Asheron's Call™

Player Handbook

V.1.2

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Introduction

The Asheron's Call Roleplaying game is about storytelling in worlds of Dereth. It shares elements with childhood games of make-believe. Like those games, Asheron's Call is driven by imagination. It's about picturing the towering castle beneath the stormy night sky and imagining how a fantasy adventurer might react to the challenges that scene presents.

Unlike a game of make-believe, Asheron's Call gives structure to the stories, a way of determining the consequences of the adventurers' action. Players roll dice to esolve whether their attacks hit or miss or whether their adventurers can scale a cliff, roll away from the strike of a magical lightning bolt, or pull off some other dangerous task. Anything is possible, but the dice make some outcomes more probable than others.

In the Asheron's Call game, each player creates an adventurer (also called a character) and teams up with other adventurers (played by friends). Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple deep in a jungle, or a lava-filled cavern beneath a mysterious mountain. The adventurers can solve puzzles, talk with other characters, battle fantastic monsters, and discover fabulous magic items and other treasure.

One player, however, takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the characters, w ho navigate its hazards and decide which paths to explore. The DM might describe the entrance to Neydisa Castle, and the players decide what they want their adventurers to do. Will they walk across the dangerously weathered drawbridge? Tie themselves together with rope to minimize the chance that someone will fall if the drawbridge gives way? Or cast a spell to carry them over the chasm?

Then the DM determines the results of the adventurers' actions and narrates what they experience. Because the DM can im provise to react to anything the players attempt, Aasheron's Call is infinitely flexible, and each adventure can be exciting and unexpected. The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story called a campaign. Many people who play the game keep their cam paigns going for months or years, meeting with their friends every week or so to pick up the story where they left off.

The adventurers grow in might as the cam paign continues. Each monster defeated, each adventure completed, and each treasure recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's level. There's no winning and losing in the Asheron's Call game—at least, not the way those terms are usually understood. Together, the DM and the players create an exciting story of bold adventurers who confront deadly perils.

Sometimes an adventurer might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the player might choose to create a new character to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.

Worlds of Adventure

The many places in the Asheron's Call game are places of magic and monsters, of brave warriors and spectacular adventures. They begin with a foundation of medieval fantasy and then add the creatures, places, and magic that make these worlds unique. The world of Asheron's Call game exist within Dereth, a strange and mysterious plane of existence.

A Brief History for Travelers

The members of the Arcanum would like to welcome you to Dereth. You must be bewildered by what has happened to you, and we hope that this and other documents will help familiarize you with our new world. We call it "our new world" because--and this may be difficult for you to accept--there is no way for you to return to Ispar. Before your arrival here, you may have heard rumors of mysterious spinning discs and missing people; as you now know, these tales are true. In time, we hope that you will accept your fate and see the many opportunities our new homeland offers. Few people get the chance to make a world, and while we may have lost our old world, together we can make this one just as much ours.

To begin, you will need to understand a little history about our new world. Over 25 years ago, the first Isparians began arriving on this planet Auberean, and specifically here on the island of Dereth. Those first brave souls met the Olthoi, a horrible race of enormous insect-type creatures. The Isparians were quickly enslaved and forced to tend to the disgusting gruel that the Olthoi feed their grubs. Eventually, a few Isparians escaped and formed a small band of resistance under the leadership of Thorsten Cragstone and Elysa Strathelar. With the help of Asheron, the last of the ancient Empyrean people, Elysa and Thorsten killed the Olthoi Queen, throwing the Olthoi into disarray and freeing the captured Isparian

people. But the fighters paid a heavy price, as the Olthoi Queen killed Thorsten moments before Elysa struck the killing blow. In memory of the Isparians' heroic accomplishment, the year in which these events occurred is called PY 0 (Portal Year 0).

That climactic battle took place over 10 years ago. A period of relative quiet followed, during which we began to find our place in this new world. Only recently has our calm been interrupted by world-spanning near-catastrophes, events that threatened not only to destroy all that we have built here, but to take our lives. Now, in the face of these challenges, our long-absent Queen Elysa has returned. More than ever, we are determined to make Dereth ours.

Now that you know a little about our world, you are welcome to explore these halls so that you may understand this world even more. We recommend that you spend some time familiarizing yourself with the most recent events in our history, those that began in the year PY 10. After this, you may want to find out more about the creatures you will be encountering and review such details of this land's history and people as we have been able to piece together.

The Fourth Sending of Darkness
These events culminated with the release of the dread Hopeslayer, Bael'Zharon. Many were surprised by the turn of events that began with a single snowflake falling. . .

Using This Book

The Player's Handbook is divided into three parts.

Part 1 is about creating a character, providing the rules and guidance you need to make the character you'll play in the game. It includes information on the various races, classes, backgrounds, equipment, and other customization options that you can choose from. Many of the rules in part 1 rely on material in parts 2 and 3. If you come across a game concept in part 1 that you don't understand, consult the book's index.

Part 2 details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your characallter attempts, and describes the three broad categories of activity in the game: exploration, interacalltion, and combat.

Part 3 is all about magic. It covers the nature of magic in the worlds of Asheron's Call, the rules for spellcasting, and the huge variety of spells available to magic-using characallters (and monsters) in the game.

How to Play

The play of the Asheron's Call game unfolds according to this basic pattern.

1. The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room , what's on a table, who's in the tavern, and so on).

2. The players describe what they want to do. Some times one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions. Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The DM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1. This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal com bat against a mighty dragon. In certain situations, particularly combat, the action is more structured and the players (and DM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circum stances of the adventure.

Often the action of an adventure takes place in the imagination of the players and DM, relying on the DM 's verbal descriptions to set the scene. Some DMs like to use music, art, or recorded sound effects to help set the mood, and many players and DMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a DM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

Game Dice

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores. In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d 10, d 12, and d20. For instance, a d6 is a six-sided die (the typical cube that many gam es use). Percentile dice, or d 100, work a little differently.

You generate a number between 1 and 100 by rolling two different ten-sided dice numbered

from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two Os represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, "3d8 + 5 " means you roll three eight-sided dice, add them together, and add 5 to the total. three eight-sided dice, add them together, and add 5 to the total. The same dnotation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it w as odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

The D20

Does an adventurer's sword swing hurt a Olthoi or just bounce off its scales? Will the Banderling believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a fireball, or does he or she take full damage from the blaze? Incases where the outcome of an action is uncertain, the Asheron's Call game relies on rolls of a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by **six ability scores**. The abilities are Strength, Endurance, Coordination, Quickness, Focus, and Willpower, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player m akes on a character's or monster's behalf. Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1. Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill. (See chapter 1 for details on each ability and how to determine an ability's modifier.)

2. Apply circumstantial bonuses and penalties. A class feature, a spell, a particular circum stance, or some other effect might give a bonus or penalty to the check.

3. Compare the total to a target number. If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The DM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail. The target number for an ability check or a saving throw is called a Difficulty Class (DC).

The target number for an attack roll is called an Armor Level (AL). This simple rule governs the resolution of most tasks in Asheron's Call play. Chapter 8 provides more detailed rules for using the d20 in the game.

Advantage and Disadvantage

Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circum stances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17. More detailed rules for advantage and disadvantage are presented in chapter 7.

Specific Feats General

This book contains rules, especially in parts 2 and 3, that govern how the game plays. That said, many racial traits, class features, spells, magic items, monster abilities, and other game elements break the general rules in someway, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins. Exceptions to the rules are often minor. For instance, many adventurers don't have proficiency with longbows, but every Aluvian does because of a racial trait. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally pass through walls, but some spells make that possible. Magic accounts for most of the major exceptions to the rules.

Round Down

There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

Adventures

The Asheron's Call game consists of a group of characters embarking on an adventure that the Dungeon Master presents to them. Each character brings particular capabilities to the adventure in the form of ability scores and skills, class features, racial traits, equipment, and magic items. Every character is different, with various strengths and weaknesses, so the best party of adventurers is one in w hich the characters complement each other and cover the weaknesses of their companions.

The adventurers must cooperate to successfully complete the adventure. The adventure is the heart of the game, a story with a beginning, a middle, and an end. An adventure might be created by the Dungeon Master or purchased off the shelf, tweaked and modified to suit the DM 's needs and desires. In either case, an adventure features a fantastic setting, whether it's an underground dungeon, a crumbling castle, a stretch of wilderness, or a bustling city. It features a rich cast of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs).

Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the NPCs is a villain whose agenda drives much of an adventure's action.

Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their best to kill or capture each other in combat. At other times, the adventurers talk to another creature (or even a magical object) with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete.

A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to civilization to rest and enjoy the spoils of their labors. But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A cam paign is the whole series—a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

The Three Pillars of Adventure

Adventurers can try to do anything their players can imagine, but it can be helpful to talk about their activities in three broad categories: exploration, social interaction, and combat. Exploration includes both the adventurers' movement through the world and their interaction with objects and situations that require their attention.

Exploration is the give-and-take of the players describing what they want their characters to do, and the Dungeon Master telling the players what happens as a result. On a large scale, that

might involve the characters spending a day crossing a rolling plain or an hour making their way through caverns underground. On the smallest scale, it could mean one character pulling a lever in a dungeon room to see what happens. Social interaction features the adventurers talking to someone (or something) else.

It might mean demanding that a captured scout reveal the secret entrance to the drudge lair, getting information from a rescued prisoner, pleading for mercy from an banderling chieftain, or persuading a talkative magic mirror to show a distant location to the adventurers. The rules in chapters 7 and 8 support exploration and social interaction, as do many class features in chapter 3 and personality traits in chapter 4. Combat, the focus of chapter 9, involves characters and other creatures swinging weapons, casting spells, maneuvering for position, and so on—all in an effort to defeat their opponents, whether that m eans killing every enemy, taking captives, or forcing a rout.

Combat is the most structured element of an Asheron's Call session, with creatures taking turns to make sure that everyone gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts like surfing down a flight of stairs on a shield, to exam ine the environment (perhaps by pulling a mysterious lever), and to interact with other creatures, including allies, enemies, and neutral parties.

The Wonders of Magic

Few Asheron's Call adventures end without something magical happening. Whether helpful or harmful, magic appears frequently in the life of an adventurer, and it is the focus of chapters 10 and 11.

In the world of Aheron's Call, practitioners of magic are rare, set apart from the masses of people by their extraordinary talent. Common folk might see evidence of magic on a regular basis, but it's usually minor—a fantastic monster, a visibly answered prayer, a Mage walking through the streets with an animated shield guardian as a bodyguard. For adventurers, though, magic is key to their survival.

Without life magic, adventurers would quickly succumb to their wounds. Without creature magic for support, warriors might be overwhelmed by powerful foes.

Without the war and void magic of mages, every threat would be magnified tenfold.

Magic is also a favored tool of villains. Many adventures are driven by the machinations of spellcasters who are hellbent on using magic for some ill end. A cult leader seeks to awaken a god who slum bers beneath the sea, a hag kidnaps youths to magically drain them of their vigor, a mad mage labors to invest an army of automatons with a facsim ile of life, a verindi begins a mystical ritual to rise up as a god of destruction—these are just a few of the magical threats that adventurers might face. With magic of their own, in the form of spells and magic items, the adventurers might prevail!
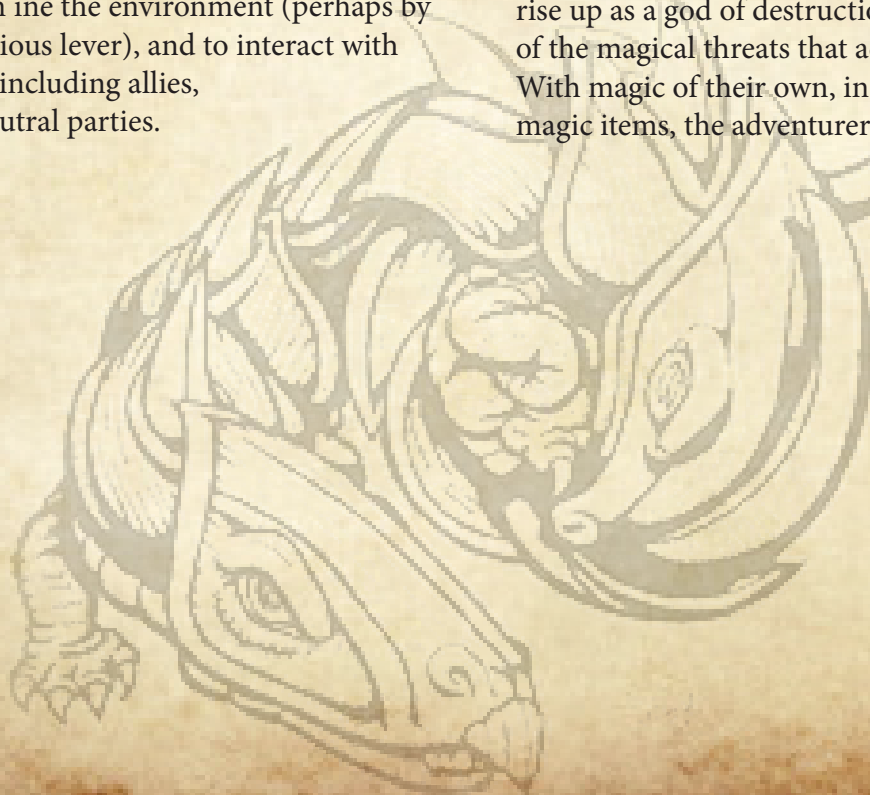
Chapter 1:
Step-by-Step Characters

OUR FIRST STEP IN PLAYING AN ADVENTURER IN THE Asheron's Call game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or shadow) and a class (such as Swashbucklet or Life Caster). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Asheron's Call world.

Before you dive into step 1 below, think about the kind of adventurer you want to play. Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make.

What's important is that you come to the table with a character you're excited to play. Throughout this chapter, we use the term character sheet to mean whatever you use to track your character, whether it's a form al character sheet (like the one at the end of this book), some form of digital record, or a piece of notebook paper. An official Asheron's Call character sheet is a fine place to start until you know what information you need and how you use it during the game.

Building Zebidee
Each step of character creation includes an example of that step, with a player named David building his dwarf character, Zebidee.

1. Choose a Race
Every character belongs to a race, one of the many intelligent species in the Asheron's Call world. The most common player character races are Aluvian, Gharu'ndim, Sho, and Viamontian. Some races also have subraces, such as Umbraen or Penumbraen Chapter 2 provides more inform ation about these races, as well as the less widespread races, Gear Knight, Undead, Empyrean, Aun Tumerok and Lugian. The race you choose contributes to your character's identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your character's race grants particular racial traits, such as special senses, proficiency with certain weapons or tools, proficiency in one or more skills, or the ability to use minor spells.

These traits sometimes dovetail with the capabilities of certain classes (see step 2). Your race also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later. Record the traits granted by your race on your character sheet. Be sure to note your starting languages and your base speed as well.

Building Zebidee, Step 1 ,
David is sitting dow n to create his character. He decides that a Empyrean fits the character he wants to play. He notes all the racial traits of Empyrean on his character sheet, including his speed of 25 feet and the languages he knows.

2. Choose a Class
Every adventurer is a member of a class. Class broadly describes a character's vocation, what special talents he or she possesses, and the tactics he or she is m ost likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation. The character classes are described in chapter 3. Your character receives a number of benefits from your choice of class.

Many of these benefits are class features—capabilities (including spellcasting) that set your character apart from members of other classes. You also gain a number of proficiencies: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie. On your character sheet, record all the features that your class gives you at 1st level.

Level

Typically, a character starts at 1st level and advances in level by adventuring and gaining experience points (XP). A 1st-level character is inexperienced in the adventuring world. Starting off at 1st level marks your character's entry into the adventuring life. If you're already familiar with the game, or if you are joining an existing Asheron's Call campaign, your DM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your levels past 1st. A lso record your experience points. A 1st-level character has 0 XP A higher-level character typically begins with the minimum amount of XP required to reach that level (see "Beyond 1st Level" later in this chapter).

Hit Points and Hit Dice

Your character's hit points define how tough your character is in com bat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).

At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Endurance modifier, which you'll determine in step 3.) This is also your hit point maximum. Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see "Resting" in chapter 8).

Starting Health Die

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:
• Attack rolls using weapons you're proficient with
• Attack rolls with spells you cast
• Ability checks using skills you're proficient in
• Ability checks using tools you're proficient with
• Saving throws you're proficient in
• Saving throw DCs for spells you cast (explained in each spellcasting class)

Your class determ ines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in chapter 7, tools in chapter 5.) Your background gives you additional skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circum stance suggests that your proficiency bonus applies more than once to the sam e roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.

Building Zebidee , Step 2

David imagines Zebidee charging into battle with an axe, one horn on his helmet broken off. He makes Zebidee a Melee style character. As a 1st-level, Zebidee has 1 Hit Die—a 1d8—and starts with hit points equal to 8 + his Endurance modifier. David notes this, and will record the final number after he determines Zebidee's Endurance score (see step 3). David also notes the proficiency bonus for a 1st-level character, which is +2.

3. Determine Ability Scores

Much of what your character does in the game depends on his or her six abilities: Strength, Endurance, Coordination, Quickness, Focus, and Willpower. Each ability has a score, which is a number you record on your character sheet. The six abilities and their use in the game are described in chapter 7. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important.

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8. Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Endurance, Coordination, Quickness, Focus, and Self. Afterward, make any changes to your ability scores as a result of your race choice. After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Building Zebidee, Step 3

David decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Zebidee's abilities. Since he's a Soldier, he puts his highest score, 15, in Strength. His nexthighest, 14, goes in Constitution. Zebidee might be a brash Soldier, but David decides he wants the Aluvian to be older, wiser, and a good leader, so he puts decent scores in Wisdom and Charisma. After applying his racial benefits (increasing Zebidee's Constitution by 2 and his Strength by 2), Zebidee's ability scores and modifiers look like this: Strength 17 (+3), Coordination 10 (+0), Endurance 16 (+3), Focus 8 (-1), Self 13 (+1), Quickness 12 (+1). David fills in Zebidee's final hit points: 10 + his Endurance modifier of +3, for a total of 13 hit points.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Variant: Customizing Ability Scores

At your Dungeon Master's option, you can use this variant for determining your ability scores. The method described here allows you to build a haracter with a set of ability scores you choose individually. You have 27 points to spend on your ability scores. The cost of each score is show n on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 8. This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes.

Ability Scores Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

6. Choose Equipment

Your class and background determine your character's starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in chapter 5.

Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold Pyreal (gp) to spend based on your class, as shown in chapter 5. Extensive lists of equipment, with prices, also appear in that chapter. If you wish, you can also have one trinket at no cost (see the trinket table at the end of chapter 5). Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. Chapter 7 has more information on carrying capacity.

Armor Level

Your Armor Level (AL) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, Melee Defence and your Coordination modifier. Not all characters wear armor or carry shields, however.

Without armor or a shield, your character's AL equals 10 + his or her Coordination modifier. If your character wears armor, carries a shield, or both, calculate your AL using the rules in chapter 5. Record your AL on your character sheet.

Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in chapter 5.

Some spells and class features give you a different way to calculate your AL. If you have multiple features that give you different ways to calculate your AL, you choose which one to use.

Weapons

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

• For attacks with melee weapons, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a finesse weapon, use your Coordination modifier instead.

• For attacks with ranged weapons, use your Coordination modifier for attack and damage rolls. A weapon that has the thrown property, use your Strength modifier instead.

Building Zebidee , Step 5

David writes down the starting equipment from the provided by the GM. His starting equipment includes a robe and a shield, which combine to give Zebidee an Armor Level of 10.

For Zebidee's weapons, David chooses a battleaxe and two handaxes. His battleaxe is a melee weapon, so Zebidee uses his Strength modifier for his attacks and damage. His attack bonus is his Strength modifier (+3) plus his proficiency bonus (+2), for a total of +5. The battleaxe deals 1d8 slashing damage, and Zebidee adds his Strength modifier to the damage when he hits, for a total of 1d8 + 3 slashing damage.

When throwing a handaxe, Zebidee has the same attack bonus (handaxes, as thrown weapons, use Strength for attacks and damage), and the weapon deals 1d6 + 3 slashing damage when it hits.

6. Come Together

Most Asheron's call characters don't work alone. Each character plays a role within a party, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the worlds of Asheron's Call. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

Beyond 1st Level

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Endurance modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Endurance modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when Zebidee reaches 8th level, he increases his Endurance score from 17 to 18, thus increasing his Endurance modifier from +3 to +4. His hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

Tiers of Play

The shading in the Character Advancement table shows the four tiers of play. The tiers don't have any rules associated with them; they are a general description of how the play experience changes as characters gain levels.

In the first tier (levels 1-4), characters are effectively apprentice adventurers. They are learning the features that define them as members of particular classes, including the major choices that flavor their class features as they advance. The threats they face are relatively minor, usually posing a danger to local farmsteads or villages.

In the second tier (levels 5-10), characters come into their own. Many spellcasters gain access to 3rd-level spells at the start of this tier, crossing a new threshold of magical power with spells such as fireball and lightning arc. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have become important, facing dangers that threaten cities and kingdoms.

In the third tier (levels 11-16), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among adventurers. At 11th level, many spellcasters gain access to 6th-level spells, some of which create effects previously im possible for player characters to achieve. Other characters gain features that allow them to make more attacks or do more im pressive things with those attacks. These mighty adventurers often confront threats to whole regions and continents.

At the fourth tier (levels 17-20), characters achieve the pinnacle of their class features, becoming heroic (or villainous) archetypes in their own right. The fate of the world or even the fundamental order might hang in the balance during their adventures.

Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Chapter 2:
Races

Choosing a Race

Aluvian are them ost com m on people in the world of Dereth, but they live and work alongside Gharu'ndim, Sho, Viamontian, and countless other fantastic species. Your character belongs to one of these peoples.

Not every intelligent race is appropriate for a player-controlled adventurer. Aluvian, Gharu'ndim, Sho, and Viamontian are the most common races to produce the sort of adventurers who make up typical parties. Umbraen, Penumbraen, Gear Knight, Undead, Empyrean, Aun Tumerok and Lugian are less common as adventurers.

Your choice of race affects many different aspects of your character. It establishes fundamental qualities that exist throughout your character's adventuring career. When making this decision, keep in mind the kind of character you want to play. For example, a Aluvian could be a good choice for a Swashbucklier, a Sho makes a tough Soldier, and an Gharu'ndim can be a master of War Magic.

Your character race not only affects your ability scores and traits but also provides the cues for building your character's story. Each race's description in this chapter includes inform ation to help you roleplay a character of that race, including personality, physical appearance, features of society, and racial alignment tendencies. These details are suggestions to help you think about your character; adventurers can deviate widely from the norm for their race. It's worthwhile to consider why your character is different, as a helpful way to think about your character's background and personality.

Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear am ong the traits of most races.

Ability Score Increase

Every race increases one or more of a character's ability scores.

Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Endurance score, while advanced age could account for a high Focus or Self.

Alignment

Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your character is Non-PK, for example, in defiance of lawful character society can help you better define your character.

Size

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall.

Speed

Your speed determines how far you can move when traveling (chapter 8) and fighting (chapter 9).

Languages

By virtue of your race, your character can speak, read, and write certain languages. Chapter 4 lists the most common languages Asheron's Call.

Aluvian

In olden days, the land now known as the High Kingdom of Aluvia was home to feuding clans of warriors. When the Rouleans brought imperial order to most of the lands around the Ironsea, they saw no benefit in conquering the Viamontian peninsula, and the tribes that would become the nations of Viamont and Aluvia remained chaotic and disorganized.

During the reign of High King Pwyll II, the Viamontian army, under the command of King Elous VI, invaded Aluvia. Pwyll II led the defending armies of Aluvia, which where defeated in the battle of the Plain of Ayrifal. Pwyll II died in the battle, along with his sons and male cousins. The remainder of Pwyll II's bloodline was rounded up and executed by the Viamontian Royal Governor, Alfric immediately after his victory.

During the rule of Queen Alfrega, granddaughter of Alfric and daughter of Theolaud, the Aluvian resistance against the Viamontian occupation became more organized. An important faction were the Orts under the leadership of Hendac Tharesun and Harlune.

Only during the rule of Osric, peace was established. By the time of the rule of his son Pwyll III, the peoples of Aluvia had united as one, prospering under the High King's kind and just reign. Pwyll III banded together the kingdom's knights, forming an order of honor and chivalry, and so began a golden age.

When Pwyll III was slain by an ambassador from Viamont on the eve of war between the two nations, Aluvia's knights and commoners alike fell upon their enemies and destroyed them. With Pwyll's death, Aluvia's glory began to wane, but it is said that, when the kingdom is at its greatest need, he and his knights will walk the land once more.

Aluvia remains a strong nation, though it shines less brightly than before. King Cedraic opened up trade with nations across the sea including the Gharu'ndim and the Sho and with that trade has come prosperity. After years biding their time,

ALUVIANS are a fiercely individualistic and warlike people, quick to anger but with a strong love of justice and fairness. Though often suspicious of things new and strange, they are friendly and always prepared with a little help if they can spare it. They are loyal to their feudal lords, but expect to be well-treated in return.

The first people to arrive on Dereth Island were Aluvians: they have settleed in the fields and hills around Lake Blessed.

Aluvians are one of the Isparian Cultures. Their homeland is the kingdom of Aluvia, on Ispar. Aluvians are among the human heritage groups to find themselves displaced on Dereth, along with the Gharu'ndim, Sho, and Viamontians. Aluvians are notably the first of the human heritage groups to begin to arrive on Dereth.

the Viamontians under King Varicci I started a second wave of invasions of the other Isparian countries, also invading Aluvia. This time however, the Aluvians, having learned lessons from the past, managed to keep the Viamontians at bay, be it with heavy losses. The Aluvians put up a tenacious resistance against the superior numbers of their old foe. To this day the war in Aluvia continues, locked in a stalemate.

History on Dereth

When the first Aluvians came to Dereth Island, they were enslaved by the Olthoi. Two of their number, Thorsten Cragstone and Elysa Strathelar, fought to liberate their people with the help of Asheron. Though Thorsten did not live to see the end of the campaign, the Aluvians became free once more. Elysa Strathelar founded New Aluvia and became its Queen.

Culture

Aluvians are a fiercely individualistic and warlike people, quick to anger but with a strong love of justice and fairness. Though often suspicious of things new and strange, they are friendly and always prepared with a little help if they can spare it. They are loyal to their feudal lords, but expect to be well-treated in return.

