

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 sheer 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