

WEAVER
TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.3 - 15 EXP

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=== Trade Description ===

Originating in the Syndar people and their innate understanding to the flow of mana in the world, the weaver trade is a venerable one. Filled by sages, scholars, and hedge mages who have dedicated their lives to the understanding of magic and how to channel it to do even greater things than ever before heard of. A weaver has the ability to shape mana in unique ways or interact with the mana stream in a different way.

A Weaver must have a good understanding of magic in the game and must detail out a number of ways that they work their magic and how they expand on their mana weaving abilities. This trade resembles a very unique way of interacting with mana and should be noticeably heavier in role play, props, and actions. Players need to acquire Herald approval before taking this Trade.

=== Required Skills ===

- Divine Magic 2 or Arcane Magic 2
- Mana Transfer

that may open up details to them or give them details.

A weaver may attempt to divine information if they are presented with a Lore card that they do not have the ability to normally read.

The weaver must place the item of focus in the center of their ritual circle (be discreet and hide the Lore card from view) or conduct the ritual at the site where the Lore card is located. The Weaver must be at full mana to attempt the divination. The weaver must conduct a ritual and/or chant during this time. There is a 50% chance that at the end of the divination, the Weaver has learned more information about the target item/object and may open and read the Lore card even without the applicable Lore skill. Find a Herald to determine if this attempt was successful.

If the attempt fails, they may spend all of their current mana to try another attempt. If this attempt fails, the Weaver is unable to try again; despite their best efforts, the knowledge cannot be divined.

circle for the spell to work.

If another spellcaster meditates with the Weaver, the other spellcaster may regain +1 mana to the amount they would normally regain through meditation. This requires both the spellcaster and the weaver to participate in the meditation. The weaver must conduct a ritual and/or chant during this meditation. Up to three spell casters may meditate with the weaver to gain this bonus and all must remain inside the ritual circle. The weaver does not gain this bonus since it is already reflected in their other abilities, but instead grants it to others. This ability cannot be stacked and cannot have its duration shortened.

Recharge Mana Stones

Time: 10 minutes

Action: This ability allows weavers to channel their magic into a crystal so it may be stored for later use. These crystals, or mana stones, must be approved mana stone props that have an appropriate item card accompanying it. The weaver must place the mana stone in the center of their ritual circle. The weaver must conduct a ritual and/or chant during this time. At the end of the ritual, they must Mana

Transfer two points of mana into the stone for each point by which they wish to recharge it.

Weave Spell Barriers

Time: 5 Minutes

Effect: A Weaver can weave a protection spell around a target that is specific to a certain type of magic. The target must be inside the Weaver's ritual circle during this time. The weaver must conduct a ritual and/or chant during this meditation. These auras take up one of the two spell auras available to a player and may be stacked with Mage Armor and Protection.

Red Necklace - Cost is 3 mana. The Weaver is able to weave a spell that will react to an incoming Shatter Bolt. Upon being struck by a Shatter Bolt, the wearer of this spell must announce "IMMUNE" and then immediately suffer the affects of a 5' Knockback and Stagger. This is to represent the spell barrier reacting to the incoming magic and making it forcefully dissipate into the air instead of affecting the target. Once used, the necklace must be removed.

Green Necklace - Cost is 4 mana. The Weaver is able to weave a spell that will react to an incoming Acid Bolt. Upon being struck by an Acid Bolt, the wearer of this spell must announce "IMMUNE" and then immediately suffer the affects of a 5' Knockback and Stagger. This is to represent the spell barrier reacting to the incoming magic and making it forcefully dissipate into the air instead of affecting the target. Once used, the necklace must be removed.

Black Necklace - Cost is 8 mana. The Weaver is able to weave a spell that will react to an incoming Death Bolt. Upon being struck by an Death Bolt, the wearer of this spell must announce "IMMUNE" and then immediately suffer the affects of a 5' Knockback and Stagger. This is to represent the spell barrier reacting to the incoming magic and making it forcefully dissipate into the air instead of affecting the target. Once used, the necklace must be removed.

Conduct Divination

Time: 10 minutes

Effect: The weaver can utilize the mana stream to search for knowledge, tapping into its connection with others and even dieties

=== Equipment Required ===

- Ritual Circle (examples may be a circle painted on canvas, a chalk circle drawn on stone or wood, or a circle made of salt or sand). Must be at least as large in diameter as the Weaver's extended arms.
- Ritualistic items (representing the four elements; air, earth, fire, and water)
- Spell/Ritual Book with spells and incantations
- Sand Timer(s)
- Die Counters
- Beads (Red, Green, Black: similar to normal magic bead spell components)

=== Time & Actions ===

Advanced Mana Usage

Time: N/A

Action: The weaver learns how to store and recover more mana, giving them a +1 bonus to their mana pool along with a +1 bonus to the mana they recover during meditation.

Enhance Meditation

Time: Used during Meditation

Action: This ability allows a weaver to use their advanced knowledge to restore mana to another spellcaster. Both the spellcaster and the weaver must meditate together in a ritual