In the Winter Season, the Aluvians celebrate the Solstice, that day of the year in which the night lasts longest. The Aluvians respond to the oppressive darkness and feeling of isolation by gathering together in good cheer. Illuminating their houses with colorful candles, they prepare the harvest into vast feasts. During the Solstice, all Aluvian towns are warmly lit, and the normally cagey northerners make a habit of cooking hearty food for one another, buying one another strong drink, and sharing both around the hearth, accompanied by the funniest jokes of the preceding year. The monastic orders of Tirius the Lightbringer, Solvus Mistdweller, and the Dark Lady Meerthus walk abroad in their dun robes, distributing food and the blessings of their aspect of the Triple Mother. Travelers in the Aluvian Kingdom will find themselves treated to their fill of food and drink, with no payment asked. For the Aluvians, Solstice is the time of brotherhood.

The Code of Pwyll
"It not for all of the people to walk the path of high honor. For some it is enough that they follow the path of low justice. But we, as knights, shall take the high road." - High King Pwyll III

One of Pwyll III's greatest achievements was introducing the notion of nobility to the ruling class. In his time and since, The Code of Pwyll has dictated the conduct of both lords and knights: the common folk of Aluvia have come to expect no less.

The Code of Pwyll consists of ten rules. The first Five are the Path of Low Justice, which are usually sufficient for the commoner. The second Five are the Path of High Justice, which are to be observed by all nobility, in addition to the Five rules of Low Justice. Below is the full Code of Pwyll, along with the shorter version taught to those of low aspirations and lowly station:

1. Work your lord's will in all things.

2. Guard the weak.

3. Guard the young.

4. Slay no one for doing a thing unto you that you would have done unto him.

5. Obey and honor those above your station.

6. Treat not lesser persons with dishonor.

7. Let your word be your bond.

8. Grant succor where you may.

9. Be fair in all judgments.

10. Let nothing stand in the way of justice: the word of the law is not always its intent.

Aluvian Traits
Your Aluvian character has +1 to hit when using Missile or Finesse Weapons.

Jack of All Trades. Stat Attribute of your choice is increases by 1.

Age. Aluvians reach adulthood in their late teens and live less than a century.

Size. Aluvians vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Aluvian.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Many Aluvian women have only a first name, with no surname. Examples: Lissith, Ulewinn, Sothlal.

Others use a first name, plus 'the' and a word. Examples: Domlan the True, Arryn the Cat, Ethew the Fair.

A few use a proper surname, with the suffix '-mad' {meaning 'daughter'). Examples: Dirnmod Blodmad, Hasbroc Grithmad, Cenhar Estmad.

Male Names
Many Aluvian men have only a first name, with no surname. Examples: Hundreng, Cuthstan, Wothgryn.

Others use a first name, plus 'the' and a word. Examples: Osgeld the Clever, Burwylf the Wary, Forstlan the Ox.

A few use a proper surname, with the suffix '-sun' {meaning 'son'). Examples: Scingrim Emersun, Arbrim Rynesun, Rimgar Ethsun.

Gharu'ndim

Desert-dwellers who prefer knowledge and trade to war and bloodshed, the **Gharu'ndim** are an eminently honorable, formal culture, but they also have a reputation for being somewhat distant and proud. Of all the peoples of Dereth, they are the most drawn to the mysteries of magic.

Preferring to talk before fighting whenever possible, they speak with great politeness and formality, peppering their speech with honorifics and references to their national hero, the poet Yasif ibn Salayyar.

History on Ispar

The earliest mention of the Gharu'ndim people is in 771 RC, during the reign of Alfrega in Aluvia. During this time, Alfrega was said to be wearing winterblue silks from the Garondish lands (The Gharu'ndim are sometimes called Garondish by outsiders). While this may not seem significant, it shows that the Ghuru'ndim were seen as a distinct people that had contact with other cultures, approximately 150 years prior to the official founding of the nation of Gharu'n.

History on Dereth

Some the first Gharu'ndim arrived on Dereth while visiting Aluvia. Two such people are Jenavere and her father. When she was younger, Jenavere had traveled with her father, a silk trader, to Aluvia. While there they encountered a portal to Dereth. After Elysa Strathelar and Thorsten Cragstone liberated the hive that Jenavere and her father were in, Jenavere had an opportunity to share a meal with Elysa and Cragstone. During this meal, Elysa shared the story of the time she encountered Asheron. This puts Jenavere's arrival in Dereth around -1 PY to 0 PY.

The Gharu'ndim began to arrive en masse on Dereth in 0 PY, after the Aluvians had freed themselves from the Olthoi. Soon after, the Sho began to arrive. In the early days, the Gharu'ndim, Aluvian, and later Sho had some conflict between each other, but violence proved futile with the appearance of Lifestones.

One of the first Gharu'ndim to arrive was Musansayn, a minor noble from Ispar. He became the effective leader of his people. He made peace with the Aluvians, and arranged for his people to settle the lands west of the Falamar Hills. Another figure of note was Wari al Sha'im, a great warrior and friend of Musansayn from Ispar. Wari was a great defender of his people, and helped found Samsur in the Yushad Ridge. Samsur was the first permanent settlement of the Gharun'dim under Musansayn's rule.

Some of the Gharu'ndim who first arrived on Dereth had been life-long desert dwellers on Ispar, and rejected the idea of living in the Yushad Ridge. Their leader was a wizard named Raqur al-Hayra, and he led his fellow desert dwellers across the A'mun Desert to a cove along the coast of the Inner Sea. In the cove they discovered an oasis. Raqur thrust his staff into the ground, bringing forth fresh water, and declared that all the desert folk would be welcome in this place. Raqur was later killed in a magic duel with a Mu-miyah archmage before the town, Yaraq, was completed.

Far to the south, the isolated stronghold of Qalaba'r was constructed. Zaikhal was also founded around this time, as an early map of the Gharu'ndim kingdom on Dereth shows only Samsur, Yaraq, Zaikhal, and Qalaba'r.

Musansayn and Wari continued to expand the Gharu'ndim Kingdom. To the north, the town Al-Jalima was founded during the Gharu'ndim's efforts to expand their realm. The town of Uziz was settled after explorers trekking out south from Samsur discovered a calm, clear pool of fresh water, believed by some scholars to be a reservoir left behind by the Empyrean. Some time prior to 5 PY, Musansayn was known to have said that his realm included Yaraq, Al-Jalima, and Uziz.

At some point prior to 5 PY, Wari al Sha'im chose to leave the safety of Samsur and head into the desert. He said that, while many had declared their realm to be at peace, it was a false peace, and many dangers still threatened their people just beyond the patrols of their towns. At some point later, Musansayn also wandered into the desert and disappeared. Shortly after he vanished, the scribes and historians of Zaikhal descended upon Musansayn's library and made off with much of his literary collection. The Fountain of Musansayn was constructed in Samsur in 5 PY, after the leader had vanished. Some say that he died in the desert, while others claim that he will return one day.

After the discovery of fresh water south of Samsur and subsequent founding of Uziz, the Gharu'ndim wished to connect the isolated southern village of Qalaba'r to the rest of their realm. Soon a great road stretched the whole of the Yushad Ridge, from the capital of Zaikhal to Qalaba'r. The distance from Uziz to Qalaba'r, however, was quite long and still dangerous. Travelers lobbied at the capital for a way-point between the two settlements. And so, thanks to the support of the wealthy Aluvian noble Lord Balthall, the town of Khayyaban was founded.

In 9 PY, Al-Arqas was settled when Gharu'ndim desert-walkers discovered a spring. By 10 PY the town was flourishing, as it provided a convenient halfway-point for travelers moving between Yaraq an southern towns like Uziz and Khayyaban.

In Solclaim, 11 PY, the noble Jaleh al-Thani Led a caravan of like-minded Sho and Gharu'ndim across the Direlands and settled near the Darktide Festival Stone, establishing the town of Ayan Baqur. In Thistledown, 11 PY, Tufa, a tent village surrounding a desert oasis, was obliterated by Shadow Spire attacks. The next month, in Harvestgain, 11 PY, the Gharu'ndim uncovered the ancient Yalaini grottos of Laeraa. Deep inside, Zaikhal Arcanum scholars discovered one of the Seaborne Empire's archives, filled with thousands of Empyrean tomes.

Culture
The Gharu'ndim people are described as honorable, formal, distant, and proud. They value knowledge and trade over war and bloodshed, but are skilled fighters when necessary. They speak with great politeness and formality, peppering their speech with honorifics and references to their national hero, the revered poet Yasif ibn Salayyar. It is said that the Gharundim are descended from powerful magicians, gifted poets, and intrepid traders. It is also said that of all the Isparian people called to Dereth, they are the most drawn to the mysteries of magic.

Gharu'ndim Traits
Your Gharu'ndim character has +1 to hit when using War Magic or Light Weapons.

Jack of All Trades. Stat Attribute of your choice is increases by 1.

Age. Gharu'ndim reach adulthood in their late teens and live less than a century.

Size. Gharu'ndim vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Gharu'ndim.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
There are three ways Gharu'ndim women's names are formed:

'ism: A first name, with no surname. Examples: Jaidmala, Di'zarafa, Hajliya

Hisba: A first name, plus 'al-' and a surname. Examples: Qaysbah al-Halras, Nuhnada al-Thudadh, Majqiya al-Ruz.

Nasab: A first name, plus 'bint' (meaning 'daughter of') and a surname. Examples: Ashrifa bint Yazman, Shulima bint Bashr, Khayla'ida bint Tiqiq.

Male Names
There are three ways Gharu'ndim men's names are formed:

'ism: A first name, with no surname. Examples: Sunnuj, Tiqabar, Abham.

Hisba: A first name, plus 'al-' and a surname. Examples: Ma'whar al-Qutuz, Uzik al-Zaraf, Fadlmar al-Tuwah.

Nasab: A first name, plus 'ibn' (meaning 'son of') and a surname. Examples: Abdiris ibn Mauki, Tashtal ibn Yufa, Dharilal ibn Qa'yam.

Sho

The **Sho** are a people for whom duty and self-discipline are the highest virtues. Normally peaceful, they have nonetheless raised warfare to an art form.

The Sho view the world in terms of absolute, universal laws. Their guiding principles are represented by the three Elder Spirits: the Unicorn of Grace, the Firebird of Splendor, and the Dragon of Power. They speak succinctly and regard other peoples with suspicion, but a Sho friend is a friend for life.

On Ispar

The history of the Sho is intertwined with their mythology. For more information on the Sho creation story, see Religions and Beliefs. The legendary founder of the Sho Nation was Shou-Jen Rian. According to their beliefs, after dishonoring the Dragon of Power, Shou-Jen Rian and his kinsmen were driven west and south by the Dragon, who burned their crops and destroyed their villages. The people were driven southwest for years, all the way to the sea. There, the Shou-Jen family established a kingdom and named it after the Dragon (Ryujii) to placate the Elder. However, six families instead sailed across the sea and founded their own kingdoms upon islands named after the Firebird (Iiwah) and the Unicorn (Chiran-tou).

While the dates of the founding of the Sho Nation are unknown, we can some assumptions. The first is that the Ryu Jou Gai, the Order of the Dragon Temple, was founded after the founding of Ryujii since the Ryu Jou Gai is based at the Dragon Temple in the Sho homelands. In Leafcull, 10 PY (1286 RC) the Ryu Jou Gai was said to have been founded over one thousand years ago, giving us an approximate date of 286 RC for the Order's founding. Thus, one can assume that the events of the founding of the Sho Nation took place at some point prior to that.

Given that this is a fantasy setting, it is entirely possible that the Sho creation story and their Elder spirits are real beings and the story of Shou-Jen Rian is true. However, if interpreting their mythology from a more secular point of view, it is possible that the Dragon destroying their crops and home and driving them to the sea is a metaphor for a stronger nation expanding their territory by claiming the old Sho homelands. If the Sho Nation was founded some time prior to 286 RC, the Roulean Empire could certainly be the rival nation. Another idea, presented on Warcry's Crossroads of Dereth's Sho introduction article is that the Dragon was a metaphor for volcanic activity

On Dereth

The Sho still enjoyed the stability brought by the Kou Dynasty. Monasteries and temples provided a foundation of education and training for the populace. The old rivalries between the three Elders and their associated Jojiist principles still remained. There were also rumors of secret groups who despise both Jojiism and the Kou Dynasty, and are loyal only to the Dragon. Trade had begun with the two closest kingdoms, the Gharu'ndim and the Milantos, and the Sho were growing increasingly aware of the vast lands beyond their borders.

In 1292 RC, the Gharu'ndim realm was shrinking as Viamontians aggressively expanded their territories. Some in the Sho Nation worried the Viamontians may target their lands next.

Culture

Religions and Beliefs

The Sho believe in a divine creator referred to as the One. The One created the three Elders to rule the world: the Unicorn of Grace, the Firebird of Splendor, and the Dragon of Power. Humans were created as servants to the Unicorn of Grace. But mankind forcibly rose above his station and seized the domain that Grace once ruled. Grace left the world and was hidden, Splendor fled and became elusive, and the Dragon of Power became a treacherous ally to man. This action by man caused the pillars of Heaven to shake so hard that many evil beasts, once imprisoned by the Elders in the darkness, to break free of their chains and come rushing back to the world of mankind. Of these creatures the most feared was the Wind Serpent, son of the Dragon of Power. He had seven heads and rode upon the wind, breathing fire that consumed entire villages.

The details of what came next are debated (see The Shou-Jen and the Founding of Ryuujii Version 1 and Version 2) but what is clear is that Shou-Jen Rian, aided by the the Unicorn and Firebird, was able to defeat the Wind Serpent. The Dragon, seeing the people rejoicing and the remains of his son, was enraged and leaped down from Heaven. Though forbidden to destroy them, he drove the people

across the land, burning their crops, destroying their homes, and forcing them to move on, until mankind was driven all the way to the sea. There, the Shou-Jen family and others settled and named their kingdom after the Dragon (Ryujii) to placate the Elder. However, six families instead built boats, sailed away, and founded the island nations of Iiwah and Chiran-tou, named after the Firebird and Unicorn.

For centuries after the founding the three kingdoms, the three Elder Spirits dominated the beliefs of the Sho. Around 800 years ago a man named Jojii received a vision from the Unicorn of Grace on how to reach Paradise. In his vision, he saw four stones around him in a square: a stone named Humility was in front of him. A stone named Discipline was to his right. To his left was a stone named Detachment. And behind him was a stone called Compassion. On this vision, Jojii said,

"I knew then that Humility must always be before me; that Discipline was my weapon to cleave through all foes and vices, and that Detachment was my shield against all hurts and sufferings. And ever supporting me and following me was Compassion, which should be the only footprint that I should leave behind in life. These Four Stones I saw as the foundations of living, the stones that pave the way to our return to Paradise." - Jojii Zhen Gai Comments on the Teachings of Jojii

After his vision, Jojii began to teach the Four Stones of Humility, Discipline, Detachment and Compassion. This new religion, called Jojiism, gradually became the guiding school of thought for the Sho.

Sho Traits

Your Sho characters has +1 to hit when using Two Handed or Light Weapons.

Jack of All Trades. Stat Attribute of your choice is increases by 1.

Age. Sho reach adulthood in their late teens and live less than a century.

Size. Sho vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Sho.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names

Sho women's names have the surname first and the 'first name' last. Examples: Jyigo Anming, Chueh Zho-Gau, Houlai Youh.

Male Names

Sho men's names have the surname first and the 'first name' last. Examples: Ninwa Xaojhen, Fenping Banli-Zan, Shui Chon-Po.

Viamontian

The war-like *Viamontian* have a tendency to conquer other lands in an effort to broaden their borders. Disciplined and fiercely loyal to their leaders, the Viamontians have long been the scourge of the other heritage groups of Ispar.

The Viamontians are in the midst of a civil war led by the Duke of Bellenesse. This rebellion has spilled over into Dereth, where the loyalist Viamontians will continue to exercise their bloodlust by waging war against Queen Elysa and the Isparians under her rule.

History on Ispar
Tribal period
Long ago the Roulean Empire had expanded to control the lands around the Ironsea. The Rouleans saw no benefit in conquering the Viamontian peninsula, and so the tribes that would later form Viamont, and their neighboring Aluvia, remained chaotic and disorganized.

The tribes of this era warred over territory and livestock. Relations between these tribes were characterized by unstable alliances, opportunistic treachery, and vicious blood feuds. The tribes were organized around clans and ruled by a hereditary clan chieftain. The most successful clans were led by chieftains who were not only mighty warriors, but also cunning politicians.

Clans were loyal to their chieftains. There are no stories of an ambitious family member killing and supplanting a cheiftain. All records of death of chieftains were attributed to war with other clans, natural causes, or misadventure. Successors to failing or dying clan chiefs were usually named by the incumbent, or anointed in ritualized trial by combat.

In these early days, no one tribe rose to dominance. A handful of tribes rose to more powerful positions however, due to their control of the best lands and livestock for generations. These tribes included Bellenni, Lotili, and Furzi.

Karlun's Viamontian Unification
Several hundred years ago, the Corcosi tribe rose to power and changed the political landscape of Viamont. The Corcosi tribe controlled excellent pasturelands as well as a natural port on the southern coast of the peninsula. During this time the tribe seemed more inclined to commerce than warfare, and was consided the most diplomatically inclined tribe of this period. They were wealthy and their lands were well-defended, but they did not desire to challenge the Bellenni or Lotili tribes. Instead, they established trade relationships with other tribes, and had established small outposts along the coasts and rivers to serve as ports.

This all changed when a stranger named Karlun appeared. Although it is unknown where he came from, he was certainly not a native of the Viamontian peninsula. What is known is that, in very short order, he took over as chieftain of the Corcosi tribe in an unprecedented fashion. After taking control of the Corcosi trbie, Karlun used the existing trade connections with other tribes to establish military alliances. And with those alliances he began a swift and effective campaign to unite them under his rule.

Through conquest, diplomacy, and treachery, Karlun managed to bring most of the other tribes under his leadership within one generation. As part of his program of unification, Karlun had brought learning and literacy (at least among the noble lines) to Viamont. The Viamontian magical arts also evolved from shamanic form dependent upon tribal totem animals into a variant of the familiar and almost-universal Four Schools.

Civil War

Karlun's son, Elous I, and later his grandson, Elous II, continued this unification of Viamont through marriages with the other clans, and began a royal bloodline. There were a few tribes that resisted the unification. The tribes that resisted were mostly the powerful tribes that had the most to lose by bowing to a central authority. Most notable among these resisting tribes were Bellenni and Lotili.

During the reign of Elous II, the resisting tribes formed an alliance of the their own. This resistance was led jointly by the shaman-wizard Bassano of the Bellenni and the warrior matron Pova of the Lotili. In the first pitched battle between the two sides, King Elous II died in personal combat with the two warlords. With the defeat of Elous II, hopes of defeating the resisting tribes vanished, and a Viamontian Civil War began. The war lasted almost 100 years. Throughout the war, tribes changed sides to best suit their interests. While the intensity of the war fluctuated, skirmishes took place more or less continuously somewhere in the peninsula.

The civil war concluded in a battle in the foothills south of Corcosa. The battle lasted for three days, until there were not enough soldiers to continue fighting. In the end, King Elous V held enough of a tactical advantage to force the surrender from Bellenni and Lotili, but not enough of an advantage to see the victory he wanted - the eradication of the Bellenni and Lotili tribes.

Unified Viamont

The civil war ended with all sides too spent to continue fighting, and the newly unified Viamont had 30 years of peace. By the time King Elous VI ascended to power, border wars began to occur once more between the lords of Viamont. Elous VI knew that unless this desire for conflict could be directed elsewhere, the newly formed kingdom would be broken again.

And so Elous VI began the task of creating a national military force. Elous took the old tribal warlords and made them generals, and quietly brought in retired Roulean generals to train his new army. Soldiers were loyal to their hereditary lord, who were themselves loyal to Elous VI. Aside from their military obligations, Elous VI gave his lords great latitude to maintain their own domains. In order to keep the ambitions of the Viamontian lords in check, Elous established a war academy to make sure his own personal forces were the best-trained soldiers in Viamont. Other lords also sent their greatest soldiers to this academy, and this became the foundation of the Ferran Knights.

Present Day

In 1274 RC, portals began to appear in Aluvia. Their appearance disrupted all of Ispar. No one knew what the portals were, why they began to appear, or what happened to those that entered them. Both the people of Ispar and their rulers were afraid. King Cedraic III of Aluvia, Malika Qadira bint Balj of Gharu'n, and the Emperor of Roulea were worried what King Varicci di Corcosi would do with in this chaos.

Viamontian Traits

Your Viamontian characters has +1 to hit when using Missile or Heavy Weapons.

Jack of All Trades. Stat Attribute of your choice is increases by 1.

Age. Viamontian reach adulthood in their late teens and live less than a century.

Size. Viamontian vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Viamontian.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names

Commoners tend to have a given name followed by a surname. Examples: Lurissa Falzohn, Dinala Roma, Sina Luchezzi.

Noblewomen have a given name followed by the article 'du' which precedes the name of their fief. Examples: Eleonora du Bellenesse, Catlina du Cenza, Marena do Lotila.

Male Names

Commoners tend to have a given name followed by a surname. Examples: Anton Silezzi, Lorca Sammel, Daved Coppocilla.

Noblemen have a given name followed by the article 'di' which precedes the name of their fief. Examples: Darren di Marden, Lorenzo di Ricci, Carlo di Cenza.

Umbraen

The **Umbraen** and **Penumbraen** are a people born from the other Isparian heritages, who sought to join with the chaotic powers of the Shadow, and were then transformed into the Umbrean or Penumbraen. Those who have undergone the transformation into Umbraen or Penumbraen have forgotten and released their pasts into the winds. They are children of the Shadow, now and forever. Most Umbraen and Penumbraen come from the followers of the Shadow, Isin Dule. Isin Dule only asks that his new children embrace the chaos and potential they have been given, and use it to raise themselves to greatness. What follows is in Isin Dule's own words to his children.

The tale of the Shadows is long and still unclear in many respects. There are indications that some Shadows, particularly those of the more powerful Panumbris and Umbris types, predate the conversion of Ilservian into Bael'Zharon. Scholars believe this indicates the force that empowered the Hopeslayer has sought the conquest of Dereth for a far much longer time than is commonly known.

Joining the Ranks of the Isparians
Isin Dule finds a way to remove the "taint" from those following him by studying the work of Aerbax. Asheron sends him one of his Lifestones, and the Shadow faction of Isin Dule joins the Isparian people.

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'Folk remember the dark times, when destruction roamed the land. They think of war... death... torment. They blame those of us who walk in the shadow, call us evil. But we are not. We were deceived by the one who ruled us. To understand us, you must first understand him. Hopeslayer, they call him. Bael'Zharon, the fallen lord. He craved power, and gave himself to chaos. His obsession nearly destroyed the world. The shadow's path runs along the sword's edge. On One side, untold strength. On the other... madness. The Hopeslayer strayed - and fell. Look on his face, and swear: I will not follow.'

Empyrean Shadow War

Three thousand years ago, during the invasion of the town of Daralet by Yalaini soldiers, a man of the village of Daralet named Ilservian Palacost, could endure no more the abuses of the village's elders. Iservian's son, Avoren Palacost, was deprived of access to food or water, resulting in his death, and the subsequent unfocused aggression of his father Ilservian was run out of town, though not before he vowed to find the edge of the darkness that hung over the eaves of the earth. He did not depart alone. His closest friends accompanied him. Elithra the mage, Ler Rhan the scribe, Omadin the farmer, Ferah the warrior and Isin Dule the friend of Ilservian since childhood. A small group of sympathizers also joined them. They wandered far into the endless frigid mud of the wastelands, vainly seeking light. At last Ilservian called to the darkness in anger. But there was no answer. Ilservian pressed on, growing weaker, shouting his fury and anguish into the wind and rain. And then, something answered.

Ilservian Palacost gave himself over in service to an ancient, nameless power of darkness and madness. He became known as Bael'Zharon, the "Slayer of Hope" in the language of Asheron's people.

Four hundred years later, Ilservian returned, transformed by some dark power into Bael'Zharon the Hopeslayer. This was called the Empyrean Shadow War. He led an army of shadow that brought death and madness in its wake. No force could stop it as it consumed armies and whole villages down to the last man, woman and child. While investigating the events, whole armies disappeared, and Lord Atlan was reported being ripped apart.

Ilservian's followers were changed into Shadows. The first Shadows, then, were Empyrean, corrupted by the same force of chaos that empowered Bael'Zharon. These Shadows fought a vicious war against the ancient Empyrean and nearly destroyed them. Only the actions of the Yalain Mage Council and Asheron saved the race from absorption or destruction. Three of the companions of Ilservian Palacost, Isin Dule, Ferah and Ler Rhan survive the [Empyrean Shadow War]], two (Omadin and Elithra of Daralet) are slain. During the final imprisonment of the Hopeslayer, the council was slain, the earth was scorched in a 3 miles radius. A place today called Obsidian Plains The trap set for the Hopeslayer burst into six fragments, but the Empire was only able to recover five. The last piece was never seen again by living eyes. That should have been the end of the tale, save for the Gelidites.

Culture
Religions and Beliefs
Customs and Traditions

Umbraen and Penumbraen tend to take names either along the lines of the other Isparian Heritage groups, or names that epitomize their newly-embraced chaotic nature. They are naming themselves anew, in celebration of what they have become, and are thus only restricted by their own creativity. Examples of female names are: Leikny Shadowsworn, Leila, Kurayami Mika, Elda du Nerezza. Examples of male names are: Uor Darkbound, Sariyah, Kurasa Fudo, Vittore di Nerezza.

Umbris Traits

Your Umbris characters has +1 to hit when using Void Magic or Finesse Weapons.

Eye of the Remorseless. Increase your chance of critical hits by +1.

Age. Unknown.

Size. Umbris vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names

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The Fourth Sending of Darkness

Thousands of years later, after the Olthoi drove the Empyreans off of the planet,during a digging by the Gelidites, a young mage named Frisirth found a beautiful, sparkling crystal. The locals called it "Great Work". A human expedition slaughtered the Gelidites, and destroyed their "Great Work." So, the Isparians were unwittingly duped into freeing Bael'Zharon from his crystal prison. Thus in Portal Year 11 began the Fourth Sending of Darkness. The Shadows attacked from all sides, the Hopeslayer roamed the land, and the rivers ran red.

