth Fire	starts a fire, or detonates explosives		Fractil sprite/model. Animated texture: flashes slowly. Symmetrical on 2 axis would p	Explosion	7	weave settles into object
32	Ethr	0			WWW_D_EARTHFIRE_EXPLOSIVE	1	D	Make explosive S	Spawn Entity (surface)			yes	3 sec	no	yes	1	1 sec	[D_EARTHFIRE_FIRE]	Earth Fire	spawns an explodable entity on a surface		As above, but bigger/more intense	Explosion	7	weave settles into object
33	Ethr	0			WWW_D_EARTHFIRE_EXPLOSIVE	2	D	Make explosive M	Spawn Entity (surface)			yes	3 sec	no	yes	1	1 sec	[D_EARTHFIRE_FIRE_EARTHFIRE]	Earth Fire	spawns an explodable entity on a surface, bigger explosion		Texture to connect two players, no model (think medic link in TF2)	Explosion	6	TF2 med style link
34	C	1			WWW_D_SPIRIT_LINK	1	D	Link	Effect (ally) & Powerup (self)			yes	3 sec	no	yes	1	none	[D_SPIRIT_SPIRIT]	Spirit	gives your mana to an ally to use while linked (mouse1 to end)		Particles of "link" streaming between players (a glowing, flow		6	TF2 med style link
35	C	1			WWW_D_SPIRIT_STAMINA	1	D	Stamina	Powerup (ally)		Powerup: Haste, weave_effect spawned	yes	3 sec	no	yes	1	none	[D_SPIRIT_WATER]	Spirit	gives an ally full stamina for 15 seconds, also increases move speed		(stacks with sprint)	?	7	weave settles into player
36	C	1			WWW_A_SPIRIT_SLICE_S	1	A	Slice weak weaves	Shoot entity (slice shot)			yes	3 sec	no	no	2	none	[A_SPIRIT_SPIRIT]	Spirit	Projectile. Sharp crescent shaped		?		7	Eliminates enemy spells
37	C	1			WWW_A_SPIRIT_SLICE_M	2	A	Slices mid weaves	Shoot entity (slice shot)			yes	3 sec	no	no	2	none	[A_SPIRIT_SPIRIT_AIR]	Spirit	slices tier 3 and 4 weaves		Projectile. Sharp crescent shaped, more spikes	?	7	Eliminates enemy spells
38	C	1			WWW_A_SPIRIT_SHIELD	2	A	Shielding	Powerup (enemy) debuf		Powerup: Shield	yes	10 sec	yes	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)	GLSL "void" distortion above player, and an upside down dome sprite above	7	Blocks player from casting.
39	C	1			WWW_A_SPIRIT_SLICE_L	4	A	Slices strong weaves	Shoot entity (slice shot)			yes	3 sec	no	no	2	none	[A_SPIRIT_SPIRIT_AIR_SPIRIT_AIR]	Spirit	slices tier 5 weaves		Projectile. Sharp crescent shaped, many more spikes	?		
40					WWW_D_SPIRIT_TRAVEL	5	D	Traveling	Spawn entity (gateway)			no		no	yes	1	3 sec	[D_SPIRIT_AIRFIRE_EARTHWATER]	Spirit	Opens 5 sec gateway goes to predefined destination closest to view pos				7	Vertical silver slash, widens into gateway.
41					WWW_A_SPIRIT_BALEFIRE	6	A	Balefire	shot			yes	3 sec	no	no	1	none	[A_SPIRIT_FIRE_WATER_AIR_EARTH]	Spirit	instagib		Blue fire texture. Similar effect to railgun	Railtrail	?	
42					WWW_A_SPIRIT_STILL	6	A	Silence	Powerup (enemy) debuf		Set STAT_MAX_POWER to -1	yes	3 sec	no	no	1	1 sec	[A_SPIRIT_EARTHFIRE_AIRWATER]	Spirit	Insta-still					
43					WWW_A_SPIRIT_DEATHGATE	6	A	Deathgate	Spawn Entity (distance)			yes	3 sec	no	yes	1	2 sec	[A_SPIRIT_FIRE_EARTHFIRE_AIR]	Spirit	big dmg		3 Black rectangles on horizontal plane. Model Animation: Moving around, close to	?		
44					WWW_D_AIR_SHIELD	2	D	Air Shield	Spawn entity (self)		Similar to slice, Switch to select physical (blockable) weave	yes		yes	yes	1	1 sec	[D_AIR_AIR_AIR]	Air	Shield about 8m from player, in direction facing. Blocks incoming proje		Shield of air. Larger than the projectile version.			
45					WWW_D_FIRE_EXTINGUISH	1	D	Extinguish	Effect (entity)		Runweave to do eliminate any flame ents	yes		yes	no	1	none	[D_FIRE_AIRFIRE]	Fire	Puts out a random fire		Fractil sprite/model. Animated texture: flashes slowly. Symmetrical on 2 axis would p		7	probably be nice. Flower shaped rune. This appears on fire to put it out.
46	C	1			WWW_A_WATER_ICESHARDS_S	2	A	Ice Shards	Shoot entity (flack)		Flack cannon, but shards of ice.	yes		yes	no	3	none	[A_WATER_FIRE_AIRWATER]	Water	Flak cannon, but with ice		Small sharp chunks of ice		4	weave hits fire, fire shrinks into nothing
47	C	1			WWW_A_WATER_ICESHARDS_M	3	A	Ice Shards	Shoot entity (flack)		Flack cannon, but shards of ice.	yes		yes	no	3	none	[A_WATER_FIRE_AIRWATER_WATER]	Water	Flak cannon, but with ice		Small sharp chunks of ice		4	Ice particles on bounce/impact
					Grenade				Shoot (creates it), cook....	Shoot(throws it)															
					Rail (that isn't instagib)																				

