

# Weave

Magically weaves raw fiber or hair into extremely durable belt, boots, coat, cloak, gloves, hat, pants, or tunic.

**Modification Point cost:** 2

**Prerequisites:**

1. Seeker Ability, "Enchanter Studies".
2. Trade-Skills, "Sewing" (while weaving an item, you must not fail your sewing check, or the materials will be unuseable).

**Area of Effect:** Not applicable. This spell creates a single item with the readied fibers and/or hair.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** It will take 1 hour to create each item.

**Effect time:** Instant. As soon as this spell is cast, the weaving (duration) will begin.

**Explanation:** This spell will permanently weave prepared hair and/or fibers into any one of the following items which will give the wearer certain protections and adjustments:

| <u>Item woven:</u> | <u>Bonuses and Adjustments:</u>                      | <u>Item value:</u> |
|--------------------|--|--------------------|
| Belt:              | +5 to hunger, and +3 to Vampiric hunger checks.      | 800 white-gold.    |
| Boots:             | +1 Movement.   | 1,000 white-gold.  |
| Coat:              | +1 to Defensive, and +5 to avoidance-rolls vs. Cold. | 1,000 white-gold.  |
| Cloak:             | +1 to Awareness rolls.                               | 700 white-gold.    |
| Gloves:            | +1 to offensive rolls.                               | 900 white-gold.    |
| Hat:               | +5 to consciousness check rolls.                     | 1,500 white-gold.  |
| Pants:             | +1 to all constitution based rolls.                  | 1,800 white-gold.  |
| Tunic:             | -1 Blood-loss per turn.                              | 2,000 white-gold.  |

**Hand movement:** Two hands.

**Healing:** Not applicable.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5')

**Resting time:** None.

**Special:** None.

**Spell Preparation:** The caster must shear a sheep or long-haired animal, or strip a plant down, preparing it into long strands of softened fiber.

**Spell-points to cast:** 2 Spell-points will begin to regenerate after the spell's "Duration" has expired.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 22,300 white-gold / **Spell-rune:** 223 white-gold