Ilservian's surviving friends became corporeal once more and raised the Thorns, using them to alter the patterns of magic in the world. Ferah, by now called Black Ferah, and Ler Rhan attacked the Isparian population and kidnapped some of them for individual trials. The Shadows launched their invasion during the Thorns of the Hopeslayer patch. Their armies poured into the Direlands under the leadership of general Black Ferah. After being defeated a few times, she moved her command post into one of the Shadow Spires where she was overwhelmed after a coordinated attack of the Isparians. The invasion of Ler Rhan's forces started in A'mun Desert. Unlike Ferah, he elected to directly establish his headquarters in the Spires. After he was slain there, he moved on to the plains in the Aluvian-settled regions of Dereth. Again, he was tracked and defeated. Once more he moved, into the Spire found in the Blackmire Swamp. Once more he fell. The conquered Spires held keys to the Nexus Crystal, which was defended by an army of Undead and Shadows Until the To Raise a Banner of Flame, the Spires moved over the landscape, but their army and their generals remained unseen. The Spires of Ferah and Ler Rhan's Spires attacked Cragstone and Arwic. Ler Rhan's forces invested Anadil's garrison at the Fenmalain Vestibule, but the battle ends indecisive, partly due because Isin Dule withheld his forces. Before any action could be taken by the divided Shadows, the Isparians interfered again and destroyed all three of the Vault Crystals. After five of the Soul Crystals were destroyed, only the Shard of the Herald kept Bael'Zharon imprisoned. The destruction of the 6th and last Crystal, the Shard of the Herald, took place with help of the generals Black Ferah and Ler Rhan and their Isparian allies. The Shadows of Ler Rhan disturb the parlay of the forces of the Empyreans, the Virindi and the Shadow faction of Isin Dule, and the Senechal of Chalicmere, Lord Amarand perishes. In the month of Frostfell, P.Y. 11, a desperate alliance formed between Asheron, the Virindi, the undead Dericost, Isin Dule, and the Isparians. After the second time the Hopeslayer is defeated, the Shadows retreat. Ilservian Palacost is finally weakened and his physical form destroyed, however, Ferah and Ler Rhan] are not. Isin Dule retreats to "somewhere in the lonely wastes". Bael'Zharon was driven off of this plane of existence but he was not destroyed.

Culture
Religions and Beliefs
Customs and Traditions

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Penumbraen Traits
Your Penumbraen characters has +1 to hit when using Void Magic or Light Weapons.

Eye of the Remorseless. Increase your chance of critical hits by +1.

Age. Unknown.

Size. Penumbraen vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
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Male Names
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Gear Knights

The *Gear Knights* are a mechanized race of unknown origins. While they are technically machines, they evidence all the personality of the other races of Dereth.

The Gear Knights usually operate in large Houses, which are organized somewhere between a feudal society and a standing army. Each House is led by a Primus, and has a portion of the society for which they are responsible.

On Dereth

The Yalaini ambassadorial team made arrangements for an embassy of Gear Knights, including important members of all of the Houses, to come meet with the Emperor and several other important dignitaries. The Gold Gear House sent a Primus to join their embassy.

After the Olthoi invasion and Asheron's collapsing the Portal Network, the Yalaini did not get the Gear Knight Embassy to their Portal before the network was collapsed and they were trapped on Auberean. Though the Gearknights proved formidable while defending against the Olthoi, after time, the Gear Knights were running low on Aetherium. The Empyrean survivors opened a portal to Dereth for them, in the hope the Gear Knights could find enough Aetherium on the island to keep them working. The Empyreans taught those that didn't know the spell for detecting Aetherium how to do so, and the Copper Cog members of the embassy also have the ability to detect it over a limited range.

During the Portal Year Era, the Apostate Virindi discovered the use of Aetherium Preliminary investigations also revealed that the artifacts at the site containing Aetherium were remnants of a long-thought-vanished race of mechanical entities from an unknown world. The Virindi believed that, if these entities could be reproduced or reconstructed, they would make superior servitors and guardians. These subverted Gear Knights were seen as a possibility to replace the Renegade Tumeroks and Lugians, since the Renegades were deemed as "too unreliable". To this goal, they constructed a beacon to lure a delegation of Gear Knight. Also the Isparians and Asheron heard about the discoveries. One of their researchers, Nurino, studied mechanical parts found in the cave where desperados threatening Baishi and Lin were holed up, that could be a portion of some ancient form of Golem One of the experienced Isparian explorers was sent to research the rumors, and if possible, establish a first contact. This contact however, did not end too fortunate for the young explorer.

The plans of the Apostates succeeded, and the newly arrived Gear Knights established footholds both in the A'mun Desert and the Direlands, not too far from Fort Tethana, the Direlands Gear Knight Invasion Area. It was the Primus of the Iron Blade who initiated this invasion, thinking to have located what he deemed the "Empyrean Betrayers", who lured their predecessors into a trap on their world. His suspicions were confirmed because the first delegation of Gear Knights did not return. Because of the scarcity of Aetherium in Dereth, the Gear Knights erected large walls to direct the mana flows.

The opposition the Virindi met by the first force of Gear Knights newly arriving in Dereth was too much and their first facility was destroyed. The Apostate Virindi crafted Simulacra and used them to assault newly arriving Gear Knights, in an attempt to deceive the Gear Knights into thinking Isparians were responsible for the actions of the Apostates.

The Gear Knights on Dereth are cut off from their homeworld by the Iron Blade Primus.

In the mean time, just after the Invasion started, Master Craftsman Takahume of the Arcanum started excavations on the base of research on the notes, artifacts, and signs tracking the passage of the Gear Knights once they had arrived in Dereth. He did this in the hope to find the lost Embassy and the Gold Gear Primus, originally send to Auberean. By turning the Gear Knights into allies or at least redirecting them against their actual enemies, the Apostates, the Isparians would be in a much better situation. He discovered the Gold Gear Primus in some ruins in the Olthoi North, when the Olthoi threatened to overrun the site and a Bronze Gear Knight woke up. and started collecting Gear Parts and Aetherium to reactivate him.

After the Primus, Atamarr, was reactivated, one of his first activities was to try to re-establish connections. He also tried to contact fellow-Gear Knights in the Direlands Invasion Area, to convince them that not the Isparians were to blame, and not to trust any information given by the Iron Blade Primus.

On Dereth, those Gear Knights which are allied with the peoples of Dereth come from the schism between the Gold Gear Primus, Atamarr, and the Iron Blade invasion forces which seek to wipe out both the 'renegades' and the Isparians on Dereth. Their previous House ties behind them, and with the blessings and support of Atamarr, the new Gear Knights of Dereth have been given the freedom to build for themselves a new beginning. Both the 'renegades' and the Isparians on Dereth. Their previous House ties behind them, and with the blessings and support of Atamarr, the new Gear Knights of Dereth have been given the freedom to build for themselves a new beginning.

Culture

The race is very militaristic by nature, and some Yalaini debated (inconclusively) whether or not they may have originally been created as guardian golems for another race.

Interesting to note is that though the Gear Knights come from a world laden in magic, they do not use much magic, nor are they reliant on much more than small shards of Aetherium, which seem integral to their function. Though, unlike the Motes in the Empyrean Golems, these 'Power Cores' seem to only provide sustenance to their body, and are depleted of their power in time. Also to note, if you remove this Power Core from a Gear Knight, it falls into a dormant state, but can be reawakened by applying a new core. They are similar to the Empyrean Golems in that manner.

Gearknights Traits
Your Gearknights characters has +1 to hit when using Two Handed or Heavy Weapons.

Iron Skin of the Invincible. Increase your damage reduction +2 AL.

Age. Gearknights reach adulthood in 50 years and can live up to 150 years.

Size. Gearknights vary widely in height and build, from barely 6 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Gearknight.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Female Gear Knights tend to take very short first names followed by surnames inspired by the energies of their construction. Examples: Bei Flamewalker, Loe Lightningborn, Mila Lightdancer, and Elt Steamrent.

Male Names
Male Gear Knights tend to take very short first names followed by surnames inspired by the materials their construction [sic]. Examples, Ulm Brassguard, Sor Ironstrider, Kor Redgear, Vol Bolthammer.

Undead

The House Mhoire **Undead** have chosen to join the alliance with the peoples of Dereth. These Undead are refugees from an ancient curse laid upon House Mhoire by the Dericost.

Using Alchemical potions and rituals, they have freed themselves from the curse, and also from the rigid castes and controls of the Dericost Undead. With this newfound freedom, many Undead have begun to adopt the cultures and practices of the living races of Dereth, hoping to find a home where they can live as equals.

History
Early History
The first mention of the Dericost as a distinct people comes from a Falatacot text. In it, the Dericostians, along with the Yalaini and Haebrean, were said to have driven the Falatacot to the island of Killiakta, or Dereth as it is known by now. This event is presumed to happen either before or during the Arelis Eipoth.

Although uncontested in the rule of its continent for thousands of years, the Kingdom of Dericost truly rose to prominence with the arrival of the Falatacot refugees, who fled the island of Dereth due to global cooling of Auberean. In exchange for sanctuary in Dericost lands, the Falatacot shared their worship of the Old Ones and their magical knowledge. They specifically shared their knowledge of blood, death and entropy magics.

While most Falatacot practiced their magic within ethical bounds, the Dericost knew no such bounds. Soon the Dericost nobility came across the darkest of the Falatacot refugees' rituals which hold out the promise of eternal life. The Dericost were not aware that these magics involve the death of the physical body and the tying of the person's spirit to its decaying form. Once the initial shock of this discovery wore off, the Dericost found this an acceptable price to pay and many of the nobility transformed themselves into undead. Among the first is a figure called His Eternal Splendor, along with those in his inner circle, Lady Aerfalleand Lord Rytheran.

The Dericoi Eipoth
The Dericost Kingdom reaches the height of its power approximately 5,000 years after the arrival of the Falatacot refugees.

Although generations of the Kingdom's subjects lived and died, many of those who originally accepted undeath were hidden in a great cavern beneath the Kingdom's seat of power. This vast cavern was called Vasmora and carved from the permafrost below the Plateau of Gelid. From here, His Eternal Splendor ruled the Kingdom, using the

living nobility as puppets. To maintain his control over the living, His Eternal Splendor kept the rituals of necromancy secret for millennia. Fear of true death was inculcated in the hearts of the living nobility from birth and becomes a powerful tool for His Eternal Splendor. Through this manipulation, the subjects of the kingdom were kept ignorant of the fact that it was an undead caste which truly rules over them. The living nobility still enjoyed many privileges and advantages, as long as these did not conflict with His Eternal Splendor's decrees.

However, as the numbers of undead increased, so did their arrogance, and for some the idea of hiding from the living seemed contemptible. A schism developed until the undead divide into two opposing sects. The two original Dericostian factions, the Latzimestal and the Filinuvekta warred for ages. The Latzimestal believed that as the generals of Dericost they controlled the true power of the Kingdom, and should be able to rule it as they saw fit - openly as undead. The Filinuvekta were Dericost nobles and the secret leaders of the Ice Throne, and wished to continue to rule their kingdom in secret. The Latzimestal seized the realm from the Filinuvekta.

The Lord and the Lady of House Mhoire fled the court from Dericost to Dereth when Lord Cynreft Mhoire learned that Prince Geraine IV had become undead.

On Dereth
The Gelidites
Frisirth, a Gelidite Acolyte, discovered one of the Soul Crystals which held Ilservian Palacost imprisoned. Frisith studied the crystal and deemed the crystal harmless. The Gelidites, including Ferundi started experimenting with it. The Gelidites named the Crystal The Great Work, and used it to capture the heat from the earth, cooling off the surface of Dereth in the process. Though Ferundi and Frisander, after strange experiences during the rituals and after reading the ancient texts found in Frisirth' cave, had their doubts about the risks using the crystal, they continued their magics.

The Lost City of Frore was discovered by the exploration party of Sir Joffre Tremblant of the Knights of the Golden Flame. The party, including Sir Tremblant, was slain and turned into undead slaves by the Gelidites. A second party of Isparians was more successfull. They killed the leaders of the Gelidites (Ferundi, Fenngar and Frisander) at the Gates of Frore. Deeper in the tunnels they found Frisirth, defended by the now undead Sir Tremblant, and killed him. After this, The Great Work was destroyed.

Lady Aerfalle is known to have cooperated with the Virindi, who are also interested in harnessing the flow of energy through the Ley Lines. At a meeting documented in Claude's mind, she insulted a member of the Lords faction, who was subsequently slain by another transfigured Dericost, Ler Rhan, aligned with Ilservian and the nameless Aerfalle refers to.

The two factions worked together during The Fourth Sending of Darkness to fight the forces of Bael'Zharon

House Mhoire
At some point after Wintersebb, 17 PY and before Wintersebb, 18 PY, Lord Rytheran entered the hidden library below the mage academy and read from the Book of Eibhil. He did so in an attempt to refresh his fading mind, which according to his letter to Aerfalle was successful. However, his reading from the book caused the graveyard to be unearthed and the spirits of the Mhoires to awaken.

The floating Mhoire Castle over the Graveyard was invaded by Rytheran's forces, and used to keep Hoshino Kei captive before her wedding.

The House Mhoire Undead have chosen to join the alliance with the peoples of Dereth. These Undead are refugees from an ancient curse laid upon House Mhoire by the Dericost.

Undead Traits
Your Undead characters has +1 to hit when using Light or Heavy Weapons.

Critical Protection. Grants you protection from critical hits. You will not be criticaly hit when a 20 is rolled but its still a guarantee hit.

Age. Already dead.

Size. Undead vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Dericost.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Female Undead, like their male counterparts, either maintain their formal names, like those Dericost they are fleeing from, or adopt new names in the manner of the Isparians who have given them a place in society. Some choose to keep their House name, Mhoire. Examples: Lady Aerfenye Mhoire, Tamara, Mhoire Atsuko.

Male Names
Male Undead, like their female counterparts, either maintain their formal names, like those Dericost they are fleeing from, or adopt new names in the manner of the Isparians who have given them a place in society. Some choose to keep their House name, Mhoire. Examples: Lord Davarri Mhoire, Joseph, Mhoire Kuri.

Empyrean

The indigenous race of Auberean, the **Empyrean** are a people only recently returned to their world. During the cataclysmic Olthoi Invasion, the surviving Empyreans were cast into Portalspace in Asheron's last-ditch efforts to save his race from annihilation. There they remained lost until Asheron was able to locate a small pocket of them trapped in a deep section of Portalspace. These Empyreans were being drained and altered by the powers of the Virindi, and the rituals of the undead Emperor Geraine. Weakened and forever altered by their imprisonment, these Empyreans have begun a new life. Now they are trying to understand both what has become of them and the massive changes that have enveloped their world.

History

The Empyrean Empire of Yalain measured history by Eipothi, or epochs/ages in Roulean. This calendar system was formalized in the reign of Alaidain. The ruler of the Empire declared the end of each age and the name of the next. Ages were concluded to mark a major historical event.

Age of the Empyrean

The sovereign of Yalain declared the end of each age and the name of the next. Ages were concluded to mark a major historical event. The eipoths are as follows:

Arelis Eipoth – "Golden Age"

This eipoth lasted approximately 20,000 years. Very little is known about this era. It is unknown what marked the beginning of the Golden Age, however it is believed that the Yalaini, when formalizing their calendar in the reign of Alaidain, calculated backwards to an event known in their legends. It is also unknown what event marked the beginning of the next eipoth, and thus the end of this one. However, the logical assumption would be that the Great Cooling of the World, the ice age that drove some Falatacot to Dericost, was the event marking the end of this era. If this is true, the Falatacot culture reached the height of its power, as well as its demise, during this era.

Dericoi Eipoth – "Age of Dericost"

This eipoth lasted 6174 years. This age was said to begin with the ascent of the Dericost Kingdom. One of the first conquests of Dericost was the High Desert, the place of origin of the High Desert Nomads, also known as the Sand Kings. Aside from a few major events, little is known of this period. The Falatacot culture stepped down from the spotlight during this age, with the remaining Falatacot on Aurberean being absorbed into the Dericost society.

At some point, the events of the Grael Rebellion occurred. These events, which included the death of Carraida, the young Queen of Haebrous, weakened King Braletain of Haebrous. Lord Alashorn, the Yalaini ambassador to Haebrous, wrote at the time that this weakness had

emboldened the ever-grasping Dericostians, and with no clear and qualified successor, and he feared war would come between the Kingdoms.

Activities on Bur

Some have speculated that the only ones who would know the truths of the Falatacot were driven from this world long ago. They flew into seclusion or were hunted by the remnants of the Falatacot/Dericost in the time of the one that shall remain unnamed. Perhaps this refers to the world of Bur.

Thousands of years ago, the Falatacot made visits to the world of Bur and influenced the direction of this world on a grand scale. They showed favor on a race called the Fiazhat, and the enemies of the Fiazhat -- the Burun -- were driven back and nearly rendered extinct.

As a reaction to the meddling in the magics of Bur of the Dark Sisters, the followers of the Light brought the Moar there. The Sclavus were created by fusing the lives and spirits of the male Falatacot and creatures called the Fiazhatin. After they began their society on Bur and were stricken by the malice of the Burun, the Dark Sisters abandoned the world of Bur. They took with them a supply of the serpent-like creatures and sealed the access to the world. The Dark Sisters were content to leave the world to doom after they had collected their followers.

From Dereth back to Dericost

Some Falatacot fled from Killiakta to Dericost after darkness and cold put their gods to sleep. They wandered into the holds of their cousins, the Dericost and were tolerated as they shared their arts. Although uncontested in the rule of its continent for thousands of years, the Kingdom of Dericost truly rose to prominence with the arrival of the Falatacot refugees, who fled the island of Dereth due to global cooling of Auberean. In exchange for sanctuary in Dericost lands, the Falatacot shared their worship of the Old Ones and their magical knowledge. They specifically shared their knowledge of blood, death and entropy magics. Passing carefully hidden truths to the Dericost brought about change. Yet the Falatacot,

held many arts secret and in darkness still.

At the end of the Millennium War, after nearly 1,000 years of conflict, the Haebrous and Dericost lands were devastated. As the war turns against them, the Latzimestal decide they have lost the blessing of the Old Ones and that the remaining Falatacot are to blame. They set about exterminating the few Falatacot still in the Kingdom.

A Falatacot woman who had escaped the Lords' purge led Jailne and Alaidain through the trackless tunnels of Vasmora into the palace of Sarvien II. In a pitched battle, the Haebrous and Yalaini forces destroyed Sarvien and his Lich advisors, but the struggle costed Jailne his life.As Sarvien passes into true death, he utters a prophecy from the Book of Eibhil, known as the Fivefold Curse.

This Falatacot woman might be one of the ancestors of Lady Adjaas implied by a letter to her by Lady Maila Realaidain and utterances of representatives of the Eldrytch Web, Radiant Blood and Celestial Hand

In general, it is said that the Falatacot were absorbed into the ranks of their cousins, such as the Gelid, and that their knowledge might be lost to the other races.

On Dereth

The Falatacot which returned (from Bur) to Dereth, find their old enemies allied with the Living Shadow, as well as the only living Yalaini, Asheron and the newly arrived Isparians. None of those they regard friendly.

Empyrean Traits
Your Empyrean characters has +1 to hit when using War Magic or Heavy Weapons.

Infused Life Magic. Empyrean start with Life Magic trained.

Age. Unknown.

Size. Empyrean vary widely in height and build, from barely 6 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Yalaini.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Empyrean names vary considerably, as their culture is ancient, and a conglomeration of many empires. Examples: Adja, Nalicana, Malia, Aerfalle.

Male Names
Empyrean names vary considerably, as their culture is ancient, and a conglomeration of many empires. Examples: Asheron, Harlune, Kellin, Atlan.

Aun Tumerok

The **Aun Tumerok** are a race of lizard folk who were largely known as war-like raiders, sacking human towns across the land. This is not the true nature of the Tumerok. In truth the Tumerok once enjoyed a peaceful and artistic existence, and the Aun Tumerok have aspired to return to those ways. The Aun Tumerok who have joined with the Isparians have forsaken the Hea Tumerok and the Virindi influence that has set the Hea against the Isparians. Although the name Tumerok is actually a name outsiders have given to the Tumerok, the Aun Tumerok have learned to accept that name.

On Ezheret

The Tumeroks call their home world Ezheret-Hazahtu, although they only live on the body they call Ezheret. This requires some explanation. While a sun does rise and fall in the sky, Ezheret actually orbits another, larger planet called Hazahtu. Hazahtu, or "The Blind Eye," is an enormous, cloud-shrouded grey-blue orb. Legend holds that when the eye of Hazahtu loses its occlusion, the Tumeroks will be judged for their stewardship of the world.

Ezheret is hot, humid, and prone to extended periods of foul weather. Gales and hurricanes are frequent, perhaps due to the unusual sparseness of dry land. The Tumerok tribes are spread across myriad archipelagos, separated by hours or days of journey by boat.

The Tumeroks share Ezheret with the scavenger Drudges, as well as the perpetually warring Banderlings and Mosswarts. During Asheron's visit to the Moon of Ezheret, he mentions that the Tonk appeared to have seen Empyreans before, several of their structures appeared to be influenced by the architecture once prominent on Ireth Lassel, though certainly more crude and rudimentary. The basis for their art and their understanding of magic as a tribal gift from the gods that sang throughout the cosmos, as they referred to the suns, was also reminiscent of the Empyreans first steps into grasping magical talents.

On Dereth

Tribal warmongers by nature, Tumeroks were rejected as slaves by the Olthoi for being too brutish.

The face of the Tumeroks known to humanity was that of warlike humanoids. In the early years after the retreat of the Olthoi, Tumerok raider bands were a constant threat to human settlements, sacking towns from Holtburg to Yanshi. Humanity rarely came out the better in these engagements; at one point the entire adult population of Holtburg was slaughtered or taken as slaves.

This was not the true nature of the Tumerok. They once enjoyed a peaceful, communal culture, rich in oral tradition, and a unique magic system based on ritual drumming.

But as humans always arrive on this world at one of the nine portal-nexus towns of Osteth, so do the Tumeroks always arrive on the Marescent Plateau of Marae Lassel. This trapped them on a much smaller landmass. They found themselves in a life-or death struggle with the brood of a second Olthoi Queen – not the one slain by Thorsten Cragstone and Elysa Strathelar. The Tumeroks found a way to pen in the Olthoi (which they call "Wharu") that was as idiosyncratic as their culture.

Tumeroks and Virindi
Perhaps they could have lived in peace, if the Virindi, known as the "the atual arutoa" to the Tumeroks, had not discovered them.

At some point prior to 0 PY, the Virindi discovered the Tumeroks trapped on Marae Lassel. The cloaked creatures struck a deadly bargain with Aranpuh, an embittered young outcast. Aranpuh was taken and altered – perhaps the same alteration chronicled by the Aluvian Candeth Martine and possibly by Aerbax itself) to look more human. So empowered, Aranpuh returned with a host of other angry young Tumeroks, and seized control of the Hea tribe.

After Aran successfully took control of the Hea tribe of Tumeroks and gained the name Hea Arantah, all of his new tribesmen were altered in the same way. At some point after the alteration of the Hea, but before the Hea invaded the mainland (though after 0 PY) Lilitha was captured by Hea Temenua on Marae Lassel. She was given to the Virindi, who told the Hea, "Here are the ones we have gifted you in the image of. Behold! We will open Wind and Light to you, that you may go among their holdings. Bring them to us. We wish to understand them, and the one they are protected by."

In return for doing the bidding of the Virindi, the Hea are granted Virindi weapons and passage to the freedom of mainland Dereth. But there was one last condition of this bargain. In order to serve as "infiltrators," the Virindi altered the bodies of the Hea from their natural form to something more....human. It is "Hea Arantah's" warriors who have bedeviled humans for so long. In the early years after the defeat of the The One Queen (the exact date is unknown, some time between 0 PY and 7 PY) Tumeroks first began to attack human settlements. The loose siege maintained around Dryreach, for example, is used by the tribe as a brutal training ground for new Tumerok warriors. It wasn't until Leafcull, 12 PY when Marae Lassel was opened that humans discovered the true nature of the relationship between Tumeroks and Virindi.

Culture
In truth, the word "tumerok" is not their name for themselves. Tumeroks refer to themselves as Tonk, a sound that has spiritual significance to them. It seems to imply the concept of "prime mover." It is not yet known what "tumerok" actually means, although the revulsion with which they react to it suggests it is an insult.

The Tumeroks transplanted to Dereth prefer to dwell in dry, rocky regions, and have made the Direlands their home. The Hea Tumerok have dug their own redoubts, and built several fortresses. Perhaps due to the influence of the Virindi, they have taken to using other humanoids as slaves and foot soldiers. They sometimes encroach on human settlements, engaging in both quick raids and longer sieges, using numbers to ensure victory.

Tumerok Traits
Your Tumerok characters has +1 to hit when using Finesse or Heavy Weapons.

Hand of the Remorseless. +4 to critical hit damage.

Age. Unknown.

Size. Tumerok vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages. You can speak, read, and write Roulean and Tumerok.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Tumerok names are often short Tumerok words or abbreviations that associate the female with some important deed or occasion. As such, most Tumeroks gain a new name when they reach adulthood. Female Tumeroks tend to favor short names. Tumeroks tend to use a tribal prefix only in formal occasions. Examples: Noua, Aeu, Kuri, Faun.

Male Names
Tumerok names are often Tumerok words that associate the male with some important deed or occasion. As such, most Tumeroks gain a new name when they reach adulthood. Tumeroks tend to use a tribal prefix only in formal occasions. Examples: Faranua, Amanua, Mireona, Taguauri.

Lugian

The **Lugian** are a race of giants from the world they call Tuu. A stong (sic) people, with a great love for crafting and artifice, the Lugians are renowned for their strength of arms and their strict code of honor. Lugians live in rigidly defined clans, each serving under a Patriarch or Matriarch. The Lugians now joining with the other citizens of Dereth are from Linvak Tukal, and serve under Lord Kresovus.

On Tuu

The Lugian homeworld is called Tuu, after one of their gods ("god of rocks and things that sit around" in one translation). It is a cold and mountainous world with no moons to grace the night. Instead, "The Forge of Heaven," a massive nebula that fills one-third of the sky, serves as a source of illumination after sunset.

Ancient scrolls record the earliest history of the Lugians when clans of nomad Lugians, led by powerful male warriors, roam the planet Tuu. Clan leadership is obtained by killing all rivals in combat. Female Lugians are no more than clan property, left in their ramshackle villages, responsible only for feeding the clan and caring for the young.