	A	D
NONE		
AIR	3	3
AIRFIRE	2	3
FIRE	4	2
EARTHFIRE	1	2
EARTH	3	2
EARTHWATER	2	
WATER	1	3
AIRWATER	3	1
SPIRIT	7	3

Num	Const Ident	Weave Code	Desc
6	WWW_A_AIR_BINDPLAYER	[A_AIR_SPIRIT_AIRWATER_AIRFIRE]	
4	WWW_A_AIR_BLAST	[A_AIR_AIR]	applies a force to stuff
5	WWW_A_AIR_GRABPLAYER	[A_AIR_SPIRIT_AIR]	
22	WWW_A_AIRFIRE_LIGHTNING	[A_AIRFIRE_FIRE_AIR_AIRFIRE]	lightning bolt
1	WWW_A_AIRFIRE_SWORD	[A_AIRFIRE_FIRE]	
25	WWW_A_AIRWATER_DARTS_M	[A_AIRWATER_SPIRIT_AIRFIRE]	visible air projectile
23	WWW_A_AIRWATER_DARTS_S	[A_AIRWATER_SPIRIT]	visible air projectile
41	WWW_A_AIRWATER_RIP	[A_AIRWATER_AIR_SPIRIT_AIRWATER]	
10	WWW_A_EARTH_QUAKE_L	[A_EARTH_FIRE_EARTHFIRE_EARTH]	
9	WWW_A_EARTH_QUAKE_M	[A_EARTH_FIRE_EARTHFIRE]	
8	WWW_A_EARTH_QUAKE_S	[A_EARTH_FIRE]	
28	WWW_A_EARTHFIRE_IGNITE	[A_EARTHFIRE_FIREAIR]	weave settles into object
27	WWW_A_EARTHWATER_POISON	[A_EARTHWATER_SPIRIT_WATER]	weave settles into player
26	WWW_A_EARTHWATER_SLOW	[A_EARTHWATER_SPIRIT]	weave settles into player
13	WWW_A_FIRE_BALL	[A_FIRE_EARTHFIRE_AIRFIRE]	visible fire projectile (like fireball)
15	WWW_A_FIRE_BLOSSOMS	[A_FIRE_EARTHFIRE_FIRE_AIRFIRE_FIRE_AIR]	vertical spinning shaft, 10 feet tall, tinner than arm. On completing weave, expands to 30ft disk
12	WWW_A_FIRE_DARTS	[A_FIRE_EARTHFIRE]	
14	WWW_A_FIRE_MULTIDARTS	[A_FIRE_EARTHFIRE_AIRFIRE_FIRE]	visible fire projectiles (like pins)
38	WWW_A_SPIRIT_BALEFIRE	[A_SPIRIT_FIRE_WATER_AIR_EARTH_SPIRIT_AIRFIRE]	Fkn owns shit
40	WWW_A_SPIRIT_DEATHGATE	[A_SPIRIT_FIRE_EARTHFIRE_AIRFIRE_SPIRIT_FIRE_EARTHFIRE]	rotating, opening and shutting 4ft x 4ft Distance from player oscilates. Tries to stay alligned with player's view
35	WWW_A_SPIRIT_SHIELD	[A_SPIRIT_SPIRIT_EARTH]	
36	WWW_A_SPIRIT_SLICE_L	[A_SPIRIT_SPIRIT_AIR_SPIRIT_AIRFIRE]	
34	WWW_A_SPIRIT_SLICE_M	[A_SPIRIT_SPIRIT_AIR]	
33	WWW_A_SPIRIT_SLICE_S	[A_SPIRIT_SPIRIT]	
39	WWW_A_SPIRIT_STILL	[A_SPIRIT_EARTHFIRE_AIRWATER_SPIRIT_EARTHWATER_AIRFIRE_SPIRIT]	
