

Num	Pri	C	Mod	Const	Ident	Tier	Type	TODO	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		0			WWW_NONE			1	No weapon											None							
1		0			WWW_A_AIRFIRE_SWORD	1	A	1	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			
2C	1	1			WWW_D_AIR_PROTECT	1	D	1	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					
3C	1	1			WWW_D_AIR_GRAB	1	D	0	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)		
4C	1	1			WWW_A_AIR_BLAZT	1	A	1	Air Blast	shot			yes		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			
5C	1	1			WWW_A_AIR_GRABPLAYER	2	A	1	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	0	0			WWW_A_AIR_BINDPLAYER	3	A	0	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		4			
7C	1	1			WWW_D_EARTH_PROTECT	1	D	1	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	0	0			WWW_D_EARTH_UNLOCK	1	D	1	Opening locks	target door			yes	3 sec	no	no	1	1 sec	[D_EARTH_AIRFIRE]	Earth		Sparks spray from lock on success					
9C	1	2			WWW_A_EARTH_QUAKE_S	1	A	1	Small Earthquake	surface			yes		yes	yes	1	none	[A_EARTH_FIRE]	Earth	surface, ripples do damage, small area	GLSL heat, Rock debris, Lava spray		7			
10C	1	2			WWW_A_EARTH_QUAKE_M	2	A	1	Medium Earthquake	surface			yes		yes	yes	1	none	[A_EARTH_FIRE_EARTHFIRE]	Earth	surface, ripples do damage, medium area	GLSL heat, Rock debris, Lava spray		7			
11C	1	2			WWW_A_EARTH_QUAKE_L	3	A	1	Large Earthquake	surface			yes		yes	yes	1	none	[A_EARTH_FIRE_EARTHFIRE_EARTH]	Earth	surface, ripples do damage, large area	GLSL heat, Rock debris, Lava spray		7			
12C	1	1			WWW_D_FIRE_PROTECT	1	D	1	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			
13C	1	1			WWW_A_FIRE_DARTS	1	A	1	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-		8			
14C	1	1			WWW_A_FIRE_BALL	2	A	1	Medium Fireball	shot			yes		yes	no	2	none	[A_FIRE_EARTHFIRE_AIRFIRE]	Fire	1 larger shot, like a rocket	Projectile fireball, molton lava sphere core, flames streaking off it (animated texture)	Flames, Explosion	7	visible fire projectile (like fireball)		
15C	1	0			WWW_A_FIRE_MULTIDARTS	3	A	1	Many FireArrows	shot			yes		yes	no	20	none	[A_FIRE_EARTHFIRE_AIRFIRE_FIRE]	Fire	25 shots, 200ms between shots, 4dmg	(uses same projectile as a previous spell - Fire arrows)		7	visible fire projectiles (like pins)		
16	0	0			WWW_A_FIRE_BLOSSOMS	5	A	1	Blossom of fire	Spawn Entity (distance)			yes	3 sec	no	yes	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, expand	7	vertical spinning shaft, 10 feet tall, thinner than arm. On completing weave, expands to 30ft disk		
17C	1	1			WWW_D_WATER_HEAL_S	1	D	1	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, also heals wounded	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	
18C	1	1			WWW_D_WATER_CURE	2	D	1	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	
19C	1	1			WWW_D_WATER_HEAL_M	2	D	1	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, also heals wounded	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	
20C	1	1			WWW_D_WATER_PROTECT	1	D	1	Water Protect	Powerup (self)		Stat: WaterProtect	yes		no	yes	1	none	[D_WATER_SPIRIT]	Water		GLSL rounded, light distorting shield		2			
21C	1	1			WWW_D_AIRFIRE_LIGHT	1	D	1	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	0	0			WWW_D_AIRFIRE_WALL	2	D	1	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	3	0			WWW_D_AIRFIRE_INVIS	3	D	1	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		
24C	1	1			WWW_A_AIRFIRE_LIGHTNING	4	A	1	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	
25C	1	1			WWW_A_AIRWATER_DARTS_S	1	A	0	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	0	0			WWW_D_AIRWATER_FOG	2	D	1	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		