The females of one clan create the first forge, forever altering Lugian society. The fire and smoke of the forge call to mind the wisps and trails seen in the massive nebula that dominates the night skies over Tuu. This similarity causes the superstitious men to believe that the women have somehow called down the power of the gods and accordingly allow the women to gain more power in their clan. With their advanced weapons, this clan dominates all rival clans and establishes a matriarchal rule. This was referred to as the "Prime Compact", and the basics of the philosophy of "Arm, Mind and Heart" were laid down by Lauriagnel, the first matriarch.

Fringe clans that resisted the rule of the Matriarchs conquer the capital city of Tukal, home of the Grand Assembly and Supreme Mother. The Supreme Mother flees to the mountainous region of Daegot, while the Supreme Father and an imposter remain behind and are murdered, convincing the invading clans that the Supreme Mother is dead. This period is referred to as the "Ceaseless Night". Those loyal to the Matriarchs make the first discoveries of magic and alchemy using rare elements found in the mountains of Daegot. Loyalists to the Matriarchs declare war on the clans still holding Tukal and this war between the Matriarchs and the clans lasts until a Lugian general, Gholl, responsible for one-quarter of the clan forces is captured by the Matriarchs. As tired of the war as they are, Gholl reaches an

agreement with them: In exchange for the hand of the next Supreme Mother, and equal seats for men in a new Grand Assembly, he will join his forces with them. Four years later, the clans holding Tukal are finally defeated. After this "Second Compact", the traditions of "Arm, Mind, Heart" enjoyed a large resurgence.

On Dereth

It is clear that the Empyreans already visited the world of the Lugians during the Hyrethis Eipoth The portal to Tuu, home world of the Lugians, was opened. Empyrean researchers, concerned about the size and aggressiveness of the world's inhabitants, use spells to disguise themselves.

In PY 11, in the mountains of southern Osteth, Lugian miners discover veins of the magically inert ore Chorizite, which they use to fashion powerful weapons. Items constructed from this ore are called "hollow" due to their ability to resist and cut through magical enchantments.

The titanic Lugian city of Linvak Tukal is completed high in the Linvak Mountains by Lord Kresovus' clan, which had risen to become the most powerful Lugian clan in the years following their arrival on Dereth.

Seeing the power of this clan, the Virindi approach Kresovus with an offer of vast power in exchange for Chorizite to use in their experiments. But Kresovus refuses and proposes to the council of clans that an agreement be reached with the Isparians to resist any Virindi efforts to seize the mines. Some of the clans violently disagree, the most vocal of which are the clans responsible for the mines, since they have borne the brunt of Isparian Chorizite raids. The Virindi approach these rebel clans and suggest that, in exchange for Chorizite, they will provide the rebels with a means to overthrow Lord Kresovus. These clans agree and establish a siege camp around Linvak Tukal, waiting for their Virindi allies to provide the means to breech the city's defenses.

After months of delay, the Virindi allies of the rebel Lugian Raiders provide the means to breech Linvak Tukal's defenses. In a series of pitched battles, Lord Kresovus' clan and other allied clans hold off the rebel attacks. However, one rebel raiding party is able to break through the city's defenses long enough to steal sacred artifacts brought from Tuu. Isparians travelers who brave the rebel picket lines to enter Linvak Tukal are welcomed to the town by Lord Kresovus. Those Isparians who wish to help the besieged Lugians are told of the missing artifacts and eventually are able to retrieve them from the rebel encampments scattered throughout the southern mountains.

With the activities of the Renegade, or Gotrok Lugians increasing, Kresovus allied himself with the Isparians led by Elysa Strathelar and the Aun Tumeroks of Timaru. This culminated in the founding of the city of Candeth Keep, where the three races lived and worked together. He employed several activities to counteract the plans of the Renegades.

Since that time, the alliance between the lugians associated with Kresovus, the Aun Tumerok of Timaru and New Aluvia only grew stronger, and the lugians have acted as advisors of Elysa Strathelar ever since.

Later on, Lord Kresovus bid the Archmage Kifandal to open a portal to Linvak Tukal at the base of their citadel as a welcoming gesture to his allies

Culture

Lugians are in love with the earth and works of artifice. They have never been seen to use magic, and discovered and developed Chorizite, the magically inert ore that is forged into mage-killing "hollow" weapons. As Linvak Tukal proves, they are superlative engineers and inventors, with a preference for simple, rugged construction.

Lugian Traits
Your Lugian characters has +1 to hit when using Two Handed or Heavy Weapons.

Might of the Seventh Mule. +2 to Strength Attribute.

Age. Unknown.

Size. Lugian vary widely in height and build, from barely 7 feet to well over 8 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 25 feet due to Lugians extreme weight.

Languages. You can speak, read, and write Roulean and Lugian.

Health Points Per-Level + End Mod

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Female Names
Lugian names are usually descriptive of the Lugian's strength or skill. Examples: Kresovous, Turikas, Menloth, Kanteroth.

Male Names
Lugian names are usually descriptive of the Lugian's strength or skill. Examples: Nimias, Arstuus, Rikal, Namlos.

Chapter 3:
Attributes and Skills

Attributes are the inherent characteristics of each character in Asheron's Call. All players, NPCs, and enemies have attributes. There are six primary attributes: strength, endurance, coordination, quickness, focus, and self.

Strength: Measures your character's muscular power. The higher your Strength, the more damage you do in combat and the more encumbrance you can carry before you become overloaded.

Endurance: Measure how healthy your character is. The higher your Endurance, the more Health and Stamina you have. Endurance also affects your other attributes such as drain resistance and regeneration bonuses.

Coordination: Measures your character's reflexes. The higher your Coordination, the better you fight and perform other dexterous actions.

Quickness: Measures how fast your character is. The higher your Quickness, the faster you can run and the quicker you attack in combat.

Focus: Measures the acuteness of your character's mind and senses. The higher your Focus, the better you are at magic and other mental skills.

Self: Measures your character's mental strength and willpower. The higher your Self, the more mana you have.

Health: represents the amount of damage your character can take without dying. Health can be raised directly as well as indirectly by raising Endurance.
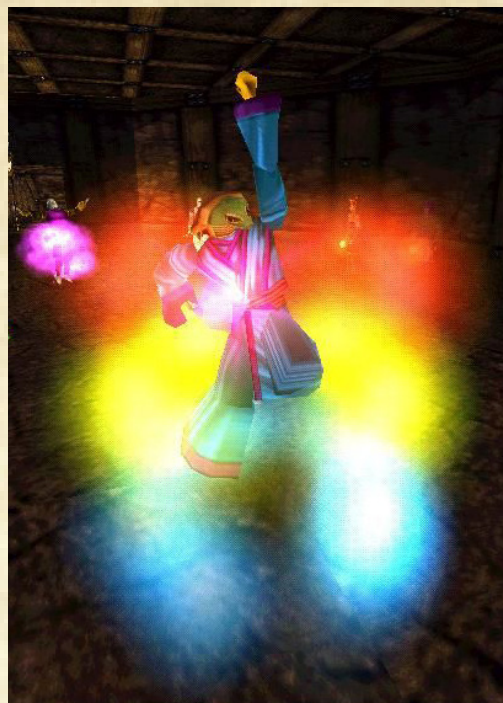
Skills

Skill Credits: Skill credits are used to obtain new skills and abilities. Each skill has two credit costs, the cost to train, and the cost to specialize. A skill must be trained first in order to be specialized. At character creation you are given 5 skill credits to spend on skills, any credits unused during creation will be carried over and cab be used later on.

Additional credits a single skill credit is given each level till you have reached the max lvl 20. There are two additional skill credits available with special quests. Once you have reached max level and have completed the addition quests you will have earned a total of 26 skill credits.

Skills can be broken down into 6 different categories: Magic Skills, Combat Skills, Secondary Combat Skills, Defense Skills, Crafting Skills, and Misc Skills. See table below for full skills list.

Augmentation Gem

You Gain an Augmentation Gem at level 5, 10, 15 and 20.

These gems provide unique ways to enhance your character. Once you have the Augmentation Gem you want, and have reached the appropriate level you, simply use the Gem and the new Augmentation will be added to your character! All gems can only be used one time.

Below is a full listing of possible augmentation gem usage. There is a limit to the number of augmentations you can get. Note that each character race begins with one free augmentation. See Character Races for more details.

Asheron's Benediction: Health bonus: Add 1d4 to your health roll when you level.

Archmage's Endurance: +2 to the number of active spells.

Critical Protection. Grants you protection from critical hits. You cannot be critically hit even if a 20 is rolled, but it's still a guarantee hit.

Eye of the Remorseless. Increase your chance of critical hits by +1.

Frenzy of the Slayer: Damage rating is increased, all damage you do with any attack gains +1d4.

Hand of the Remorseless. +4 to critical hit damage.

Iron Skin of the Invincible. Increase your damage reduction +2 AL.

Jack of All Trades. Base Stat Attribute of your choice is increases by +1.

Master of the Steel Circle: Your effective melee skill when using any melee weapon is increased by +5.

Master of the Five Fold Path: Your effective magic skill when casting any spell is increased by +5.

Master of the Focused Eye: Your effective missile skill when using any missile weapon is increased by +5.

Might of the Seventh Mule. +2 to Strength Attribute.

Skills	Trained	Specialization
Magic Skills		
War Magic is an offensive magic school, it allows you to cast spells that damage the target. This includes arcs, rings, walls, bolts, volleys and blast spells.	*Skill Credits: 2* Able to equip War Wands with the difficulty of Trained. Gives the caster the ability to cast level 1-3 War spells.	*Skill Credits: 1* Able to equip War Wands with the difficulty of Trained and Specialed. Gives the caster the ability to cast level 1-8 War spells.
Void Magic is an offensive magic school, it allows you to cast "Nether" spells that damage the target. This includes spells that damage and weaken over time such as corruption, curse and the corrosion spells, but it also has nether versions of spells similair to that of war magic. This includes nether arcs, rings, streaks, bolts and blast spells.	*Skill Credits: 2* Able to equip Void Wands with the difficulty of Trained. Gives the caster the ability to cast level 1-3 Void spells.	*Skill Credits: 1* Able to equip Void Wands with the difficulty of Trained and Specialed. Gives the caster the ability to cast level 1-8 Void spells.
Life Magic allows you to cast spells that heal and protect the target, but the school also includes spells that lower protections and drain health, stamina and mana.	*Skill Credits: 1* Able to equip Life Wands with the difficulty of Trained. Gives the caster the ability to cast level 1-3 Life spells. The caster can have 1 beneficial Life spell active.	*Skill Credits: 2* Able to equip Life Wands with the difficulty of Trained and Specialed. Gives the caster the ability to cast level 1-8 Life spells. The caster can have 3 beneficial Life spell active.
Item Enchantment allows you to cast spells that affect an item's properties. This includes spells that alter the damage, speed, modifiers of a weapon, the armor level (AL) of armor and the lockpick resistance of doors and chests. Item magic also allows you to utilise portal magic and tie to, recall to and summon Portals. In addition, you can tie and recall to Lifestones using this magic school.	*Skill Credits: 1* Able to equip Item Wands with the difficulty of Trained. Gives the caster the ability to cast level 1-3 Item spells. The caster can have 1 beneficial Item spell active.	*Skill Credits: 2* Able to equip Item Wands with the difficulty of Trained and Specialed. Gives the caster the ability to cast level 1-8 Item spells. The caster can have 1 beneficial Item spell active.

Skills

	Trained	Specialization
Creature magic allows you to cast spells that affect the target's abilities (attributes and skills), either by lowering them with debuffs or improving them with buffs.	*Skill Credits: 1* Able to equip Creature Wands with the difficulty of Trained. Gives the caster the ability to cast level 1-3 Creature spells. The caster can have 1 beneficial Creature spell active.	*Skill Credits: 2* Able to equip Creature Wands with the difficulty of Trained and Specialed. Gives the caster the ability to cast level 1-8 Creature spells. The caster can have 3 beneficial Creature spell active.
Summoning Allows you to summon creatures to attack your foes.	*Skill Credits: 2* Allows you to summon the first 3 levels of creatures.	*Skill Credits: 3* Allows you to summon the first all levels of creatures.
Mana Conversion Reduces the Mana consumed by spells and magic items.	*Skill Credits: 1* Allows the caster to have 1 more active spell. Gives the caster +1 when attempting to cast any spell.	*Skill Credits: 1* Allows the caster to have 2 more active spell. Gives the caster +2 when attempting to cast any spell.
Arcane Lore Helps you learn how to use spells and magic items.	*Skill Credits: 1* Allows your character to equip magical items with the trait Arcane Lore (Trained)	*Skill Credits: 1* Allows your character to equip all magical items with the trait Arcane Lore.
Combat Skills		
Finesse Weapons Helps you wield finesse style melee weapons.	*Skill Credits: 2* Able to equip Finesse Weapons with the difficulty of Trained. +2 Initiative +1 to Attack Skill	*Skill Credits: 1* Able to equip Finesse Weapons with the difficulty of Trained and Specialed. +5 Initiative +3 to Attack Skill
Light Weapons Helps you wield Light style melee weapons.	*Skill Credits: 2* Able to equip Light Weapons with the difficulty of Trained. +1 Armor Level +1 to Attack Skill	*Skill Credits: 1* Able to equip Light Weapons with the difficulty of Trained and Specialed. +2 Armor Level +3 to Attack Skill

	Trained	Specialization
Heavy Weapons Helps you wield finesse style Heavy weapons.	*Skill Credits: 2* Able to equip Heavy Weapons with the difficulty of Trained. +2 to Attack Skill	*Skill Credits: 1* Able to equip Heavy Weapons with the difficulty of Trained and Specialed. +5 to Attack Skill
Two Handed Weapons Helps you wield Two Handed style melee weapons.	*Skill Credits: 2* Able to equip Two Handed Weapons with the difficulty of Trained. +1 to Attack Skill	*Skill Credits: 1* Able to equip Two Handed Weapons with the difficulty of Trained and Specialed. +2 to Attack Skill
Missile Weapons Helps you wield Missle style melee weapons.	*Skill Credits: 2* Able to equip Missile Weapons with the difficulty of Trained. +1 to Attack Skill	*Skill Credits: 1* Able to equip Missile Weapons with the difficulty of Trained and Specialed. +1 Armor Level +2 to Attack Skill
Secondary Combat Skills		
Dual Wield Allows you to equip any one handed weapon in your off hand.	*Skill Credits: 1* Able to equip two one handed weapons. -5 Attack Skill to your 2nd swing.	*Skill Credits: 1* -2 Attack Skill to your 2nd swing.
Dirty Fighting Your melee and missile attacks have a chance to weaken your opponent. *High* attacks can reduce healing effects on and attack skills of the opponent. *Medium* attacks can cause small amounts of bleeding damage. *Low* attacks can reduce the armor level of the opponent. (You must declare what weakness your attempting to apply before attack roll. Only one Debuff per-monster. The Debuff will remain till you or the monster has died.)	*Skill Credits: 1* 25% chance to weaken your opponent when you successfully land an attack. *High:* Healing effects are -1D4 weaker. *Medium*: 1D2 Bleed Damage *Low*: -1 AL	*Skill Credits: 1* 50% chance to weaken your opponent when you successfully land an attack. *High*:Healing effects are -1D8 weaker. *Medium*: 1D4 Bleed Damage *Low*: -3 AL

Skills

Skills	Trained	Specialization
Recklessness Increases outgoing melee or missile non-critical damage, and incoming non-critical damage from all sources.	*Skill Credits: 1* When you attack you will do +2 damage for non-critical. When you are hit, you will take +2 damage from non-critical.	*Skill Credits: 1* When you attack you will do +4 damage for non-critical. When you are hit, you will take +4 damage from non-critical.
Sneak Attack Your melee, missile, and magic attacks have a greater chance to crit from behind. In addition, if you have Deception you have a chance to cause this extra Sneak Attack damage from the front.	*Skill Credits: 1* You need to roll a 19 instead of a 20 to crit from behind.	*Skill Credits: 1* You need to roll an 18 instead of a 20 to crit from behind.
Defense Skills		
Magic Defense Helps you resist magic form spells and magic items.	*Skill Credits: 1* +2 to Magic Defence	*Skill Credits: 2* +4 to Magic Defence
Melee Defense Helps you evade melee (hand-to-hand) attacks.	*Skill Credits: 1* +1 to Armor Level	*Skill Credits: 2* +3 Armor Level
Missle Defense Helps you avoid damage in missile (long-ranged) combat.	*Skill Credits: 1* +2 to Armor Level form ranged attacks	*Skill Credits: 2* +4 to Armor Level form ranged attacks
Shield Use the Shield skill to make full use of shields and magic reducing properties of shields.	*Skill Credits: 1* Able to equip Shields with the difficulty of Trained. +1 Armor Level to shields	*Skill Credits: 1* Able to equip Shields with the difficulty of Trained and Specialed. +2 Armor Level to shields

Skills

Crafting Skills	Trained	Specialization
Alchemy allows you grind gems and stones in powders, create health and mana potions, and create oils to enhance fletching and cooking.	*Skill Credits: 1* Able to make lesser potions and oils.	*Skill Credits: 1* Able to make greater potions and oils.
Cooking allows you to create a variety of foods which restores health over time and apply special alchemy oils to certain foods to enhance stats.	*Skill Credits: 1* Able to make lesser Rations and Beers.	*Skill Credits: 1* Able to make greater Rations and Beers.
Fletching allows you to craft Ammunition to use with Bows, Crossbows, and Atlatls, and to apply special alchemy oils to arrow heads to grant them elemental damage and increase their damage.	*Skill Credits: 1* Able to craft greater arrows. Greater arrows +1 damage to Missle Weapons.	*Skill Credits: 1* Able to craft deadly arrows. Deadly arrows +3 damage to Missle Weapons.
Lockpick grants the character the ability to pick doors, locks and chests. Only 5 lockpicks may be carried at time.	*Skill Credits: 1* Can attemt to lockpick locks with the difficulty of Trained	*Skill Credits: 1* Can attemt to lockpick locks with the difficulty of Trained and Specialed.
Salvaging is the crafting process of destroying loot generated items and obtaining raw materials in return. Each salvaged item will be converted the it into a full bag of salvage.	*Skill Credits: FREE* Every character has the ability to salvage.	
Armor Tinkering Lets you improve the properties of armor. ONLY 1 tinkered armor piece can be equipped per person.	*Skill Credits: 1* You can improve the AL of armor. +2 Armor Level	*Skill Credits: 1* You can improve the AL of armor. +3 Armor Level
Weapon Tinkering Lets you improve the properties of weapons.	*Skill Credits: 1* You can improve a weapon.	*Skill Credits: 1* You can improve a weapon.

Skills

	Trained	Specialization
Magic Item Tinkering Lets you add magical properties to weapons and Jewelry.	*Skill Credits: 2* You can add a magical propertie to a weapon or Jewelry.	*Skill Credits: 1* You can add a magical propertie to a weapon or Jewelry.

Misc Skills

	Trained	Specialization
Assess Creature Helps you discern the attributes of creatures.	*Skill Credits: 1* Able to see the Health of monsters and to know their weakness.	*Skill Credits: 1* Able to see the Health of monsters and to know their weakness. +1 to rolling a critical hit.
Assess Person Helps you figure out others attributes.	*Skill Credits: 1* +2 to all Diplomacy checks.	*Skill Credits: 1* +4 to all Diplomacy checks.
Deception Helps prevent others from seeing your true intentions.	*Skill Credits: 1* +2 to all Deception checks.	*Skill Credits: 1* +4 to all Deception checks. Allows the Sneak Attack ability to apply to frontal attacks.
Healing Helps you heal injuries.	*Skill Credits: 1* Able to use healing kits with the difficulty of Trained.	*Skill Credits: 1* Able to use healing kits with the difficulty of Trained and Specialized.
Jump Helps you jump higher and fall further without taking damage.	*Skill Credits: 1* Able to jump 10 feet and fall 20 without taking damage.	*Skill Credits: 1* Able to jump 15 feet and fall 30 without taking damage.
Run Helps you run faster.	*Skill Credits: 1* +10 feet movment.	*Skill Credits: 1* +20 feet movment.
Leadership / Loyalty you inspire others giving them an advantage.	*Skill Credits: 1* (Fellowship) +2 to all non comabt rolls.	*Skill Credits: 1* (Fellowship) +3 to all non comabt rolls. +1 to hit chance in combat.

Chapter 4: Personality and Background

CHARACTERS ARE DEFINED BY MUCH MORE THAN their race and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and race define. This chapter expounds on the details that distinguish characters from one another, including the basics of name and physical description, the rules of backgrounds and languages, and the finer points of personality and alignment.

Character Details

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

Name

Your character's race description includes sample names for members of that race. Put some thought into your name even if you're just picking one from a list.

Sex

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior.

Height and Weight

You can decide your character's height and weight, using the information provided in your race description or on the Random Height and Weight table. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy. If you want to, you can roll randomly for your character's height and weight using the Random Height and Weight table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

Other Physical Characteristics

You choose your character's age and the color of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

Alignment

A typical creature in the worlds of Asheron's call has an alignment, which broadly describes its moral and personal attitudes.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

Non Player killer (NPK) is the alignment of those folk that do the best they can to help others according to their needs.

Player Killer Lite (PKL) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

Player Killer (PK) is the alignment of those who do whatever they can get away with, without compassion or qualms.

Languages

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Isparian

- *Roulean:* Spoken by all Isparian cultures. On Dereth, it is spoken by all intelligent creatures, both friendly and hostile.
- *Aluvian:* Spoken by Aluvians, possibly other Isparians. Their closest neighbors are Viamont, Milantos, and Silvera.
- *Gharu'ndim:* Spoken by Gharu'ndim, possibly other Isparians. Their closest neighbors are Milantos, Sho, and the remnants of Roulea.
- *Kael Arran:* Dead language. Only known by scholars.
- *Milantean:* Spoken by Milanteans, possibly other Isparians. Their closest nieghbors are Aluvia and Gharu'n.
- *Sho:* Spoken by Sho, possibly other Isparians. Their closest neighbors are Gharu'n, Milantos, and the remnants of Roulea.

- *Silveran:* Spoken by Silverans, and possibly other Isparians. Their closest neighbors are Viamont and Aluvia.
- *Souia-Vey:* Spoken by the Souia-Vey, and possibly other Isparians. Their closest neighbors are Gharu'n and Milantos.
- *Viamontian:* Spoken by Viamontians, and possibly other Isparians. Their closest neighbors are Aluvia and Silvera.

Empyrean:

- *Falatacot:* Spoken by the Falatacot and some segments of Dericost society. Some of the oldest Shadows were originally Falatacot, and may still know their language.
- *Dericostian:* Spoken the Dericost, and later the High Desert Nomads that they conquered. Some Dericostian made its way into Yalaini as well.
- *High Desert Nomad:* Spoken by the High Desert Nomads (the Mu-Miyah).
- *Haebrean:* Spoken by the Haebrean, and, possibly some Dericost and Yalaini.
- *Yalaini:* Spoken by the Yalaini, and any remnants of Dericost and Haebrous that survived the Millennium and Shadow wars. A great deal of the Shadows we encounter are from the Empyrean Shadow War, and still use Yalaini to communicate when they scribe messages onto horrifying lumps of flesh.

Creatures (spoken by just the one species unless otherwise noted):

- Tumerok: Possibly spoken by other races from Ezheret.
- Banderling: Possibly spoken by other races from Ezheret.
- Mosswart: Possibly spoken by other races from Ezheret.
- Drudge: Possibly spoken by other races from Ezheret.
- Fiun: Possibly spoken by some Viamontians.
- Ruschk • Gearnight • Virindi • Burun • Lugian
- Olthoi • Tusker • Monouga • A'nekshay

Personal Characteristics

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine. Each background presented later in this chapter includes suggested

characteristics that you can use to spark your imagination. You're not bound to those options, but they're a good starting point.

Personality Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self- descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book in Candlekeep" tells you something specific about your character's interests and disposition. Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self- attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system. Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for? You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes six suggested ideals. Five of them are linked to aspects of alignment: law, chaos, good,

evil, and neutrality. The last one has more to do with the particular background than with moral or ethical perspectives.

Bonds

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals. Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession? Your bonds might be tied to your class, your background, your race, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

Flaws

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

Backgrounds

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

Chapter 5: Equipment

THE MARKETPLACE OF A LARGE CITY TEEMS with buyers and sellers of many sorts: Archmage and Shopkeeper, Blacksmith and Jewelers, not to mention people of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords. For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of Asheron's Call present.

Starting Equipment

When you create your character, you receive a starter set of equipment and gear. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this chapter. You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps.

Wealth

Wealth appears in many forms in Asheron's Call. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being. Members of the peasantry trade in goods, bartering for what they need and paying taxes in grain and cheese.

Pyreals

Within the world of Asheron's Call the common coins are called Pyreal. With a few pyreals a character can buy useful starting equipment. The pyreal is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of pyreals, the transactions don't usually involve the exchange of individual coins. Rather, the pyreal piece is a standard measure of value, and the actual exchange is in trade notes, or valuable goods. One I note is worth 100 pyreals. (See grid below for brake down) A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Standard Exchange Rates

I	100	V	500
X	1,000	L	5,000
C	10,000	CC	20,000
D	50,000	DCCL	75,000
M	100,000	MD	150,000
MM	200,000	MMD	250,000

Rare or Alternative Currencies

In the world of Asheron's call there are also five unique types of currencies. These types are typically found by defeating difficult monsters or completed tasks by various NPCs. Once found you will have a hard time selling them to merchants or vendors. However, if you can find the right person you can trade them in for untold treasures.

Ancient Mhoire Coin

Alternative Currency to buy items from Hurnmel the Smith. At night time Hurnmel is located deep inside a bunker behind a hidden wall in the middle of Graveyard

A'nekshay Token

Currency used to buy items from Panhsj. He can be found inside a tent at the Encampment near Neftet.

Ornate Gear Marker

Alternative Currency to buy items from Lintareal. He can be found around the Direlands Gear Knight Resistance Camp.

Small Olthoi Venom Sac

Accepted as currency by Hisham al-Evv. He can be found deep withing the Olthoi North.

Colosseum Coin

Accepted as currency by the Colosseum Coin Collector. He can be found at the entrance to the colosseum.

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple pyreals and should always be treated as such.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods like Motes, Sturdy Iron Key, Shadow Fragments, and so on, retain their full value in the market and can be used as currency.

Armor and Shields

Asheron's Call is a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to amuli, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many melee characters can supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of Asheron's Call.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Due to your strength stats you can become burdened with certain types of armor. If you wear armor that you lack strength with, you will become burdened and have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Coordination.