3	WWW_D_AIR_GRAB	[D_AIR_AIR]	catch stuff, bring it in to certain distance from player. Object floats infront of player (maybe a bit below crosshair)
2	WWW_D_AIR_PROTECT	[D_AIR_SPIRIT]	
21	WWW_D_AIRFIRE_INVIS	[D_AIRFIRE_AIRFIRE_SPIRIT_AIR]	weave spreads around self
19	WWW_D_AIRFIRE_LIGHT	[D_AIRFIRE_SPIRIT]	flares to life
42	WWW_D_AIR_SHIELD	[D_AIR_AIR_AIR]	Shield about 8m from player, in direction facing. Blocks incoming projectiles. Can support another player with it.
20	WWW_D_AIRFIRE_WALL	[D_AIRFIRE_AIRFIRE_FIRE]	barrier solidifies at weave location
24	WWW_D_AIRWATER_FOG	[D_AIRWATER_AIRFIRE_WATER]	weave disperses, fog solidifies
7	WWW_D_EARTH_UNLOCK	[D_EARTH_AIRFIRE]	
30	WWW_D_EARTHFIRE_EXPLOSIVE	[D_EARTHFIRE_FIRE_EARTHFIRE]	weave settles into object
29	WWW_D_EARTHFIRE_EXPLOSIVE	[D_EARTHFIRE_FIRE]	weave settles into object
11	WWW_D_FIRE_PROTECT	[D_FIRE_SPIRIT]	
31	WWW_D_SPIRIT_LINK	[D_SPIRIT_SPIRIT]	TF2 med style link
32	WWW_D_SPIRIT_STAMINA	[D_SPIRIT_WATER]	weave settles into player
37	WWW_D_SPIRIT_TRAVEL	[D_SPIRIT_AIRFIRE_EARTHWATER_SPIRIT_SPIRIT_EARTH_AIR]	Vertical silver slash, widens into gateway.
17	WWW_D_WATER_CURE	[D_WATER_SPIRIT_EARTHWATER]	weave settles into player
18	WWW_D_WATER_HEAL_M	[D_WATER_SPIRIT_WATER]	weave settles into player
16	WWW_D_WATER_HEAL_S	[D_WATER_SPIRIT]	weave settles into player
0	WWW_NONE		

WVP_NONE,
WVP_AIR,
WVP_AIRFIRE,
WVP_FIRE,
WVP_EARTHFIRE,
WVP_EARTH,
WVP_EARTHWATER,
WVP_WATER,
WVP_AIRWATER,
WVP_SPIRIT,
WVP_ALL

Num	Const Ident	Primary Power	Tier	Type	Name	Target	Holdable	MaxHold	Switchat	NumCas	Cast time	Scales	Notes	Weave Code	Desc
15	WVW_D_FIRE_WALL	Fire	2	=	Firewall	Surface (horizontal)	yes		yes	1	1 sec	wider, longer	spawns flaming wall	[D_FIRE_AIR_EARTH]	target ground, wall at right angles from player
40	WVW_D_SPIRIT_COCCOON	All	4	=	Cocoon self	Powerup (self)	yes		yes	1	click	duration	Cannot cast in or out of this weave	[D_EARTHFIRE_EARTHWATER_EARTH_AIR_FIRE]	colorfull cocoon around self

Water
Earth Water