27C	1	1			WWW_A_AIRWATER_DARTS_M	2	A	0	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		
28C	1	1			WWW_A_AIRWATER_RIP	3	A	1	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-	Explosion	7	Blood in body hardens to a double spike, cuts out, blood splatters EVERYWHERE		
29C	1	1			WWW_A_EARTHWATER_SLOW	1	A	1	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	
30C	1	1			WWW_A_EARTHWATER_POISON	2	A	1	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	0	0			WWW_A_EARTHFIRE_IGNITE	1	A	1	Ignite	Effect (entity) (surface)		Runweave to do an explosion	yes	3 sec	no	no	1	1 sec	[A_EARTHFIRE_AIRFIRE]	Earth Fire	starts a fire, or detonates explosives	Sparks at target		7	weave settles into object		
32C	1	1			WWW_D_EARTHFIRE_EXPLOSIVE	1	D	1	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	Fractil sprite/model. Animated texture: flashes slowly. Symetrical on 2 axis would p	Explosion		7	weave settles into object	
33C	1	1			WWW_D_EARTHFIRE_EXPLOSIVE	2	D	1	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	As above, but bigger/more intense	Explosion		7	weave settles into object	
34C	1	1			WWW_D_SPIRIT_LINK	1	D	1	Link	Effect (ally & 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)	Texture to connect two players, no model (think medic link in TF2)	Particles of "link" streaming between players (a glowing, flow		6	TF2 med style link	
35C	1	1			WWW_D_SPIRIT_STAMINA	1	D	1	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	
36C	1	1			WWW_A_SPIRIT_SLICE_S	1	A	1	Slice weak weaves	Shoot entity (slice shot)			yes	3 sec	no	no	2	none	[A_SPIRIT_SPIRIT]	Spirit	Slices tier 1 and 2 weaves	Projectile. Sharp crescent shaped	?		7	Eliminates enemy spells	
37C	1	1			WWW_A_SPIRIT_SLICE_M	2	A	1	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	
38C	1	1			WWW_A_SPIRIT_SHIELD	2	A	1	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 hea	GLSL "void" distortion above player, and an upside down dome sprite above		7	Blocks player from casting.	
39C	1	1			WWW_A_SPIRIT_SLICE_L	4	A	1	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	?		7	weave settles into player	
40	0	0			WWW_D_SPIRIT_TRAVEL	5	D	0	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	0	0			WWW_A_SPIRIT_BALEFIRE	6	A	0	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		7	Fkn owns shit	
42	0	0			WWW_A_SPIRIT_STILL	6	A	0	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	0	0			WWW_A_SPIRIT_DEATHGATE	6	A	0	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	?			7	rotating, opening and shutting 4ft x 4ft
44	0	0			WWW_D_AIR_SHIELD	2	D	0	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.				7	Distance from player oscilates. Tries to stay alligned with player!
45	6	0			WWW_D_FIRE_EXTINGUISH	1	D	0	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. Symetrical on 2 axis would p	probably be nice. Flower shaped rune. This appears on fire to put it out.		4	weave hits fire, fire shrinks into nothing	
46C	1	1			WWW_A_WATER_ICESHARDS_S	2	A	1	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	
47C	1	0			WWW_A_WATER_ICESHARDS_M	3	A	1	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	
48	1	1			WWW_D_SPIRIT_REVIVE	2	D	1	Revive	Effect (ally)		Player being revived takes some time coming up, and small	yes	3 sec	no	no	1	none	[D_SPIRIT_EARTHWATER_AIRWATER]	Spirit	Similar to healing particles, but swirling around the player instead of	streaming into them.	Particles of "healing" swirl around player being revived.				
					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