Armor Level (AL). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Level.

Heavy Armor. Heavier armor can interfer with the wearer's ability to move quickly, stealthily, and freely.

Shields. A shield is made from wood, metal or other materials and is carried in one hand. Wielding a shield can increases your Armor Level. Does not work if attacked from behind. You can benefit from only one shield at a time.

Burden

Players are able to equip any piece of armor or shield that they would like, but it may come with a cost. Each point of burden you have reduces your movement by 5 feet and AL by -2. Example: Let's say your Strength is 15 and you just looted an amuli coat. You may equip this coat even though it has a burden of 16. Because your strength is not the same or higher than the burden your character will receive 1 burden, reducing your movement by 5 and -2AL. (See loot table)

Light Armor

Made from supple and thin materials, light armor favors Mages since it offers some protection without sacrificing mobility. If you wear light armor, you add your Coordination modifier to the base number from your armor type to determine your Armor Level.

Robes. Robe armor consists of quilted layers of cloth and batting.

Chiran Armor : Base material is usually some kind of Cloth (Satin, Silk, Velvet), except the Helm, which is usually some sort of metal.

Leather Armor: The base material of Leather Armor is usually some kind of hide or leather.

Lorica Armor: Base material of the armor is usually some kind of metal for most parts, and hide for the sleeves.

Studded Leather Armor: The base material of Studded Leather Armor is usually some kind of hide or leather.

Sedgemail Leather Armor: Base material is usually some kind of hide.

Medium Armor

Medium armor offers more protection than light armor, but it can impair movement more. If you wear medium armor, you add your Coordination modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Level.

Chainmail Armor: The main material of the armor is ringed metal.

Diforsa Armor: A thin plate like material.

Nariyid Armor: Base material of the armor is usually some kind of metal

Olthoi Armor: The base materials of this armor is thin metal and small olthoi scales.

Olthoi Koujia Armor: The base materials of this armor is olthoi hide and small olthoi scales.

Yoroi Armor: Base material is usually some kind of metal and hide.

Scalemail Armor: Base material of the armor is metal and monster scales.

Koujia Armor: The base materials of this armor is hide and small strips of metal.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. If you wear heavy armor, you add your Coordination modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Level.

Alduressa Armor: The Base material is hardened metal.

Amuli Armor: The main material of the armor is extreamly durable hide.

Celdon Armor: The Base material is reinforced hardened metal.

Covenant Armor: The Base material is hardened metal.

Olthoi Alduressa Armor: The main material of the armor is metal and olthoi scales.

Olthoi Amuli Armor: The base materials of the armor is metal and olthoi hide.

Olthoi Celdon Armor: he Base material is hardened metal reinforced with olthoi scales.

Platemail Armor: Base material is thick hardened metal.

Tenassa Armor: The base material is hardened metal.

Armor Table

Armor	Value (Pyreal)	Armor Level (AL)	Cover	Burden
Shields				
Buckler	1,000	1	front cover	3
Round	5,000	1	front cover	8
Kite	15,000	1	front cover	11
Tower	25,000	1	front/side cover	15
Covenant	35,000	2	front/side cover	17

Armor	Value (Pyreal)	Armor Level (AL)	Cover	Burden
Light Armor				
Hooded Robe	50	8 + Coord modifier	full cover	3
Robe	50	8 + Coord modifier	full cover - Head	3
Chiran	35,000	11 + Coord modifier	full cover	5
Helmet	5,000	1	Head	
Coat	10,000	4	Chest, Upper/Lower Arms	
Leggins	10,000	4	Abdomen, Upper/Lower Legs	
Gauntlets	5,000	1	Hands	
Sandals	5,000	1	Feet	
Leather	28,000	10 + Coord modifier	full cover	5
Helmet	4,000	1	Head	
Coat	8,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	8,000	3	Upper/Lower Legs	
Gloves	4,000	1	Hands	
Boots	4,000	1	Feet	
Studded Leather	35,000	11 + Coord modifier	full cover	5
Helmet	5,000	2	Head	
Coat	10,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	10,000	3	Upper/Lower Legs	
Gloves	5,000	1	Hands	
Boots	5,000	1	Feet	
Lorica	40,000	12 + Coord modifier	full cover	6
Helmet	5,000	1	Head	
Coat	10,000	4	Chest, Upper/Lower Arms	
Leggins	15,000	5	Abdomen, Upper/Lower Legs	
Gloves	5,000	1	Hands	
Boots	5,000	1	Feet	
Sedgemail Leather	40,000	12 + Coord modifier	full cover	8
Helmet	5,000	2	Head	
Coat	10,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	3	Upper/Lower Legs	
Gloves	5,000	2	Hands	
Boots	5,000	2	Feet	

Armor	Value (Pyreal)	Armor Level (AL)	Cover	Burden
Medium Armor				
Chainmail	50,000	12 + Coord modifier	full cover -feet	12
Helmet	10,000	2	Head	
Hauberk	15,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	4	Upper/Lower Legs	
Gauntlets	10,000	2	Hands	
Nariyid	45,000	12 + Coord modifier	full cover	12
Helmet	5,000	2	Head	
Hauberk	15,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	3	Upper/Lower Legs	
Gloves	5,000	2	Hands	
Boots	5,000	2	Feet	
Yoroi	55,000	13 + Coord modifier	full cover	13
Helmet	15,000	3	Head	
Coat	5,000	2	Chest, Abdomen, Upper/Lower Arms	
Leggins	5,000	2	Upper/Lower Legs	
Gauntlets	15,000	3	Hands	
Sollerets	15,000	3	Feet	
Diforsa	55,000	13 + Coord modifier	full cover	13
Helmet	5,000	1	Head	
Coat	15,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	4	Upper/Lower Legs	
Gauntlets	10,000	2	Hands	
Sollerets	10,000	2	Feet	
Scalemail	60,000	14 + Coord modifier	full cover	14
Helmet	10,000	2	Head	
Hauberk	15,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	3	Upper/Lower Legs	
Gauntlets	10,000	3	Hands	
Sollerets	10,000	3	Feet	
Koujia	60,000	14 + Coord modifier	full cover	14
Helmet	10,000	2	Head	
Coat	15,000	4	Chest, Upper/Lower Arms	
Leggins	15,000	4	Abdomen, Upper/Lower Legs	
Gloves	10,000	2	Hands	
Sollerets	10,000	2	Feet	
Olthoi	65,000	15 + Coord modifier	full cover	15
Helmet	10,000	3	Head	
Coat	20,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	15,000	3	Upper/Lower Legs	
Gauntlets	10,000	3	Hands	
Boots	10,000	3	Feet	
Olthoi Koujia	65,000	15 + Coord modifier	full cover	15
Helmet	10,000	3	Head	
Coat	15,000	3	Chest, Upper/Lower Arms	
Leggins	20,000	3	Abdomen, Upper/Lower Legs	
Gloves	10,000	3	Hands	
Sollerets	10,000	3	Feet	

Armor	Value (Pyreal)	Armor Level (AL)	Cover	Burden
Heavy Armor				
Alduressa	70,000	15 + Coord	full cover - head / Feet	15
Helmet	10,000	3	Head	
Hauberk	20,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	20,000	3	Upper/Lower Legs	
Gauntlets	10,000	3	Hands	
Sollerets	10,000	3	Feet	
Tenassa	80,000	10 + Coord modifier	full cover - Head / Feet	15
Hauberk	40,000	5	Chest, Upper/Lower Arms	
Leggins	40,000	5	Abdomen, Upper/Lower Legs	
Amuli	90,000	12 + Coord modifier	full cover - Head / Feet	16
Coat	45,000	6	Chest, Upper/Lower Arms	
Leggins	45,000	6	Abdomen, Upper/Lower Legs	
Platemail	115,000	16 + Coord modifier	full cover	16
Helmet	15,000	3	Head	
Coat	35,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	35,000	4	Upper/Lower Legs	
Gauntlets	15,000	2	Hands	
Sollerets	15,000	3	Feet	
Olthoi Amuli	120,000	14 + Coord modifier	full cover - Head / Feet	17
Coat	60,000	7	Chest, Upper/Lower Arms	
Leggins	60,000	7	Abdomen, Upper/Lower Legs	
Celdon	130,000	15 + Coord modifier	full cover - Head / Feet	17
Hauberk	70,000	8	Chest, Abdomen, Upper/Lower Arms	
Leggins	60,000	7	Upper/Lower Legs	
Olthoi Alduressa	180,000	17 + Coord modifier	full cover	18
Helmet	50,000	4	Head	
Coat	20,000	3	Chest, Abdomen, Upper/Lower Arms	
Leggins	10,000	2	Upper/Lower Legs	
Gauntlets	50,000	4	Hands	
Boots	50,000	4	Feet	
Olthoi Celdon	200,000	17 + Coord modifier	full cover - Head / Feet	18
Hauberk	100,000	9	Chest, Abdomen, Upper/Lower Arms	
Leggins	100,000	8	Upper/Lower Legs	
Covenant	270,000	20 + Coord modifier	full cover	19
Helmet	60,000	4	Head	
Hauberk	60,000	4	Chest, Abdomen, Upper/Lower Arms	
Leggins	60,000	4	Upper/Lower Legs	
Gauntlets	60,000	4	Hands	
Sollerets	60,000	4	Feet	

Weapon Skills

Your skills can grant you proficiency with certain weapons or categories of weapons. The three skill categories are Untrained, Trained and Specialized. Anyone may equip and use a weapon while being Untrained ulness it stats otherwise. Specializing with a weapon allows you bonus when attacking. If you make an attack roll using a weapon with which you lack proficiency, you do not add any skill bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table. Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition is part of the attack.

Finesse. When making an attack with a finesse weapon, you use your choice of your Quickness or Coordination modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Light. When making an attack with a light weapon, you use your choice of your Strength or Coordination modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. When making an attack with a heavy weapon, you use your choice of your Strength or Coordination modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Two Handed. This weapon requires two hands to use. When making an attack with a heavy weapon, you use your choice of your Strength or Coordination modifier for the attack and damage rolls. You must use the same modifier for both rolls.

  Axes, Maces and *Swords* can cleave hitting a max of three targets in a 5ft arc. (Note you can't hit the same target twice.)

  Spears do not cleave but they do more damage to a single target.

Missle. When making an attack with a finesse weapon, you use your Coordination modifier for the attack and damage rolls unless its a throwing weapon then its Strength. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long

Damage Types and Elemental Bonuses
Weaknesses and Slayer Weapons

Many creatures in the game have an innate weakness to one or more types of damage. Sometimes, the weakness can be guessed if the creature is made of a particular element or material as the primary weakness will be the opposing element. For example, a golem made of ice or water will fall quickly to fire attacks and a creature made of fire will be easily defeated with a frost weapon. See each creature page for a list of weaknesses that a creature may have. Within the world of Asheron's Call there are seven damage types: Acid, Fire, Frost, Lightning, Bludgeon, Slashing and Piercing.

Special Weapon Property

Slayer: Special property will increase the damage dealt to a specific creature type. Many creature Slayers can be found on quest weapons while some can be added to loot weapons using special gems.

Biting Strike: Increases chance of a critical hit by +1 with equiped weapon.

This property is only found on quest weapons and cannot be added by the player.

*Crushing Blow:* Increases weapon damage with equiped weapon by +2.

This property is only found on quest weapons and cannot be added by the player.

Weapons Table

Weapon		Value (Pyreal)	Damage	Damage Type	Bonus
Finesse Weapons					
Axe	Hammer	215	1d6	Bludgeoning	---
	Hatchet	130	1d6	Slashing	---
	Shou-ono	100	1d4	Slashing	+2 Initiative
	Tungi	210	1d6	Slashing	---
Dagger	Knife	30	2d2 / 2d2	Slashing or Piercing	+2 Initiative
	Lancet	45	1d2 / 1d4	Piercing or Slashing	+2 Initiative
	Poniard	100	1d2 / 1d4	Piercing or Slashing	+2 Initiative
Mace	Board with Nail	55	1d4	Piercing	+1 AL
	Dabus	210	1d6	Bludgeoning	---
	Tofun	200	1d6	Bludgeoning	---
	Jitte	50	1d4	Bludgeoning	+1 AL
Spear	Budiaq	120	1d6	Piercing	---
	Naginata	280	1d4 / 1d6	Slashing or Piercing	---
Staff	Bastone	25	1d4	Bludgeoning	+1 AL
	Jo	25	1d6	Bludgeoning	---
Sword	Rapier	100	1d4	Piercing	+2 Initiative
	Sabra	200	1d4 / 1d6	Piercing or Slashing	---
	Scimitar	200	1d4 / 1d6	Piercing or Slashing	---
	Shortsword	200	1d4 / 1d6	Piercing or Slashing	---
	Simi	100	1d2 / 1d4	Piercing or Slashing	+2 Initiative
	Yaoji	25	1d4	Slashing	+2 Initiative
UA	Claw	30	1d4	Slashing	+1 AL
	Hand Wraps	25	1d4	Bludgeoning	+1 AL

Weapons Table

Weapon			Value (Pyreal)	Damage	Damage Type	Bonus
Light Weapons						
Axe		Dolabra	360	1d6	Slashing	---
		Hand Axe	130	1d4	Slashing	+2 Initiative
		Ono	210	1d6	Slashing	---
		War Hammer	210	1d6	Bludgeoning	---
Dagger		Dagger	40	2d2 / 2d4	Slashing or Piercing	+2 Initiative
		Khanjar	40	1d2 / 1d4	Piercing or Slashing	+2 Initiative
Mace		Club	260	1d6	Bludgeoning	---
		Kasrullah	170	1d4	Bludgeoning	+1 AL
		Spiked Club	50	1d4	Piercing	+2 Initiative
Spear		Spear	200	1d6	Piercing	---
		Yari	240	1d6	Piercing	---
Staff		Quarter Staff	130	1d6	Bludgeoning	---
Sword		Broad Sword	340	1d4 / 1d6	Piercing or Slashing	---
		Dericost Blade	210	1d4 / 1d6	Piercing or Slashing	---
		Epee	25	1d4	Piercing	+2 Initiative
		Kaskara	200	1d4 / 1d6	Piercing or Slashing	---
		Spada	160	1d2 / 1d4	Piercing or Slashing	+2 Initiative
		Shamshir	240	1d4 / 1d6	Piercing or Slashing	---
UA		Knuckles	50	1d4	Bludgeoning	+1 AL
		Katar	50	1d4	Slashing/Piercing	+1 AL

Weapons Table

Weapon			Value (Pyreal)	Damage	Damage Type	Bonus
Heavy Weapons						
Axe		Battle Axe	360	1d6	Slashing	---
		Lugian Hammer	450	1d6	Bludgeoning	---
		Silifi	460	1d6	Slashing	---
		War Axe	450	1d6	Slashing	---
Dagger		Dirk	45	2d2 / 2d2	Slashing or Piercing	+2 Initiative
		Stiletto	100	1d4	Piercing	+2 Initiative
		Jambiya	30	1d2 / 1d4	Piercing or Slashing	+2 Initiative
Mace		Flanged Mace	260	1d4	Bludgeoning	---
		Mace	260	1d6	Bludgeoning	---
		Mazule	100	1d4	Bludgeoning	+1 AL
		Morning Star	310	1d6	Piercing	---
Spear		Spine Glaive	250	1d4 / 1d6	Slashing or Piercing	---
		Partizan	170	1d4	Piercing	+2 Initiative
		Trident	25	1d6	Piercing	---
Staff		Nabut	180	1d4	Bludgeoning	+1 AL
		Stick	240	1d6	Bludgeoning	---
Sword		Flamberge	340	1d4 / 1d6	Piercing or Slashing	---
		Ken	240	1d4 / 1d6	Piercing or Slashing	---
		Long Sword	240	1d4 / 1d6	Piercing or Slashing	---
		Tachi	460	1d4 / 1d6	Piercing or Slashing	---
		Takuba	380	1d4 / 1d6	Piercing or Slashing	---
		Schlager	30	2d2	Piercing	+2 Initiative
UA		Cestus	50	1d4	Bludgeoning	+1 AL
		Nekode	50	1d2 / 1d4	Slashing or Piercing	+1 AL

Weapons Table

Weapon		Value (Pyreal)	Damage	Damage Type	Bonus
Two Handed Weapons					
Axe	Greataxe	260	1d6	Slashing	---
Mace	Great Star Mace	240	1d6	Bludgeoning	---
	Quadrelle	260	1d6	Bludgeoning	---
	Khanda-handled Mace	310	1d6	Bludgeoning	---
	Tetsubo	240	1d6	Bludgeoning	---
Spear	Assagai	250	2d6	Piercing	---
	Pike	240	2d6	Piercing	---
	Corsesca	260	2d6	Piercing	---
	Magari Yari	260	2d6	Piercing	---
Sword	Nodachi	240	1d6	Slashing	---
	Shashqa	310	1d6	Slashing	---
	Spadone	250	1d6	Slashing	---

***Axes, Maces** and **Swords** can cleave hitting a max of three targets in a 5ft arc. (Note you can't hit the same target twice.) **Spears** do not cleave but they do more damage to a single target.

Weapons Table

Weapon		Value (Pyreal)	Damage / Damage Type	Bonus
Magic Casters				
Magic Casters	Baton	200	Spells	---
	Orb	200	Spells	---
	Sceptre	260	Spells	---
	Sceptre (War Magic)	200	War Spells	+1 AL
	Sceptre (Void Magic)	200	Void Spells	+1 AL
	Staff	50	Spells	---
	Staff (War Magic)	250	War Spells	+1 Damage
	Staff (Void Magic)	250	Void Spells	+1 Damage
	Wand	200	Spells	---

Weapons Table

Weapon		Value (Pyreal)	Damage	Range	Bonus
Missle Weapons					
Bow	Longbow	350	1d6	Max 40	+1 AL
	Compound Bow	350	1d4	Max 40	+1 AL
	Nayin	300	1d6	Max 40	+1 AL
	Shortbow	200	1d4	Max 30	+2 Initiative
	Shouyumi	300	2d4	Max 30	+2 Initiative
	War Bow	350	1d6	Max 40	+1 AL
	Yag	150	1d4	Max 30	+2 Initiative
	Yumi	400	1d6	Max 40	+1 AL
Crossbow	Arbalest	375	1d6	Max 30	+2 Initiative
	Compound Crossbow	200	1d6	Max 40	+1 Damage
	Heavy Crossbow	375	1d6	Max 40	+1 Damage
	Light Crossbow	275	1d4	Max 30	+2 Initiative
Atlatl	Dart Flinger	200	1d4	Max 30	+2 Initiative
	Royal Atlatl	200	1d6	Max 40	+1 Damage
	Slingshot	150	1d6	Max 40	+1 AL

Weapon		Value (Pyreal)	Damage	Damage Type	Range
Missle Weapons (Throwing)					
	Throwing Dart	2	1d4	Piercing	Max 20
	Discus	8	1d6	Slashing	Max 20
	Djarid	4	1d6	Piercing	Max 20
	Javelin	4	1d6	Piercing	Max 20
	Throwing club	4	1d6	Bludgeoning	Max 20
	Throwning axe	5	1d4	Slashing	Max 20

Shops Goods/Items		Value (Pyreal)
Alchemy		
	Alembic	500
	Crucible	500
	Brimstone	5
	Chorizite	4
	Cobalt	5
	Colcothar	5
	Quicksilver	5
	Stibnite	5
	Turpeth	5
	Vitriol	5
	Aqua Vitae	20
	Neutral Balm	140

Shops Goods/Items		Value (Pyreal)
Fletching		
	Arrowheads	25
	Arrowshafts	25
	Dart Shafts	25
	Quarrelshafts	25

Shops Goods/Items		Value (Pyreal)
Magic Components		
	Lead	10
	Iron	50
	Copper	100
	Silver	250
	Gold	500
	Pyreal	1,000
	Platinum	10,000
	Mana	15,000
	Tapers	22
	Artifice	500
	Enchantment	500
	Shadow	500
	Strife	500
	Verdancy	500

Shops Goods/Items	Value (Pyreal)		Value (Pyreal)
Cooking			
Baking Pan	50		
Cooking Pot	50	Amber Barley	20
Frying Pan	50	Brown Hops	5
Bread	5	Dried Yeast	20
Brown Beans	20	Green Hops	5
Carrot	3	Liquid Yeast	20
Flour	3	Plain Barley	5
Pumpkin	10	Roasted Barley	20
Water	2	Ultra Green Hops	40
Olthoi Egg	Found	Vibrant Green Hops	30

Shops Goods/Items	Value (Pyreal)	Healing Skill	Health	Number of Uses	Range
Health Kits					
Handy	10	Trained	1d4	5	
Adept	50	Trained	1d6	5	
Gifted	120	Trained	1d8	10	*Self*
Excellent	500	Specialized	1d10	10	
Peerless	1,000	Specialized	2d6	15	*5ft Other*
Treated	2,000	Specialized	2d10	20	
Plentiful	4,000	Specialized	4d6	25	

Chapter 6:
Using Ability Scores

SIX ABILITIES PROVIDE A QUICK DESCRIPTION of every creature's physical and mental characteristics:
- *Strength*, measuring physical power
- *Endurance*, measuring endurance
- Coordination, measuring reasoning and memory
- Quickness, measuring agility
- Focus, measuring perception and insight
- Self, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in chapter 9.

Ability Scores and Modifiers
Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability. A score of 10 or 11 is the normal / average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.
Each ability also has a modifier, derived from the score and ranging from 5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down). Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

Advantage and Disadvantage
Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

You usually gain advantage or disadvantage through the use of special skills, actions, or spells. Inspiration (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The DM can also influence a roll in one direction or the other.

Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Focus saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the Leadership skill doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the Heavy Weapons skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Strength checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the DM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC.

The Typical Difficulty Classes table shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a succes s—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

Group Checks

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Coordination check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:
• You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
• You try to jump an unusually long distance or pull off a stunt midjump.
• You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed.
Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:

• Force open a stuck, locked, or barred door
• Break free of bonds
• Push through a tunnel that is too small
• Hang on to a wagon while being dragged behind it
• Tip over a statue
• Keep a boulder from rolling

Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a sword. You use melee weapons to make melee attacks in hand-to-hand combat.

Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

Variant : Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Coordination, or Quickness.

Endurance
Endurance measures health, stamina, and vital force.

Endurance Checks
Endurance checks are uncommon, and no skills apply to Endurance checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Endurance check can model your attempt to push beyond normal limits, however. The DM might call for a Endurance check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points
Your Endurance modifier contributes to your hit points. Typically, you add your Endurance modifier to each Hit Die you roll for your hit points.

If your Endurance modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Endurance score when you reach 4th level and your Endurance modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Endurance score so as to reduce your Endurance modifier by 1, your hit point maximum is reduced by 7.

Health Points Per-Level

Base Endurance Score	HP Die
1-5	1d6
6-10	1d8
11-15	1d10
16-20	1d12

Coordination or Quickness
Coordination measures agility, reflexes, and balance.

Coordination or Quickness Checks
A Coordination or Quickness check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Coordination or Quickness checks.

Acrobatics. Your Coordination or Quickness (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Coordination or Quickness (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Coordination or Quickness (Sleight of Hand) check. The DM might also call for a Coordination (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Coordination or Quickness (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Coordination Checks. The DM might call for a Coordination or Quickness check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

Attack Rolls and Damage
You add your Coordination modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Coordination modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a short sword.

Armor Class
Depending on the armor you wear, you might add some or all of your Coordination modifier to your Armor Class, as described in chapter 5.

Initiative
At the beginning of every combat, you roll initiative by making a Coordination check. Initiative determines the order of creatures' turns in combat, as described in chapter 9.

Focus
Focus measures mental acuity, accuracy of recall, and the ability to reason.

Focus Checks
An Focus check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Magics, History, Investigation, Life, and Religion skills reflect aptitude in certain kinds of Focus checks.

Focus. Your Focus check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Lore. Your Focus (Lore) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Investigation. When you look around for clues and make deductions based on those clues, you make an Focus (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through scrolls in search of a hidden fragment of knowledge might also call for an Focus (Investigation) check.

Coordinates. Your Focus (coordinates) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Religion. Your Focus (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Other Focus Checks. The DM might call for an Foccus check when you try to accomplish tasks like the following:
- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trad
- Win a game of skill

Spellcasting Ability
Mages use Foccus as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Self
Self reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Self Checks
A Self check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Self checks.

Assess Creature. Your Self (Assess Creature) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Life, Item and Creature Magic. A Self (Life) check lets you try to stabilize a dying companion or diagnose an illness.

Assess Person. Your Self (Assess Person) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. A Self check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation.

The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks. Deception. Your Self (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are banderlings lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door. Survival. The DM might ask you to make a Self (Assess Creature) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Self Checks. The DM might call for a Self check when you try to accomplish tasks like the following:
• Get a gut feeling about what course of action to follow
• Discern whether a seemingly dead or living creature is undead

Spellcasting Ability Life, Item and Creature Magic use Seld as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Saving Throws

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Coordination modifier for a Coordination saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the DM.

Each race gives proficiency in at least two saving throws. The a mage, for example, is proficient in Focus saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Chapter 7: Adventuring

DELVING INTO THE DRUDGE HIDEOUT . slipping through the back alleys of Holtburg, — these are the things that Asheron's call adventures are made of. Your character in the game might explore forgotten dungeons and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex run, the game follows a natural rhythm, as outlined in the book's introduction:

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of their actions.

Typically, the DM uses a map as an outline of the adventure, tracking the characters' progress as they explore dungeon corridors or wilderness regions. The DM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the DM might use a timeline or a flowchart to track their progress instead of a map.

Time

In situations where keeping track of the passage of time is important, the DM determines the time a task requires. The DM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of days works best. Following the road from Eastham to Holtburg, the adventurers spend four uneventful days before a drudges ambush interrupts their journey. In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time described in chapter 9.

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slop e - all sorts of movement play a key role in Asheron's Call adventures.

The DM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the DM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient cave, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life- threatening situation. The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "Activity While Traveling" section later in this chapter for more information).

Auto Run. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Quickness saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of Burden.

Portals. Portals are the fastest way to travel. They will take you from on location to another after traveling trough portal space for a few seconds.

Difficult Terrain

The auto run given in the Travel Pacetable assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

Climbing , Swimming , and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

LongJump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall.

Otherwise, you hit it. When you land in difficult terrain, you must succeed on a DC 10 Coordination (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 1/2 times your height.

Activity While Traveling

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Stealth

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 7.

Noticing Threats

Use the passive Self (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The DM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the DM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Self (Perception) scores to notice hidden threats.

Encountering Creatures. If the DM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does. Surprising Foes. If the adventurers encounter a hostile creature or group, the DM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.

Other Activities Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Self (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the DM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Self (Survival) check when the DM calls for it. (The DM gets to determine whether the group gets lost.)

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making a Self (Survival) check when the DM calls for it.

The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Falling

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Endurance modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Endurance modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with a Endurance of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a *lightly obscured* area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Self (Perception) checks that rely on sight.

A *heavily obscured* area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Some creatures with echolocation or heightened senses, such as Olthoi, have this sense.

Darkvision

Many creatures in the worlds of Asheron's Call especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the DM that his or her character is doing something, such a moving a lever, and the DM describes what, if anything happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the DM might call for a Strength check to see whether the character can wrench the lever into place. The DM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The DM determines an object's Armor Level and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Coordination saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The DM sets the DC for any such check.

Social Interaction

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of Asheron's call adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a dragon so that it will spare your life. The DM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

Descriptive Approach to Roleplaying

With this approach, you describe your character's words and actions to the DM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Chris plays Tordek the Tumerok. Tordek blames the Verindi for his family's misfortune. At a tavern, sits at Tordek's table and tries to strike up a conversation with the Tumerok.

Chris says, "Tordek spits on the floor, growls an insult, and stomps over to the bar. He sits on a stool and glares at the minstrel before ordering another drink."
In this example, Chris has conveyed Tordek's mood and given the DM a clear idea of his character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:
• Describe your character's emotions and attitude.
• Focus on your character's intent and how others might perceive it.
• Provide as much embellishment as you feel comfortable with.
Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

Active Approach to Roleplaying

If descriptive roleplaying tells your DM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Chris roleplaying Tordek above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Tordek, Chris says in a gruff, deep voice, " I was wondering why it suddenly smelled awful in here. If I wanted to hear anything out of you, I'd snap your arm and enjoy your screams." In his normal voice, Chris then adds, "I get up, glare at the tumerok, and head to the bar."

Results of Roleplaying

The DM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn tumerok refuses to let anyone badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the DM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in AC are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your DM can call for a Focus check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your DM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a castle, the player who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the character with Assess Person should do most of the talking.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Endurance modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll.

A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity— the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them. For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the DM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the DM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Life style Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in chapter 5.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Down time Activities

Between adventures, the DM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours o f each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

Crafting

You can craft objects, including arrows, food and equipment. You must be proficient with tools related to the object you are trying to create. You might also need access to special materials or locations necessary to create it.

Salvaging Lets you salvage materials from loot items. To salvage any piece of armor or weapon the use of an Ust is required.

At level 1 you have a 15% success chance, when when you reach 5th level (25%), 11th level (50%), and 17th level (75%). If you fail the item is damage beyond repair and is not rendered useless for any purpose.

When successful you will receive a bag of salvage. Bags of salvage are the only crafting ingredient used for tinkering.

Armor Tinkering Let's you improve the properties of armor. ONLY 1 tinkered armor piece can be equipped per person.

Weapon Tinkering Lets you improve the properties of weapons.

You're only allowed to upgrade a weapon once from weapon tinkering. This includes trying to override the current upgrade with a different weapon tinkering salvage effect.

Magic Item Tinkering Lets you add magical properties to weapons and Jewelry.

You're only allowed to upgrade a weapon or piece of jewelry once from magic item tinkering. This includes trying to override the current upgrade with a different magic item tinkering salvage effect.

You can Tinker Jewelry once you have this skill Trained and you can Tinker weapons once you have the skill specialized.

Salvage Material List
Armor Tinkering

 Salvaged Steel: Apply this material to treasure-generated armor to increase the armor's armor level by 2 (3 if specialized). This material cannot be used on Covenant Armor.

Weapon Tinkering

 Brass Salvage: Apply this material to loot-generated weapon to give the wielder an increase to their armor level by 1 (2 if specialized) while the weapon is equipped.

 Granite Salvage: Apply this material to loot-generated melee weapon to improve a melee weapon's variance. If you roll a 1 on your damage die you may reroll. (1 or 2 if specialized)

 Iron Salvage: Apply this material to loot-generated weapon to increase the weapon's damage by +1 (+2 if specialized)

 Oak Salvage: Apply this material to loot-generated weapon to give the wielder an increase to their Initiative 2 when equiped (+4 if specialized)

 Mahogany Salvage: Apply this material to loot-generated missle weapon to improve the missle weapon's damage by 1. (+2 if specialized)

Magic Item Tinkering

Jewelry

Agate Salvage: Apply this material to a treasure-generated jewelry to imbue the target with Minor Focus. +1 Focus Bonus

Carnelian Salvage: Apply this material to a piece of magical treasure-generated jewelery to imbue the target with Minor Strength. +1 Strength Bonus

Citrine Salvage: Apply this material to a piece of magical treasure-generated jewelery to imbue the target with Minor Stamina Gain. +5 Movement

Lapis Lazuli Salvage: Apply this material to a treasure-generated jewelry to imbue the target with Minor Self. +1 Self Bonus

Malachite Salvage: Apply this material to a piece of magical treasure-generated jewelry to imbue the target with Warrior's Vigor. +5 Jump

Peridot Salvage: Apply this material to treasure-generated jewelry to imbue the target with a +1 Armor Level

Red Jade Salvage: Apply this material to a treasure-generated jewelry to imbue the target with Minor Health Gain. +4 Health

Rose Quartz Salvage: Apply this material to a treasure-generated jewelry to imbue the target with Minor Quickness. +1 Quickness Bonus

Smoky Quartz Salvage: Apply this material to a treasure-generated jewelry to imbue the target with Minor Coordination. +1 Coordination Bonus

Yellow Topaz: Apply this material to treasure-generated jewelry to imbue the target with a +1 bonus to Magic Defense.

Zircon Quartz Salvage: Apply this material to treasure-generated jewelry to imbue the target with a +1 bonus to Missle Defense.

Weapons (Elemental)

Aquamarine Salvage: Apply this material to a treasure-generated Cold weapon or magic-casting implement to imbue it with Cold Rending. Add 1d4 Cold damage. If the monster is weak to cold add 2d4.

Black Garnet Salvage: Apply this material to a treasure-generated Pierce weapon or magic-casting implement to imbue it with Pierce Rending. Add 1d4 Pierce damage. If the monster is weak to Pierce add 2d4.

Emerald Garnet Salvage: Apply this material to a treasure-generated Acid weapon or magic-casting implement to imbue it with Acid Rending. Add 1d4 Acid damage. If the monster is weak to Acid add 2d4.

Imperial Topaz Salvage: Apply this material to a treasure-generated Slash weapon or magic-casting implement to imbue it with Slash Rending. Add 1d4 Slashing damage. If the monster is weak to Slashing add 2d4.

Jet Salvage: Apply this material to a treasure-generated Lightning weapon or magic-casting implement to imbue it with Lightning Rending. Add 1d4 Lighting damage. If the monster is weak to Lighting add 2d4.

Red Garnet Salvage: Apply this material to a treasure-generated Fire weapon or magic-casting implement to imbue it with Fire Rending. Add 1d4 Fire damage. If the monster is weak to Fire add 2d4.

White Sapphire Salvage: Apply this material to a treasure-generated Bludgeon weapon or magic-casting implement to imbue it with Bludgeon Rending. Add 1d4 Bludgeon damage. If the monster is weak to Bludgeon add 2d4.

Weapons (Any)

Black Opal Salvage: Apply this material to a treasure-generated weapon or magic-casting implement to imbue the target with Critical Strike. Increases critical hit damage by with equiped weapon +4 .

Fire Opal Salvage: Apply this material to a treasure-generated weapon or magic-casting implement to imbue the target with Crippling Blow. Increases hit chance with equiped weapon by +2.

Sunstone Salvage: Apply this material to a treasure-generated weapon or magic-casting implement to imbue the target with Armor Rending. The targets AL is reduced by 2 when attacking with this weapon.

Cooking

Fletching

Fletching allows you to craft Ammunition to use with Bows, Crossbows, and Atlatls, and to apply special alchemy oils to arrow heads to grant them elemental damage and increase their damage.

To craft arrows you will need to have the fletching skill and combine one of the following arrowheads with the correct weapon shaft. When you combine an arrowhead with a shaft you will make 25 at a time.

Shafts

Arrowshafts (Bow)	Quarrelshafts (CrossBow)	Atlatl Dart Shafts (Atlal)

Arrowheads

There are many types of arrowheads each one giving you a slight advantage in combat.

Basic arrow give you no damage bonus when used.
Greater arrows give you +1 to damage when used.
Deadly arrows give you +3 to damage when used.

Types of arrowheads

Arrowheads: No damage type

Armor Piercing: changes your damage type to Piercing.

Frog Crotch: changes your damage type to Slashing.

Blunt: changes your damage type to Bludgeon.

Acid Arrowhead: changes your damage type to Acid.

Fire Arrowhead: changes your damage type to Fire.

Lighting Arrowhead: changes your damage type to Lighting.

Frost Arrowhead: changes your damage type to Cold.

Some arrowheads will be found in shops but to make any of the elemental type you must apply a special oil to basic arrowheads. Theses oils can be bought or created with the *Alchemy Skill*.

Acid	Fire	Lighting	Frost

To create *Greater arrows* you must have fletching trained and then apply Bloodseeker Oil to the arrowhead.

To create *Deadly arrows* you must have fletching specialized and then apply Bloodhunter Oil to the arrowhead.

Alchemy

We at the Arcanum are pleased to unveil our latest find in the study of alchemy. Hiro, the Arcanum's Artificer, and the alchemists here have made a fantastic discovery that will give alchemists an enhanced role in the future of Dereth. These are the initial findings as documented on our first successful tests.

Alchemy allows you grind gems and stones in powders, create health and mana potions, and create oils to enhance fletching and cooking.

Alembic basic tool used in alchemy.

Crucible basic tool used in alchemy.

Alchemy Ingredients

Quicksilver	Stibnite	Brimstone	Cobalt
Turpeth	Colcothar	Vitriol	Chorizite
	Neutral Balm	Aqua Vitae	

Alchemy (Trained Recipes)

Quicksilver + Quicksilver = Bloodseeker Oil

Quicksilver + Stibnite = Bloodhunter Oil

Quicksilver + Vitriol = Health Infusion

Quicksilver + Quicksilver = Bloodseeker Oil

Quicksilver + Stibnite = Bloodhunter Oil

Quicksilver + Vitriol = Health Infusion

Quicksilver + Turpeth = Fire Oil

Quicksilver + Colcothar = Frost Oil

Quicksilver + Cobalt = Lighting Oil

Quicksilver + Brimstone = Acid Oil

Health Infusion + Neutral Balm = Healing Potion

Neutral Balm + Stibnite = Gem of Protection

Neutral Balm + Colcothar = Gem of Rejuvenation

Neutral Balm + Vitriol = Gem of Regeneration

Alchemy (Specialized Recipes)

Health Infusion + Aqua Vitae = Health Elixir

Aqua Vitae + Stibnite = Adept's Gem of Protection

Aqua Vitae + Colcothar = Adept's Gem of Rejuvenation

Aqua Vitae + Vitriol = Adept's Gem of Regeneration

Aqua Vitae + Chorizite = Condensed Dispel Potion

Bloodseeker Oil: Primarily used in fletching but may have other uses in various quests.

Bloodhunter Oil: Primarily used in fletching but may have other uses in various quests.

Fire Oil: Primarily used in fletching but may have other uses in various quests.

Frost Oil: Primarily used in fletching but may have other uses in various quests.

Lighting Oil: Primarily used in fletching but may have other uses in various quests.

Acid Oil: Primarily used in fletching but may have other uses in various quests.

Health Infusion: Primary ingredient in health potions.

Healing Potion: When consumed you gain 2d4+2 Health.

Gem of Protection: When used you gain +1 Armor Level, till the effect wears off.

Gem of Rejuvenation: When used you gain +5 feet movment, till the effect wears off.

Gem of Regeneration: When used you gain +3 Heath, till the effect wears off.

Health Elixir: When consumed you gain 2d6+2 Health.

Adept's Gem of Protection: When used you gain +2 Armor Level, till the effect wears off.

Adept's Gem of Rejuvenation: When used you gain +10 feet movment, till the effect wears off.

Adept's Gem of Regeneration: When used you gain +6 Heath, till the effect wears off.

Gem of Regeneration: When used you Dispel all negative spells on you.

Cooking

Allows you to create a variety of foods which restore Stamina, and to apply special alchemy oils to certain foods to enhance their restorative properties and grant them the ability to restore Health and Mana.

Cooking Tools

Baking Pan	Frying Pan	Cooking Pot

Cooking Ingredients

Bread	Olthoi Egg	Pumpkin	Carrot
Dough	Water	Flour	Brown Beans

Cooking (Trained Recipes)

Flour	+	Water	=	Dough	
Baking Pan	+	Dough	=	Elaborate Field Rations	
Frying Pan	+	Dough	=	Health Field Rations	
Baking Pan	+ Carrot	+ Olthoi Egg	=	Olthoi Carrot Cake	
Baking Pan	+ Pumpkin	+ Olthoi Egg	=	Olthoi Pumpkin Pie	
Baking Pan	+ Brown Beans	+ Olthoi Egg	=	Chocolate Olthoi Cake	
Baking Pan	+ Bread	+ Olthoi Egg	=	Olthoi Toast	
Baking Pan	+ Dough	+ Olthoi Egg	=	Olthoi Cake	

Cooking Brews (Specialized)

Cooking Brews Ingredients

Amber Barley	Plain Barley	Roasted Barley
Ultra Green Hops	Vibrant Green Hops	Green Hops
Brown Hops	Dried Yeast	Liquid Yeast

Cooking Brews (Specialized Recipes)

Cooking Pot + Dried Yeast + Amber Barley = Amber Ape

Cooking Pot + Dried Yeast + Ultra Green Hops = Apothecary Zongo's Stout

Cooking Pot + Dried Yeast + Plain Barley = Bobo's Stout

Cooking Pot + Dried Yeast + Vibrant Green Hops = Duke Raoul's Distillation

Cooking Pot + Dried Yeast + Brown Hops = Hunter's Stock Amber

Cooking Pot + Dried Yeast + Roasted Barley = Tusker Spit Ale

Cooking Pot + Dried Yeast + Green Hops = Glorious Stout

Cooking Pot + Liquid Yeast + Green Hops = Tusker Pus

Elaborate Field Rations: When used you gain +5 feet movment, till the effect wears off.

Health Field Rations: When consumed you gain 1d4 Health for three turns.

Olthoi Carrot Cake: When consumed you gain +1 Focus, till the effect wears off.

Olthoi Pumpkin Pie: When consumed you gain +1 Armor Level, till the effect wears off.

Chocolate Olthoi Cake: When consumed you gain +1 Coordination, till the effect wears off.

Olthoi Toast: When consumed you gain +1 Strength, till the effect wears off.

Olthoi Cake: When consumed you gain +1 Endurance, till the effect wears off.

Amber Ape: When consumed you gain +2 Coordination , till the effect wears off.

Apothecary Zongo's Stout: When consumed you gain +2 Strength, till the effect wears off.

Bobo's Stout: When consumed you gain +2 Quickness, till the effect wears off.

Duke Raoul's Distillation When consumed you gain +1 Self, till the effect wears off.

Hunter's Stock Amber: When consumed you gain +1 Endurance, till the effect wears off.

Tusker Spit Ale: When consumed you gain +1 Endurance, till the effect wears off.

Glorious Stout: When consumed you gain +2 Armor Level and +10 movment, till the effect wears off.

Tusker Pus: This will kill you or anyone that drinks it…

Chapter 8: Combat

THE CLATTER OF A SWORD STRIKING AGAINST a shield. The terrible rending sound as monstrous claws tear through armor. A brilliant flash of light as a ball of flame blossoms from a wizard's spell. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in Asheron's Call can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a dungeon or on a field of battle. Throughout this chapter, the rules address you, the player or Dungeon Master. The Dungeon Master controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.

Combat Step by Step

1. Determine surprise. The DM determines whether anyone involved in the combat encounter is surprised.

2. Establish positions. The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are— how far away and in what direction.

3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4. Take turns. Each participant in the battle takes a turn in initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Surprise

A band of adventurers sneaks up on a Drudge camp, springing from behind a tree to attack them. A drudge walks down a dungeon passage, unnoticed by the adventurers until the drudge sees one of them. In these situations, one side of the battle gains surprise over the other.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Quickness (Stealth) checks of anyone hiding with the passive Focus (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter. If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Quckness check to determine their place in the initiative order. The DM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time. The DM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round. If a tie occurs, the DM decides the order among tied DM-controlled creatures, and the players decide the order among their tied characters. The DM can decide the order if the tie is between a monster and a player character. Optionally, the DM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use an action to open a stuck door or turn a crank to open a hidden door.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The "Special Types of Movement" section in chapter 8 gives the particulars for jumping, climbing, and swimming.

Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:
• draw or sheathe a sword
• open or close a door
• withdraw a potion from your backpack
• pick up a dropped axe
• take a bauble from a table
• remove a ring from your finger
• stuff some food into your mouth
• fish a few coins from your belt pouch
• drink all the ale in a flagon
• throw a lever or a switch
• pull a torch from a sconce
• read a spell scroll
• extinguish a small flame
• don a mask
• pull the hood of your cloak up and over your head
• put your ear to a door
• kick a small stone
• turn a key in a lock
• tap the floor with a 10-foot pole
• hand an item to another character

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the fly spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prone

Players often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Portals

When your character touches a portal, you are transported through portal space to a set location. Most portals have unique destinations. With the skill item magic, it's possible to tie and recall to portals and locations.

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium Banderling stands in a 5-foot-wide doorway, other creatures can't get through unless the Banderling lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Variant : Playing on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

If you use a grid often, consider writing your speed in squares on your character sheet.

Entering a Square. To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you're in. (The rule for diagonal movement sacrifices realism for the sake of smooth play. The Dungeon Master's Guide provides guidance on using a more realistic approach.)

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects— start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your skills or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, or firing an arrow from a bow.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

Cast a Spell

Spellcasters such as a War Mage and Void Mage, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell. See chapter 10 for the rules on spellcasting.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Coordination saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Coordination check in an attempt to hide, following the rules in chapter 7 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

Improvising an Action

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in chapter 7 for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the drudge steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the web spell and ready magic missile, your web spell ends, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Self (Perception) check or an Focus check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Level (AL), the attack hits. The AL of a character is determined at character creation, whereas the AL of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is

Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster, as explained in chapter 10.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, or otherwise send projectiles to strike a foe at a distance. A monster might shoot back. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a mace, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot *reach* and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are *unarmed*, you can fight in melee by making an unarmed strike, as shown in the weapon table in chapter 5.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Coordination (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Coordination (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Coordination (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three- quarters cover, the target has three-quarters cover.

A target with *half cover* has a +2 bonus to AL and Coordination saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with *three-quarters* cover has a +5 bonus to AL and Coordination saving throws. A target has three- quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with *total cover* can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of those who explore the worlds of Asheron's Call. The thrust of a sword, a well-placed arrow, or a blast of flame from a fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current Health (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a *weapon*, you add your ability modifier—the same modifier used for the attack roll— to the damage. A *spell* tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to *more than one target* at the same time, roll the damage once for all of them. For example, when a Mage casts Fire Blast or Lighting Wall, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the Fire Rending, you roll those dice twice as well.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a DM assign a damage type to a new effect.

Acid, Fire, Frost, Lightning, Nether, Bludgeon, Piercing and Slashing.

Magic Absorbing

Magic absorbing shields (Like the aegis shields) will negate a portion of all magic projectile attacks. The amount negated depends on the wielder's level of shield skill and also the shield itself (shields vary from -4 trained to -8 specialized max reductions). Magic absorbing shields generally have much lower AL than standard shields are capable of and the reduction shields are all unenchantable.

Although missile weapon users (except non-atlatl thrown weapons) cannot wield a shield, they can add the magic absorbing property to their atlatl, bow or crossbow using an item called the *Fetish of the Dark Idols.* The fetish will also reduce the Melee Defense modifier on the missile weapon by -4. The amount absorbed depends on your base Magic Defense specialized (max) -8 damage reduction.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also has Buff that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Healing

Unless it results in death, damage isn't permanent. Rest can restore a creature's hit points (as explained in chapter 8), and magical methods such as a Life magis Heal spell or a potion of healing can remove damage in an instant. When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a Mage grants a Melee 8 hit points of healing. If the Melee player has 14 current hit points and has a hit point maximum of 20, the Melee regains 6 hit points from the Mage, not 8. A creature that has died can't regain hit points.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death
Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, a Void Mage with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the Void Mage dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike

other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Death, Resurrection and Vitae

When you die (by misadventure or by being killed by an enemy), you leave behind a corpse containing some of your items and you'll resurrect at the last Lifestone to which you attuned your character. When you die you may also gain Vitae. Vitae is a temporary -1 Debuff to all attributes.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid (Healing must be trained)to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Focus (Medicine) check.

A *stable* creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Monsters and Death

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you. Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

Chapter 9: Spellcasting

MAGIC PERMEATES THE WORLDS OF ASHERON'S CALLAND most often appears in the form of a spell. This chapter provides the rules for casting spells. Regardless of its source, a spell follows the rules here.

What Is a Spell?

A spell is a discrete magical effect. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds. Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy away, and restore life to the dead. Uncounted thousands of spells have been created over the course of Asheron's Call history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of the dead. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Spell Level

Every spell has a level from 0 to 8. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive)Fire Bolt I and the Fire Bolt VIII . The higher a spell's level, the higher level a spellcaster must be to use that spell. Spell level and character level don't correspond directly. Typically, a character has to be at least 18th level, not 8th level, to cast a level 8 spell.

Known Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. The same thing is true of many magic-using monsters. All spells can be learned by fining the appropriate scroll or learning it in town for a fee.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects. Each spell description in chapter 11 begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including Rings and Walls) require more time to cast. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fizzles. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like Frost Bolt, the target is a creature. For a spell like Flame Wall, the target is the point in space where the wall will travel to.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) within range. Other spells, such as the shield spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect" later in the this chapter).

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates the Scarabs, Tapers, and Foci needed. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Scarabs Lead through Silver Scarabs can be purchased from any mage shopkeeper, Gold through Platinum Scarabs can be purchased from Mastermages.

I	II	III	IV
Lead	Iron	Copper	Silver

V	VI	VII	VII
Gold	Pyreal	Platinum	Mana

Diamond Scarab: Stone Collectors will craft you scarabs in exchange for a Diamond Heart Used in a wide variety of speciaty spells, including recalls, dispels, rings, and walls.

Prismatic Taper: The main spell component used in all spells. May be purchased from any mage shopkeeper.

Tapers are required for casting spells. Each spell cast consumes one taper so make sure to stock up!

Spell Fizzle

If you fail to cast a spell (fizzle) a Scarab of that level is destroyed. You are able to cast spells of a higher level if you know the spell but each level above your current casting level will add a -5 to your roll.

Foci

On creation, foci will automatically be given for any trained schools. Foci cannot be dropped or sold, give to a Town Crier if you need to free the pack slot. Foci can be purchased from any Scrivener, located in most Towns. By carrying a foci for a particular school, all spells in that school can be cast using the prismatic formula, which uses only scarabs and prismatic tapers.

Foci of Artifice: Uses a pack slot, lets the user cast all Item Enchantment spells using only scarabs and prismatic tapers.

Foci of Enchantment: Uses a pack slot, lets the user cast all Creature Enchantment spells using only scarabs and prismatic tapers.

Foci of Shadow: Uses a pack slot, lets the user cast all Void Magic spells using only scarabs and prismatic tapers.

Foci of Strife: Uses a pack slot, lets the user cast all War Magic spells using only scarabs and prismatic tapers.

Foci of Verdancy: Uses a pack slot, lets the user cast all Life Magic spells using only scarabs and prismatic tapers.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, your spell with fizzle and fail. If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end (Fizzle) a spell at any time (no action required).

You may move 5ft while concentrating on a case. The following factors can break concentration:

• **Casting another spell.** You lose concentration on a spell if you cast another spell.

• **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like Frost Bolt is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Pathto the Target

To target something, you must have a clear path to it, so it can't be behind total cover. If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect

Spells such as Rings and Walls cover an area, allowing them to affect multiple creatures at once. A spell's description specifies its area of effect, which typically has one of five different shapes: cone, wall, cylinder, line, or sphere. Every spell effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is the caster, but some spells have an area whose origin is a creature or an object. A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 9.

Caster   **Spell**   **Monster**   **Hit-Target**

Ark

An Ark extends in a straight line from the caster to the targeted location. An ark will go over objects or monster gets in its way but can't be cast close up.

Bolt

A Bolt extends in a straight line from the caster to the targeted location. If an object or another monster gets in its way it will hit that target instead.
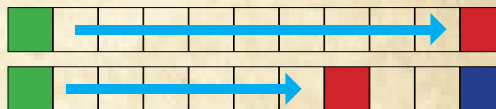
Wall/Blasts

You select a direction from the caster, and a 15 foot wall will travel in that direction.

Streak

A Streak extends in a straight line from the caster and travels twice as fast as a normal bolt to the targeted location. If an object or another monster gets in its way it will hit that target instead.

Cone/Volly

A cone extends in a direction from the caster. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.
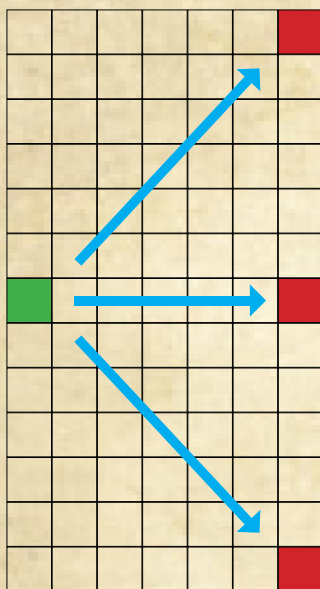
Sphere (Rings)

The caster is a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point. A sphere's point of origin is included in the sphere's area of effect
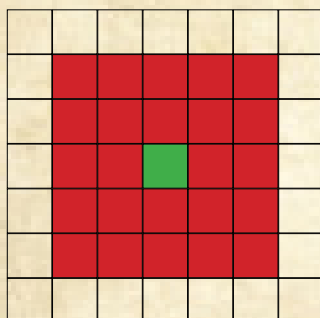
Saving Throws (Magic Defence)

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. The DC to resist one of your spells equals 8 + Self modifier +Focus modifier + any special modifiers.

If you roll under the MD for the spell you take full damage.
If you roll higher than the MD you take half damage.
If you roll 5 or greater than the spells MD you resist the spell.

Attack Rolls

All spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your +Focus modifier + any special modifiers. Most spells that require attack rolls involve ranged attacks.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. For example, if two Life spells are on the same target, that character gains the spell's benefit only once.

Summoning

Summoned creatures are a use and forget system. When summoned, a creature attacks the nearest enemy and fights until that creature is dead, the summoned creature dies, or the lifespan expires. If it kills the opponent it moves on to the new nearest target, and if no targets are found it will follow you.

~Can fail to summon due to the environment.
~Summoned creatures are melee only.
~Summoned creatures have maximum Sneak Attack skill.
~Summoned creatures have 30ft movement.
~Summoned creatures have a Base Armor Level of 8 + 2 per level.
~ Summoned creatures have a Base Health of 1d6 +1d6 per level.

Damage Types

Summoned creatures can only be found in the four elemental damage types.

(Acid / Fire / Lighting / Cold)

Types

There are three Masteries types that can be found:

Naturalist

Summons creatures of the land.
Available creatures: Grievvers, Moars, Phyntos Wasps

Necromancer

Summons the undead.
Available creatures: Skeletons, Spectres, Zombies.

Primalist

Summons the most basic forms of life.
Available creatures: Elementals, K'naths, Wisps

Summoning Table

Creature Level	Damage	Requirements	Bonus (Naturalist)	Bonus (Necromancer)	Bonus (Primalist)
Level 1	1d4	Character Level 1 Skill: Trained	+1 to Hit	+1 AL	+1 Initiative
Level 3	1d6	Character Level 3 Skill: Trained	+1 to Hit	+1 AL	+1 Initiative
Level 5	1d8	Character Level 5 Skill: Trained	+2 to Hit	+2 AL	+2 Initiative
Level 7	1d10	Character Level 7 Skill: Trained	+2 to Hit	+2 AL	+2 Initiative
Level 10	2d6	Character Level 10 Skill: Trained	+3 to Hit	+3 AL	+3 Initiative
Level 12	2d8	Character Level 12 Skill: Trained	+3 to Hit	+3 AL	+3 Initiative
Level 15	2d10	Character Level 15 Skill: Trained	+4 to Hit	+4 AL	+4 Initiative
Level 18	3d6	Character Level 18 Skill: Trained	+5 to Hit	+5 AL	+5 Initiative

Chapter 10:
Spells

THIS CHAPTER DESCRIBES THE MOST COMMON spells in the worlds of Asheron's Call. The chapter begins with a spell lists from each skill.

The Schools of Magic
In the world of Asheron's Call there are five different schools of magic.

Item Enchantment: Allows you to cast spells that affect items' properties.

Life Magic: Allows you to cast spells that heal and protect creatures.

Creature Enchantment: Allows you to cast spells that affect creatures' abilities.

Void Magic: Allows you to cast offensive void ("Nether") spells.

War Magic: Allows you to cast offensive war spells that arc, ring, wall, bolt, volley, and blast.

Level Requirements for Spells
Character Level

1	3	5	7	10	12	15	18
I	II	III	IV	V	VI	VII	VIII

Spell Level

Item Enchantment: Spell Book

Aura of Blood Drinker: Increases a weapon's damage value.

Aura of Defender: Increases the Melee Defense skill modifier of a weapon or magic caster.

Aura of Heart Seeker: Increases a weapon's Attack Skill modifier.

Aura of Hermetic Link: Increases Spell range.

Aura of Spirit Drinker: Increases the elemental damage of any War or Void spell.

Aura of Swift Killer: Improves a weapon's speed.

Blood Loather: Decreases a weapon's damage value.

Brittlemail: Decreases a shield or piece of armor's armor value.

Impenetrability: Improves a shield or piece of armor's armor value.

Leaden Weapon: Worsens a weapon's speed.

Portal Tie: Links the caster to a targeted portal.

Primary Portal Recall: Transports the caster to the destination of the portal last successfully linked to with Portal Tie.

Portal Recall: Transports the caster to the destination of the last recallable portal the caster traveled through.

Summon Portal: Summons a portal that goes to the destination of the caster's linked portal, set with Portal Tie.

Life Magic: Spell Book

Acid Protection: Decreases damage the target takes from acid.

Acid Vulnerability: Increases damage the target takes from acid.

Blade Protection: Decreases damage the target takes from slashing.

Blade Vulnerability: Increases damage the target takes from slashing.

Bludgeoning Protection: Decreases damage the target takes from Bludgeoning.

Bludgeoning Vulnerability: Increases damage the target takes from Bludgeoning.

Cold Protection: Decreases damage the target takes from Cold.

Cold Vulnerability: Increases damage the target takes from Cold.

Fire Protection: Decreases damage the target takes from Fire.

Fire Vulnerability: Increases damage the target takes from Fire.

Lightning Protection: Decreases damage the target takes from Lighting.

Lightning Vulnerability: Increases damage the target takes from Lighting.

Piercing Protection: Decreases damage the target takes from Piercing.

Piercing Vulnerability: Increases damage the target takes from Piercing.

Armor Protection: Increases the target's natural armor.

Imperil: Decreases the target's natural armor.

Regeneration: Increase target's natural healing rate.

Fester: Decrease target's natural healing rate.

Heal: Restores health points of the target.

Drain Health: Drains life from the target and heals the caster 50% of the damage.

Creature Enchantment: Spell Book

Honed Control: Increases the target's Coordination modifier.

Perseverance: Increases the target's Endurance modifier.

Inner Calm: Increases the target's Focus modifier.

Hastening: Increases the target's Quickness modifier.

Might of the Lugians: Increases the target's Strength modifier.

Mind Blossom: Increases the target's Self modifier.

Dual Wield Mastery: Increases the target's chance to hit while Dual Wielding.

Finesse Weapon Mastery: Increases the target's chance to hit with Finesse Weapons.

Healing Mastery: Increases heaing done while using a Health kit.

Heavy Weapon Mastery: Increases the target's chance to hit with Heavy Weapons.

Impregnability: Increases the target's Missile Defense.

Invulnerability: Increases the target's Armor Level.

Jumping Mastery: Increases the target's Jump.

Light Weapon Mastery: Increases the target's chance to hit with Light Weapons.

Magic Resistance: Increases the target's Magic Defense.

Missile Weapon Mastery: Increases the target's chance to hit with Missle Weapons.

Sprint: Increases target's run speed.

Two Handed Combat Mastery: Increases the target's chance to hit with Two Handed Weapons.

Void Magic Mastery: Increases the target's chance to hit with Void Magic.

War Magic Mastery: Increases the target's chance to hit with War Magic.

Broadside of a Barn: Decreases the target's sight blinding them.

Sashi Mu's Kiss: Decreases the target's Loyalty charming them.

Belly of Lead: The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks.
Introversion: Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls.

Feat of Radaz: Decreases the target's movement to 0.

Synaptic Misfire: Incapacitating the target making it so they can't make any actions.

Adja's Boon: Recuses the targets aggro range allowing the character to get closer without being attacked

Ataxia: Decreases the target's Coordination paralyzing them. Unable to move or speak.

Gravity Well: The creature automatically fails Strength and Dexterity saving throws.

Weakness: Decreases the target's Strength knocking them Prone.

Brittle Bones: Decreases the target's Endurance knocking them Unconscious.

Void Magic: Spell Book

Clouded Soul (Ring Spell): Shoots a waves of nether outward from the caster, hitting all in a ring.

Corrosion (Bolt): Sends a bolt of corrosion towards the target damaging them over time.

Corruption (Cone / Bolts): Sends 3 bolts of corruption outward from the caster to the target damaging them over time.

Destructive Curse: The target loses Health health over time.

Nether Blast (Cone / Bolts): Shoots bolts of nether outwards from the caster.

Nether Bolt (Bolt): Sends a bolt of nether towards the target.

Nether Arc (Arc): Sends a bolt of nether towards the target.

Nether Streak (Bolt): Sends a bolt of nether towards the target.

Weakening Curse: Decreases the target's damage rating.

War Magic: Spell Book

Bolts

Whirling Blade: Sends a Slashing bolt towards the target.

Shockwave: Sends a Bludgeon bolt towards the target.

Force Bolt: Sends a Pierce bolt towards the target.

Acid Stream: Sends a Acid bolt towards the target.

Flame Bolt: Sends a Fire bolt towards the target.

Frost Bolt: Sends a Cold bolt towards the target.

Lightning Bolt: Sends a Electric bolt towards the target.

Arcs

Blade Arc: Sends a Slashing arc towards the target.

Shock Arc: Sends a Bludgeon arc towards the target.

Force Arc: Sends a Pierce arc towards the target.

Acid Arc: Sends a Acid arc towards the target.

Flame Arc: Sends a Fire arc towards the target.

Frost Arc: Sends a Cold arc towards the target.

Lightning Arc: Sends a Electric arc towards the target.

Streaks

Whirling Blade Streak: Sends a Slashing bolt towards the target.

Shockwave Streak: Sends a Bludgeon bolt towards the target.

Force Streak: Sends a Pierce bolt towards the target.

Acid Streak: Sends a Acid bolt towards the target.

Flame Streak: Sends a Fire bolt towards the target.

Frost Streak: Sends a Cold bolt towards the target.

Lightning Streak: Sends a Electric bolt towards the target.

Volleys (cone)

Blade Volley: Sends 3 Slashing bolts outwards from the caster.

Bludgeoning Volley: Sends 3 Bludgeon bolts outwards from the caster.

Force Volley: Sends 3 Pierce bolts outwards from the caster.

Acid Volley: Sends 3 Acid bolts outwards from the caster.

Flame Volley: Sends 3 Fire bolts outwards from the caster.

Frost Volley: Sends 3 Cold bolts outwards from the caster.

Lightning Volley: Sends 3 Electric bolts outwards from the caster.

Blasts (wall)

Blade Blast: Sends 3 Slashing bolts outwards from the caster.

Shock Blast: Sends 3 Bludgeon bolts outwards from the caster.

Force Blast: Sends 3 Pierce bolts outwards from the caster.

Acid Blast: Sends 3 Acid bolts outwards from the caster.

Flame Blast: Sends 3 Fire bolts outwards from the caster.

Frost Blast: Sends 3 Cold bolts outwards from the caster.

Lightning Blast: Sends 3 Electric bolts outwards from the caster.

the caster.

Walls

Bed of Blades: Sends 6 Slashing bolts outwards from the caster.

Hammering Crawler: Sends 6 Bludgeon bolts outwards from the caster.

Spike Strafe: Sends 6 Pierce bolts outwards from the caster.

Blistering Creeper: Sends 6 Acid bolts outwards from the caster.

Slithering Flames: Sends 6 Fire bolts outwards from the caster.

Foon-Ki's Glacial Floe: Sends 6 Cold bolts outwards from the caster.

Os' Wall: Sends 6 Electric bolts outwards from the caster.

Rings

Horizon's Blades: Sends a Slashingwave outward from the caster, hitting all in a ring.

Tectonic Rifts: Sends a Bludgeon wave outward from the caster, hitting all in a ring.

Nuhmudira's Spines Sends a Pierce wave outward from the caster, hitting all in a ring.

Searing Disc: Sends a Acid wave outward from the caster, hitting all in a ring.

Cassius' Ring of Fire: Sends a Fire wave outward from the caster, hitting all in a ring.

Halo of Frost: Sends a Cold wave outward from the caster, hitting all in a ring.

Eye of the Storm: Sends a Electric wave outward from the caster, hitting all in a ring.

Item Enchantment: Spell List

*** All Item Spells have a max range of 20 feet.

Aura of Blood Drinker
Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases a weapon's damage value. +1 Weapon Damage	Increases a weapon's damage value. +2 Weapon Damage	Increases a weapon's damage value. +3 Weapon Damage	Increases a weapon's damage value. +4 Weapon Damage
Level V	Level VI	Level VII	Level VIII
Increases a weapon's damage value. +5 Weapon Damage	Increases a weapon's damage value. +6 Weapon Damage	Increases a weapon's damage value. +7 Weapon Damage	Increases a weapon's damage value. +8 Weapon Damage

Aura of Defender
Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the Melee Defense skill modifier of a weapon or magic caster. +1 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +2 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +3 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +4 Armor Level
Level V	Level VI	Level VII	Level VIII
Increases the Melee Defense skill modifier of a weapon or magic caster. +5 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +6 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +7 Armor Level	Increases the Melee Defense skill modifier of a weapon or magic caster. +8 Armor Level

Aura of Heart Seeker
Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases a weapon's Attack Skill modifier. +1 to Hit	Increases a weapon's Attack Skill modifier. +2 to Hit	Increases a weapon's Attack Skill modifier. +3 to Hit	Increases a weapon's Attack Skill modifier. +4 to Hit
Level V	Level VI	Level VII	Level VIII
Increases a weapon's Attack Skill modifier. +5 to Hit	Increases a weapon's Attack Skill modifier. +6 to Hit	Increases a weapon's Attack Skill modifier. +7 to Hit	Increases a weapon's Attack Skill modifier. +8 to Hit

Aura of Hermetic Link
Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases Spell range by. +5 Feet	Increases Spell range by. +10 Feet	Increases Spell range by. +15 Feet	Increases Spell range by. +30 Feet
Level V	Level VI	Level VII	Level VIII
Increases Spell range by. +35 Feet	Increases Spell range by. +40 Feet	Increases Spell range by. +45 Feet	Increases Spell range by. +50 Feet

Item Enchantment: Spell List

*** All Item Spells have a max range of 20 feet.

Aura of Spirit Drinker — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the elemental damage of any War or Void spell. +1 Elemental Damage	Increases the elemental damage of any War or Void spell. +2 Elemental Damage	Increases the elemental damage of any War or Void spell. +3 Elemental Damage	Increases the elemental damage of any War or Void spell. +4 Elemental Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the elemental damage of any War or Void spell. +5 Elemental Damage	Increases the elemental damage of any War or Void spell. +6 Elemental Damage	Increases the elemental damage of any War or Void spell. +7 Elemental Damage	Increases the elemental damage of any War or Void spell. +8 Elemental Damage

Aura of Swift Killer — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Improves a weapon's speed. +1 Initiative	Improves a weapon's speed. +2 Initiative	Improves a weapon's speed. +3 Initiative	Improves a weapon's speed. +4 Initiative
Level V	**Level VI**	**Level VII**	**Level VIII**
Improves a weapon's speed. +5 Initiative	Improves a weapon's speed. +6 Initiative	Improves a weapon's speed. +7 Initiative	Improves a weapon's speed. +8 Initiative

Blood Loather — Cast Target: Monster / Other Player

Level I	Level II	Level III	Level IV
Decreases a weapon's damage value. -1 Damage	Decreases a weapon's damage value. -2 Damage	Decreases a weapon's damage value. -3 Damage	Decreases a weapon's damage value. -4 Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases a weapon's damage value. -5 Damage	Decreases a weapon's damage value. -6 Damage	Decreases a weapon's damage value. -7 Damage	Decreases a weapon's damage value. -8 Damage

Brittlemail — Cast Target: Monster / Other Player

Level I	Level II	Level III	Level IV
Decreases a shield or piece of armor's armor value. -1 Armor Level	Decreases a shield or piece of armor's armor value. -2 Armor Level	Decreases a shield or piece of armor's armor value. -3 Armor Level	Decreases a shield or piece of armor's armor value. -4 Armor Level
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases a shield or piece of armor's armor value. -5 Armor Level	Decreases a shield or piece of armor's armor value. -6 Armor Level	Decreases a shield or piece of armor's armor value. -7 Armor Level	Decreases a shield or piece of armor's armor value. -8 Armor Level

Item Enchantment: Spell List

*** All Item Spells have a max range of 20 feet.

Impenetrability — Cast Target: Self

Level I	Level II	Level III	Level IV
Improves a shield or piece of armor's armor value. +1 Armor Level	Improves a shield or piece of armor's armor value. +2 Armor Level	Improves a shield or piece of armor's armor value. +3 Armor Level	Improves a shield or piece of armor's armor value. +4 Armor Level
Level V	Level VI	Level VII	Level VIII
Improves a shield or piece of armor's armor value. +5 Armor Level	Improves a shield or piece of armor's armor value. +6 Armor Level	Improves a shield or piece of armor's armor value. +7 Armor Level	Improves a shield or piece of armor's armor value. +8 Armor Level

Leaden Weapon — Cast Target: Monster / Other Player

Level I	Level II	Level III	Level IV
Worsens a weapon's speed. -1 Initiative	Worsens a weapon's speed. -2 Initiative	Worsens a weapon's speed. -3 Initiative	Worsens a weapon's speed. -4 Initiative
Level V	Level VI	Level VII	Level VIII
Worsens a weapon's speed. -5 Initiative	Worsens a weapon's speed. -6 Initiative	Worsens a weapon's speed. -7 Initiative	Worsens a weapon's speed. -8 Initiative

Portal Tie — Cast Target: Portal

Level I	Level II	Level III	
---	---	Links the caster to a targeted portal.	

Primary Portal Recall — Cast Target: Self

Level I	Level II	Level III	
---	---	Transports the caster to the destination of the portal last successfully linked to with Portal Tie.	

Portal Recall — Cast Target: Self

Level I	Level II	Level III	
---	---	Transports the caster to the destination of the last recallable portal the caster traveled through.	

Summon Portal — Cast Target: Self

Level I	Level II	Level III	Level IV
---	---	---	Summons a portal that goes to the destination of the caster's linked portal, set with Portal Tie.

*** *All Item Spells have a max range of 20 feet.*

Acid Protection   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from acid. -1 Acid Damage	Decreases damage the target takes from acid. -2 Acid Damage	Decreases damage the target takes from acid. -3 Acid Damage	Decreases damage the target takes from acid. -4 Acid Damage
Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from acid. -5 Acid Damage	Decreases damage the target takes from acid. -6 Acid Damage	Decreases damage the target takes from acid. -7 Acid Damage	Decreases damage the target takes from acid. -8 Acid Damage

Acid Vulnerability   Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from acid. +1 Acid Damage	Increases damage the target takes from acid. +2 Acid Damage	Increases damage the target takes from acid. +3 Acid Damage	Increases damage the target takes from acid. +4 Acid Damage
Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from acid. +5 Acid Damage	Increases damage the target takes from acid. +6 Acid Damage	Increases damage the target takes from acid. +7 Acid Damage	Increases damage the target takes from acid. +8 Acid Damage

Blade Protection   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from slashing. -1 Slashing Damage	Decreases damage the target takes from slashing. -2 Slashing Damage	Decreases damage the target takes from slashing. -3 Slashing Damage	Decreases damage the target takes from slashing. -4 Slashing Damage
Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from slashing. -5 Slashing Damage	Decreases damage the target takes from slashing. -6 Slashing Damage	Decreases damage the target takes from slashing. -7 Slashing Damage	Decreases damage the target takes from slashing. -8 Slashing Damage

Blade Vulnerability   Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from slashing. +5 Slashing Damage	Increases damage the target takes from slashing. +2 Slashing Damage	Increases damage the target takes from slashing. +3 Slashing Damage	Increases damage the target takes from slashing. +4 Slashing Damage
Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from slashing. +5 Slashing Damage	Increases damage the target takes from slashing. +6 Slashing Damage	Increases damage the target takes from slashing. +7 Slashing Damage	Increases damage the target takes from slashing. +8 Slashing Damage

*** *All Item Spells have a max range of 20 feet.*

Bludgeoning Protection — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from bludgeoning. -1 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -2 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -3 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -4 Bludgeoning Damage

Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from bludgeoning. -5 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -6 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -7 Bludgeoning Damage	Decreases damage the target takes from bludgeoning. -8 Bludgeoning Damage

Bludgeoning Vulnerability — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from bludgeoning. +1 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +2 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +3 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +4 Bludgeoning Damage

Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from bludgeoning. +5 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +6 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +7 Bludgeoning Damage	Increases damage the target takes from bludgeoning. +8 Bludgeoning Damage

Cold Protection — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from cold. -1 Cold Damage	Decreases damage the target takes from cold. -2 Cold Damage	Decreases damage the target takes from cold. -3 Cold Damage	Decreases damage the target takes from cold. -4 Cold Damage

Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from cold. -5 Cold Damage	Decreases damage the target takes from cold. -6 Slas Cold hing Damage	Decreases damage the target takes from cold. -7 Cold Damage	Decreases damage the target takes from cold. -8 Cold Damage

Cold Vulnerability — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from cold. +5 Cold Damage	Increases damage the target takes from cold. +2 Cold Damage	Increases damage the target takes from cold. +3 Cold Damage	Increases damage the target takes from cold. +4 Cold Damage

Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from cold. +5 Cold Damage	Increases damage the target takes from cold. +6 Cold Damage	Increases damage the target takes from cold. +7 Cold Damage	Increases damage the target takes from cold. +8 Cold Damage

*** All Item Spells have a max range of 20 feet.

Fire Protection   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from fire. -1 Fire Damage	Decreases damage the target takes from fire. -2 Fire Damage	Decreases damage the target takes from fire. -3 Fire Damage	Decreases damage the target takes from fire. -4 Fire Damage
Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from fire. -5 Fire Damage	Decreases damage the target takes from fire. -6 Fire Damage	Decreases damage the target takes from fire. -7 Fire Damage	Decreases damage the target takes from fire. -8 Fire Damage

Fire Vulnerability   Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from fire. +1 Fire Damage	Increases damage the target takes from fire. +2 Fire Damage	Increases damage the target takes from fire. +3 Fire Damage	Increases damage the target takes from fire. +4 Fire Damage
Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from fire. +5 Fire Damage	Increases damage the target takes from fire. +6 Fire Damage	Increases damage the target takes from fire. +7 Fire Damage	Increases damage the target takes from fire. +8 Fire Damage

Lightning Protection   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from lightning. -1 Cold Damage	Decreases damage the target takes from lightning. -2 Cold Damage	Decreases damage the target takes from lightning. -3 Cold Damage	Decreases damage the target takes from lightning. -4 Cold Damage
Level V	Level VI	Level VII	Level VIII
Decreases damage the target takes from lightning. -5 Lightning Damage	Decreases damage the target takes from lightning. -6 Lightning Damage	Decreases damage the target takes from lightning. -7 Lightning Damage	Decreases damage the target takes from lightning. -8 Lightning Damage

Lightning Vulnerability   Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from lightning. +5 Lightning Damage	Increases damage the target takes from lightning. +2 Lightning Damage	Increases damage the target takes from lightning. +3 Lightning Damage	Increases damage the target takes from lightning. +4 Lightning Damage
Level V	Level VI	Level VII	Level VIII
Increases damage the target takes from lightning. +5 Lightning Damage	Increases damage the target takes from lightning. +6 Lightning Damage	Increases damage the target takes from lightning. +7 Lightning Damage	Increases damage the target takes from lightning. +8 Lightning Damage

*** All Item Spells have a max range of 20 feet.

Piercing Protection — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Decreases damage the target takes from piercing. -1 Piercing Damage	Decreases damage the target takes from piercing. -2 Piercing Damage	Decreases damage the target takes from piercing. -3 Piercing Damage	Decreases damage the target takes from piercing. -4 Piercing Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases damage the target takes from piercing. -5 Piercing Damage	Decreases damage the target takes from piercing. -6 Piercing Damage	Decreases damage the target takes from piercing. -7 Piercing Damage	Decreases damage the target takes from piercing. -8 Piercing Damage

Piercing Vulnerability — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Increases damage the target takes from piercing. +1 Piercing Damage	Increases damage the target takes from piercing. +2 Piercing Damage	Increases damage the target takes from piercing. +3 Piercing Damage	Increases damage the target takes from piercing. +4 Piercing Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases damage the target takes from piercing. +5 Piercing Damage	Increases damage the target takes from piercing. +6 Piercing Damage	Increases damage the target takes from piercing. +7 Piercing Damage	Increases damage the target takes from piercing. +8 Piercing Damage

Armor Protection — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's natural armor. +1 Armor Level	Increases the target's natural armor. +2 Armor Level	Increases the target's natural armor. +3 Armor Level	Increases the target's natural armor. +4 Armor Level
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's natural armor. +5 Armor Level	Increases the target's natural armor. +6 Armor Level	Increases the target's natural armor. +7 Armor Level	Increases the target's natural armor. +8 Armor Level

Imperil — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decreases the target's natural armor. -1 Armor Level	Decreases the target's natural armor. -2 Armor Level	Decreases the target's natural armor. -3 Armor Level	Decreases the target's natural armor. -4 Armor Level
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases the target's natural armor. -5 Armor Level	Decreases the target's natural armor. -6 Armor Level	Decreases the target's natural armor. -7 Armor Level	Decreases the target's natural armor. -8 Armor Level

Life Magic: Spell List

Regeneration — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increase target's natural healing rate. +1 Health when healed	Increase target's natural healing rate. +2 Health when healed	Increase target's natural healing rate. +3 Health when healed	Increase target's natural healing rate. +4 Health when healed
Level V	**Level VI**	**Level VII**	**Level VIII**
Increase target's natural healing rate. +5 Health when healed	Increase target's natural healing rate. +6 Health when healed	Increase target's natural healing rate. +7 Health when healed	Increase target's natural healing rate. +8 Health when healed

Fester — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decrease target's natural healing rate. -1 Health when healed	Decrease target's natural healing rate. -2 Health when healed	Decrease target's natural healing rate. -3 Health when healed	Decrease target's natural healing rate. -4 Health when healed
Level V	**Level VI**	**Level VII**	**Level VIII**
Decrease target's natural healing rate. -5 Health when healed	Decrease target's natural healing rate. -6 Health when healed	Decrease target's natural healing rate. -7 Health when healed	Decrease target's natural healing rate. -8 Health when healed

Heal — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Restores health points of the target. 1d4	Restores health points of the target. 1d6	Restores health points of the target. 1d8	Restores health points of the target. 1d10
Level V	**Level VI**	**Level VII**	**Level VIII**
Restores health points of the target. 2d6	Restores health points of the target. 2d8	Restores health points of the target. 2d10	Restores health points of the target. 4d6

Drain Health — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Drains life from the target and heals the caster 50% of the damage. 1d4	Drains life from the target and heals the caster 50% of the damage. 1d6	Drains life from the target and heals the caster 50% of the damage. 1d8	Drains life from the target and heals the caster 50% of the damage. 1d10
Level V	**Level VI**	**Level VII**	**Level VIII**
Drains life from the target and heals the caster 50% of the damage. 2d6	Drains life from the target and heals the caster 50% of the damage. 2d8	Drains life from the target and heals the caster 50% of the damage. 2d10	Drains life from the target and heals the caster 50% of the damage. 4d6

Creature Enchantment: Spell List

*** *All Item Spells have a max range of 20 feet.*

Honed Control — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Coordination modifier. +1 Coordination	Increases the target's Coordination modifier. +2 Coordination	Increases the target's Coordination modifier. +3 Coordination	Increases the target's Coordination modifier. +4 Coordination
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Coordination modifier. +5 Coordination	Increases the target's Coordination modifier. +6 Coordination	Increases the target's Coordination modifier. +7 Coordination	Increases the target's Coordination modifier. +8 Coordination

Perseverance — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Endurance modifier. +1 Endurance	Increases the target's Endurance modifier. +2 Endurance	Increases the target's Endurance modifier. +3 Endurance	Increases the target's Endurance modifier. +4 Endurance
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Endurance modifier. +5 Endurance	Increases the target's Endurance modifier. +6 Endurance	Increases the target's Endurance modifier. +7 Endurance	Increases the target's Endurance modifier. +8 Endurance

Inner Calm — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Focus modifier. +1 Focus	Increases the target's Focus modifier. +2 Focus	Increases the target's Focus modifier. +3 Focus	Increases the target's Focus modifier. +4 Focus
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Focus modifier. +5 Focus	Increases the target's Focus modifier. +6 Focus	Increases the target's Focus modifier. +7 Focus	Increases the target's Focus modifier. +8 Focus

Hastening — Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Quickness modifier. +1 Quickness	Increases the target's Quickness modifier. +2 Quickness	Increases the target's Quickness modifier. +3 Quickness	Increases the target's Quickness modifier. +4 Quickness
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Quickness modifier. +5 Quickness	Increases the target's Quickness modifier. +6 Quickness	Increases the target's Quickness modifier. +7 Quickness	Increases the target's Quickness modifier. +8 Quickness

Creature Enchantment: Spell List   *** All Item Spells have a max range of 20 feet.*

Might of the Lugians   *Cast Target: Self / Other Player*

Level I	Level II	Level III	Level IV
Increases the target's Strength modifier. +1 Strength	Increases the target's Strength modifier. +2 Strength	Increases the target's Strength modifier. +3 Strength	Increases the target's Strength modifier. +4 Coordination
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Strength modifier. +5 Strength	Increases the target's Strength modifier. +6 Strength	Increases the target's Strength modifier. +7 Strength	Increases the target's Strength modifier. +8 Strength

Mind Blossom   *Cast Target: Self / Other Player*

Level I	Level II	Level III	Level IV
Increases the target's Self modifier. +1 Self	Increases the target's Self modifier. +2 Self	Increases the target's Self modifier. +3 Self	Increases the target's Self modifier. +4 Self
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's Self modifier. +4 Self	Increases the target's Self modifier. +6 Self	Increases the target's Self modifier. +7 Self	Increases the target's Self modifier. +8 Self

Dual Wield Mastery   *Cast Target: Self / Other Player*

Level I	Level II	Level III	Level IV
Increases the target's chance to hit while Dual Wielding. +1	Increases the target's chance to hit while Dual Wielding. +2	Increases the target's chance to hit while Dual Wielding. +3	Increases the target's chance to hit while Dual Wielding. +4
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's chance to hit while Dual Wielding. +5	Increases the target's chance to hit while Dual Wielding. +6	Increases the target's chance to hit while Dual Wielding. +7	Increases the target's chance to hit while Dual Wielding. +8

Finesse Weapon Mastery   *Cast Target: Self / Other Player*

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with Finesse Weapons. +1	Increases the target's chance to hit with Finesse Weapons. +2	Increases the target's chance to hit with Finesse Weapons. +3	Increases the target's chance to hit with Finesse Weapons. +4
Level V	**Level VI**	**Level VII**	**Level VIII**
Increases the target's chance to hit with Finesse Weapons. +5	Increases the target's chance to hit with Finesse Weapons. +6	Increases the target's chance to hit with Finesse Weapons. +7	Increases the target's chance to hit with Finesse Weapons. +8

Creature Enchantment: Spell List

Healing Mastery   *Cast Target: Self / Other Player*

Level I	*Level II*	*Level III*	*Level IV*
Increases heaing done while using a Health kit. +1 Health	Increases heaing done while using a Health kit. +2 Health	Increases heaing done while using a Health kit. +3 Health	Increases heaing done while using a Health kit. +4 Health
Level V	*Level VI*	*Level VII*	*Level VIII*
Increases heaing done while using a Health kit. +5 Health	Increases heaing done while using a Health kit. +6 Health	Increases heaing done while using a Health kit. +7 Health	Increases heaing done while using a Health kit. +8 Health

Heavy Weapon Mastery   *Cast Target: Self / Other Player*

Level I	*Level II*	*Level III*	*Level IV*
Increases the target's chance to hit with Heavy Weapons. +1	Increases the target's chance to hit with Heavy Weapons. +2	Increases the target's chance to hit with Heavy Weapons. +3	Increases the target's chance to hit with Heavy Weapons. +4
Level V	*Level VI*	*Level VII*	*Level VIII*
Increases the target's chance to hit with Heavy Weapons. +5	Increases the target's chance to hit with Heavy Weapons. +6	Increases the target's chance to hit with Heavy Weapons. +7	Increases the target's chance to hit with Heavy Weapons. +8

Impregnability   *Cast Target: Self / Other Player*

Level I	*Level II*	*Level III*	*Level IV*
Increases the target's Missile Defense. +1	Increases the target's Missile Defense. +2	Increases the target's Missile Defense. +3	Increases the target's Missile Defense. +4
Level V	*Level VI*	*Level VII*	*Level VIII*
Increases the target's Missile Defense. +5	Increases the target's Missile Defense. +6	Increases the target's Missile Defense. +7	Increases the target's Missile Defense. +8

Invulnerability   *Cast Target: Self / Other Player*

Level I	*Level II*	*Level III*	*Level IV*
Increases the target's Armor Level. +1	Increases the target's Armor Level. +2	Increases the target's Armor Level. +3	Increases the target's Armor Level. +4
Level V	*Level VI*	*Level VII*	*Level VIII*
Increases the target's Armor Level. +5	Increases the target's Armor Level. +6	Increases the target's Armor Level. +7	Increases the target's Armor Level. +8

Creature Enchantment: Spell List

*** All Item Spells have a max range of 20 feet.*

Jumping Mastery · Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Jump. +5 feet	Increases the target's Jump. +10 feet	Increases the target's Jump. +15 feet	Increases the target's Jump. +20 feet
Level V	Level VI	Level VII	Level VIII
Increases the target's Jump. +25 feet	Increases the target's Jump. +30 feet	Increases the target's Jump. +35 feet	Increases the target's Jump. +40 feet

Light Weapon Mastery · Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with Light Weapons. +1	Increases the target's chance to hit with Light Weapons. +2	Increases the target's chance to hit with Light Weapons. +3	Increases the target's chance to hit with Light Weapons. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's chance to hit with Light Weapons. +5	Increases the target's chance to hit with Light Weapons. +6	Increases the target's chance to hit with Light Weapons. +7	Increases the target's chance to hit with Light Weapons. +8

Magic Resistance · Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's Magic Defense. +1	Increases the target's Magic Defense. +2	Increases the target's Magic Defense. +3	Increases the target's Magic Defense. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's Magic Defense. +5	Increases the target's Magic Defense. +6	Increases the target's Magic Defense. +7	Increases the target's Magic Defense. +8

Missile Weapon Mastery · Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with Missle Weapons. +1	Increases the target's chance to hit with Missle Weapons. +2	IIncreases the target's chance to hit with Missle Weapons. +3	Increases the target's chance to hit with Missle Weapons. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's chance to hit with Missle Weapons. +5	Increases the target's chance to hit with Missle Weapons. +6	Increases the target's chance to hit with Missle Weapons. +7	Increases the target's chance to hit with Missle Weapons. +8

Creature Enchantment: Spell List   *** All Item Spells have a max range of 20 feet.

Sprint   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases target's run speed. +5 feet	Increases target's run speed. +10 feet	Increases target's run speed. +15 feet	Increases target's run speed. +20 feet
Level V	Level VI	Level VII	Level VIII
Increases target's run speed. +25 feet	Increases target's run speed. +30 feet	Increases target's run speed. +35 feet	Increases target's run speed. +40 feet

Two Handed Combat Mastery   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with Two Handed Weapons. +1	Increases the target's chance to hit with Two Handed Weapons. +2	Increases the target's chance to hit with Two Handed Weapons. +3	Increases the target's chance to hit with Two Handed Weapons. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's chance to hit with Two Handed Weapons. +5	Increases the target's chance to hit with Two Handed Weapons. +6	Increases the target's chance to hit with Two Handed Weapons. +7	Increases the target's chance to hit with Two Handed Weapons. +8

Void Magic Mastery   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with Void Magic. +1	Increases the target's chance to hit with Void Magic. +2	Increases the target's chance to hit with Void Magic. +3	Increases the target's chance to hit with Void Magic. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's chance to hit with Void Magic. +5	Increases the target's chance to hit with Void Magic. +6	Increases the target's chance to hit with Void Magic. +7	Increases the target's chance to hit with Void Magic. +8

War Magic Mastery   Cast Target: Self / Other Player

Level I	Level II	Level III	Level IV
Increases the target's chance to hit with War Magic. +1	Increases the target's chance to hit with War Magic. +2	Increases the target's chance to hit with War Magic. +3	Increases the target's chance to hit with War Magic. +4
Level V	Level VI	Level VII	Level VIII
Increases the target's chance to hit with War Magic. +5	Increases the target's chance to hit with War Magic. +6	Increases the target's chance to hit with War Magic. +7	Increases the target's chance to hit with War Magic. +8

Creature Enchantment: Spell List   *** All Item Spells have a max range of 20 feet.

Broadside of a Barn: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decreases the target's sight blinding them. Duration 1 Turn	Decreases the target's sight blinding them. Duration 2 Turn's	Decreases the target's sight blinding them. Duration 3 Turn's	Decreases the target's sight blinding them. Duration 4 Turn's
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases the target's sight blinding them. Duration 5 Turn's	Decreases the target's sight blinding them. Duration 6 Turn's	Decreases the target's sight blinding them. Duration 7 Turn's	Decreases the target's sight blinding them. Duration 8 Turn's

Sashi Mu's Kiss: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decreases the target's Loyalty charming them. Duration 1 Turn	Decreases the target's Loyalty charming them. Duration 2 Turn's	Decreases the target's Loyalty charming them. Duration 3 Turn's	Decreases the target's Loyalty charming them. Duration 4 Turn's
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases the target's Loyalty charming them. Duration 5 Turn's	Decreases the target's Loyalty charming them. Duration 6 Turn's	Decreases the target's Loyalty charming them. Duration 7 Turn's	Decreases the target's Loyalty charming them. Duration 8 Turn's

Belly of Lead: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 1 Round	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 2 Round's	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 3 Round's	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 4 Round's
Level V	**Level VI**	**Level VII**	**Level VIII**
The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 5 Round's	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 6 Round's	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 7 Round's	The target becomes Exhausted reducing its movement to 5ft and giving them a disadvantage on Ability Checks. Duration 8 Round's

Creature Enchantment: Spell List

Introversion: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 1 Round	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 2 Round's	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 3 Round's	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 4 Round's
Level V	Level VI	Level VII	Level VIII
Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 5 Round's	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 6 Round's	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 7 Round's	Frightening the Target causing it to have a disadvantage on Ability Checks and Attack rolls. Duration 8 Round's

Feat of Radaz: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decreases the target's movement to 0. Duration 1 Round	Decreases the target's movement to 0. Duration 2 Round's	Decreases the target's movement to 0. Duration 3 Round's	Decreases the target's movement to 0. Duration 4 Round's
Level V	Level VI	Level VII	Level VIII
Decreases the target's movement to 0. Duration 5 Round's	Decreases the target's movement to 0. Duration 6 Round's	Decreases the target's movement to 0. Duration 7 Round's	Decreases the target's movement to 0. Duration 8 Round's

Synaptic Misfire: Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Incapacitating the target making it so they can't make any actions. Duration 1 Turn	Incapacitating the target making it so they can't make any actions. Duration 2 Turn's	Incapacitating the target making it so they can't make any actions. Duration 3 Turn's	Incapacitating the target making it so they can't make any actions. Duration 4 Turn's
Level V	Level VI	Level VII	Level VIII
Incapacitating the target making it so they can't make any actions. Duration 5 Turn's	Incapacitating the target making it so they can't make any actions. Duration 6 Turn's	Incapacitating the target making it so they can't make any actions. Duration 7 Turn's	Incapacitating the target making it so they can't make any actions. Duration 8 Turn's

*** All Item Spells have a max range of 20 feet.

Adja's Boon:
*** This Spell has max range of 50 feet.   **Cast Target: Creature / Other Player**

Level I	Level II	Level III	Level IV
Recuses the targets aggro range. -5 aggro range	Recuses the targets aggro range. -10 aggro range	Recuses the targets aggro range. -15 aggro range	Recuses the targets aggro range. -20 aggro range
Level V	**Level VI**	**Level VII**	**Level VIII**
Recuses the targets aggro range. -25 aggro range	Recuses the targets aggro range. -30 aggro range	Recuses the targets aggro range. -35 aggro range	Recuses the targets aggro range. -40 aggro range

Ataxia:
Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 1 Turn	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 2 Turn's	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 3 Turn's	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 4 Turn's
Level V	**Level VI**	**Level VII**	**Level VIII**
Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 5 Turn's	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 6 Turn's	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 7 Turn's	Decreases the target's Coordination paralyzing them. Unable to move or speak. Duration 8 Turn's

Gravity Well:
Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
The creature automatically fails Strength and Dexterity saving throws. Duration 1 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 2 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 3 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 4 Round
Level V	**Level VI**	**Level VII**	**Level VIII**
The creature automatically fails Strength and Dexterity saving throws. Duration 5 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 6 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 7 Round	The creature automatically fails Strength and Dexterity saving throws. Duration 8 Round

Creature Enchantment: Spell List

*** *All Item Spells have a max range of 20 feet.*

Weakness:			Cast Target: Self / Other Player
Level I Decreases the target's Strength knocking them Prone. Duration 1 Turn	*Level II* Decreases the target's Strength knocking them Prone. Duration 2 Turn's	*Level III* Decreases the target's Strength knocking them Prone. Duration 3 Turn's	*Level IV* Decreases the target's Strength knocking them Prone. Duration 4 Turn's
Level V Decreases the target's Strength knocking them Prone. Duration 5 Turn's	*Level VI* Decreases the target's Strength knocking them Prone. Duration 6 Turn's	*Level VII* Decreases the target's Strength knocking them Prone. Duration 7 Turn's	*Level VIII* Decreases the target's Strength knocking them Prone. Duration 8 Turn's

Brittle Bones:			Cast Target: Creature / Other Player
Level I Decreases the target's Endurance knocking them Unconscious. Duration 1 Turn	*Level II* Decreases the target's Endurance knocking them Unconscious. Duration 2 Turn's	*Level III* Decreases the target's Endurance knocking them Unconscious. Duration 3 Turn's	*Level IV* Decreases the target's Endurance knocking them Unconscious. Duration 4 Turn's
Level V Decreases the target's Endurance knocking them Unconscious. Duration 5 Turn's	*Level VI* Decreases the target's Endurance knocking them Unconscious. Duration 6 Turn's	*Level VII* Decreases the target's Endurance knocking them Unconscious. Duration 7 Turn's	*Level VIII* Decreases the target's Endurance knocking them Unconscious. Duration 8 Turn's

Void Magic: Spell List

***Nether damage has no strengths or weakness it's just flat damage.

Clouded Soul (Ring Spell) — Spell Range: 10ft — Cast Target: Self

Level I	Level II	Level III	Level IV
---	---	---	---

Level V	Level VI	Level VII	Level VIII
---	Sends a waves of nether outward from the caster, hitting all in a ring. 3d6 Neather Damage	---	Sends a waves of nether outward from the caster, hitting all in the ring. 3d10 Neather Damage

Corrosion (Bolt) — Spell Range: 30ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends a bolt of corrosion towards the target. 1d4 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 1d6 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 1d8 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 1d10 Neather Damage at the beginning of your turn

Level V	Level VI	Level VII	Level VIII
Sends a bolt of corrosion towards the target. 2d6 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 2d8 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 2d10 Neather Damage at the beginning of your turn	Sends a bolt of corrosion towards the target. 4d6 Neather Damage at the beginning of your turn

Corruption (Cone / Bolts) — Spell Range: 30ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends 3 bolts of corruption outward from the caster. 1d4 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d4+1 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d4+2 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d4+3 Neather Damage at the beginning of your turn.

Level V	Level VI	Level VII	Level VIII
Sends 3 bolts of corruption outward from the caster. 1d10 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d10+1 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d10+2 Neather Damage at the beginning of your turn.	Sends 3 bolts of corruption outward from the caster. 1d10+3 Neather Damage at the beginning of your turn.

Destructive Curse — Spell Range: 20ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
The target loses Health health over time. 1d4 Neather Damage at the beginning of your turn	The target loses Health health over time. 1d6 Neather Damage at the beginning of your turn	The target loses Health health over time. 1d8 Neather Damage at the beginning of your turn	The target loses Health health over time. 1d10 Neather Damage at the beginning of your turn

Level V	Level VI	Level VII	Level VIII
The target loses Health health over time. 2d6 Neather Damage at the beginning of your turn	The target loses Health health over time. 2d8 Neather Damage at the beginning of your turn	The target loses Health health over time. 2d10 Neather Damage at the beginning of your turn	The target loses Health health over time. 3d6 Neather Damage at the beginning of your turn

Void Magic: Spell List

***Nether damage has no strengths or weakness it's just flat damage.

Nether Blast (Cone / Bolts) Spell Range: 50ft Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Shoots bolts of nether outwards from the caster. 1d4 Neather Damage	Shoots bolts of nether outwards from the caster. 1d4+1 Neather Damage	Shoots bolts of nether outwards from the caster. 1d4+2 Neather Damage	Shoots bolts of nether outwards from the caster. 1d4+3 Neather Damage
Level V	Level VI	Level VII	Level VIII
Shoots bolts of nether outwards from the caster. 1d10 Neather Damage	Shoots bolts of nether outwards from the caster. 1d10+1 Neather Damage	Shoots bolts of nether outwards from the caster. 1d10+2 Neather Damage	Shoots bolts of nether outwards from the caster. 1d10+3 Neather Damage

Nether Bolt (Bolt) Spell Range: 50ft Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends a bolt of nether towards the target. 1d6 Neather Damage	Sends a bolt of nether towards the target. 1d8 Neather Damage	Sends a bolt of nether towards the target. 2d6 Neather Damage	Sends a bolt of nether towards the target. 2d8 Neather Damage
Level V	Level VI	Level VII	Level VIII
Sends a bolt of nether towards the target. 2d10 Neather Damage	Sends a bolt of nether towards the target. 3d8 Neather Damage	Sends a bolt of nether towards the target. 3d10 Neather Damage	Sends a bolt of nether towards the target. 4d8 Neather Damage

Nether Arc (Spell) Spell Range: 20-50ft Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends a arc of nether towards the target. 1d6 Neather Damage	Sends a arc of nether towards the target. 1d8 Neather Damage	Sends a arc of nether towards the target. 2d6 Neather Damage	Sends a arc of nether towards the target. 2d8 Neather Damage
Level V	Level VI	Level VII	Level VIII
Sends a arc of nether towards the target. 2d10 Neather Damage	Sends a arc of nether towards the target. 3d8 Neather Damage	Sends a arc of nether towards the target. 3d10 Neather Damage	Sends a arc of nether towards the target. 4d8 Neather Damage

Nether Streak (Bolt) Spell Range: 50ft Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends a bolt of nether towards the target. 1d4 Neather Damage	Sends a bolt of nether towards the target. 1d6 Neather Damage	Sends a bolt of nether towards the target. 2d4 Neather Damage	Sends a bolt of nether towards the target. 1d10 Neather Damage
Level V	Level VI	Level VII	Level VIII
Sends a bolt of nether towards the target. 3d4 Neather Damage	Sends a bolt of nether towards the target. 2d6 Neather Damage	Sends a bolt of nether towards the target. 4d4 Neather Damage	Sends a bolt of nether towards the target. 3d6 Neather Damage

Void Magic: Spell List   ***Nether damage has no strengths or weakness it's just flat damage.*

Weakening Curse	Spell Range: 30ft	Cast Target: Creature / Other Player	
Level I	*Level II*	*Level III*	*Level IV*
Decreases the target's damage rating. -1 Damage	Decreases the target's damage rating. -2 Damage	Decreases the target's damage rating. -3 Damage	Decreases the target's damage rating. -4 Damage
Level V	*Level VI*	*Level VII*	*Level VIII*
Decreases the target's damage rating. -5 Damage	Decreases the target's damage rating. -6 Damage	Decreases the target's damage rating. -7 Damage	Decreases the target's damage rating. -8 Damage

***All war spells can be any element if you have the scroll trained.*

Example: Fire Bolt, Frost Bolt, Lightning Bolt...

War Magic: Spell List

War Bolt (Bolt)	Spell Range: 50ft	Cast Target: Creature / Other Player	
Level I	*Level II*	*Level III*	*Level IV*
Sends a elemental bolt towards the target. 1d6 Elemental Damage	Sends a elemental bolt towards the target. 1d8 Elemental Damage	Sends a elemental bolt towards the target. 2d6 Elemental Damage	Sends a elemental bolt towards the target. 2d8 Elemental Damage
Level V	*Level VI*	*Level VII*	*Level VIII*
Sends a elemental bolt towards the target. 2d10 Elemental Damage	Sends a elemental bolt towards the target. 3d8 Elemental Damage	Sends a elemental bolt towards the target. 3d10 Elemental Damage	Sends a elemental bolt towards the target. 4d8 Elemental Damage

War Arc (Arc)	Spell Range: 20-50ft	Cast Target: Creature / Other Player	
Level I	*Level II*	*Level III*	*Level IV*
Sends a elemental Arc towards the target. 1d6 Elemental Damage	Sends a elemental Arc towards the target. 1d8 Elemental Damage	Sends a elemental Arc towards the target. 2d6 Elemental Damage	Sends a elemental Arc towards the target. 2d8 Elemental Damage
Level V	*Level VI*	*Level VII*	*Level VIII*
Sends a elemental Arc towards the target. 2d10 Elemental Damage	Sends a elemental Arc towards the target. 3d8 Elemental Damage	Sends a elemental Arc towards the target. 3d10 Elemental Damage	Sends a elemental Arc towards the target. 4d8 Elemental Damage

War Magic: Spell List

War Streaks (Bolts) — Spell Range: 50ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Sends a elemental bolt towards the target. 1d4 Elemental Damage	Sends a elemental bolt towards the target. 1d6 Elemental Damage	Sends a elemental bolt towards the target. 2d4 Elemental Damage	Sends a elemental bolt towards the target. 1d10 Elemental Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Sends a elemental bolt towards the target. 3d4 Elemental Damage	Sends a elemental bolt towards the target. 2d6 Elemental Damage	Sends a elemental bolt towards the target. 4d4 Elemental Damage	Sends a elemental bolt towards the target. 3d6 Elemental Damage

War Volleys (Cone / Bolts) — Spell Range: 50ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Shoots 3 elemental bolts outwards from the caster. 1d4 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+1 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+2 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+3 Elemental Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Shoots 3 elemental bolts outwards from the caster. 1d10 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+1 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+2 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+3 Elemental Damage

War Blasts (wall / Bolts) — Spell Range: 50ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Shoots 3 elemental bolts outwards from the caster. 1d4 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+1 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+2 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d4+3 Elemental Damage
Level V	**Level VI**	**Level VII**	**Level VIII**
Shoots 3 elemental bolts outwards from the caster. 1d10 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+1 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+2 Elemental Damage	Shoots 3 elemental bolts outwards from the caster. 1d10+3 Elemental Damage

War Walls (wall / Bolts) — Spell Range: 50ft — Cast Target: Creature / Other Player

Level I	Level II	Level III	Level IV
Level V	**Level VI**	**Level VII**	**Level VIII**
---	Shoots 6 elemental bolts outwards from the caster. 3d6 Elemental Damage	---	---

War Magic: Spell List

War Rings (Ring Spell)		Spell Range: 10ft		Cast Target: Self
Level I	*Level II*	*Level III*	*Level IV*
Level V	*Level VI*	*Level VII*	*Level VIII*
---	Sends a elemental wave outward from the caster, hitting all in a ring. 3d6 Elemental Damage	---	Sends a elemental wave outward from the caster, hitting all in a ring. 3d10 Elemental Damage

Chapter 10: Conditions

CONDITIONS ALTER A CREATURE'S CAPABILITIES IN a variety of new ways you can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded
• A blinded creature can't see and automatically fails any ability check that requires sight.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
• A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
• The charmer has advantage on any ability check to interact socially with the creature.

Deafened
• A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened
• A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
• The creature can't willingly move closer to the source of its fear.

Grappled
• A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
• The condition ends if the grappler is incapacitated (see the condition).
• The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated
• An incapacitated creature can't take actions or reactions.

Invisible
• An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
• Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
• A paralyzed creature is incapacitated (see the condition) and can't move or speak.
• The creature automatically fails Strength and Coordination saving throws.
• Attack rolls against the creature have advantage.
• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified
• A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
• The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
• Attack rolls against the creature have advantage.
• The creature automatically fails Strength and Coordination saving throws.
• The creature has resistance to all damage.
• The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned
• A poisoned creature has disadvantage on attack rolls and ability checks.

Prone
• A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
• The creature has disadvantage on attack rolls.
• An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained
• A restrained creature's speed becom es 0, and it can't benefit from any bonus to its speed.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
• The creature has disadvantage on Coordination saving throws.

Stunned
• A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
• The creature automatically fails Strength and Coordination saving throws.
• Attack rolls against the creature have advantage.

Unconscious
• An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
• The creature drops whatever it's holding and falls prone.
• The creature automatically fails Strength and Coordination saving throws.
• Attack rolls against the creature have advantage.
• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
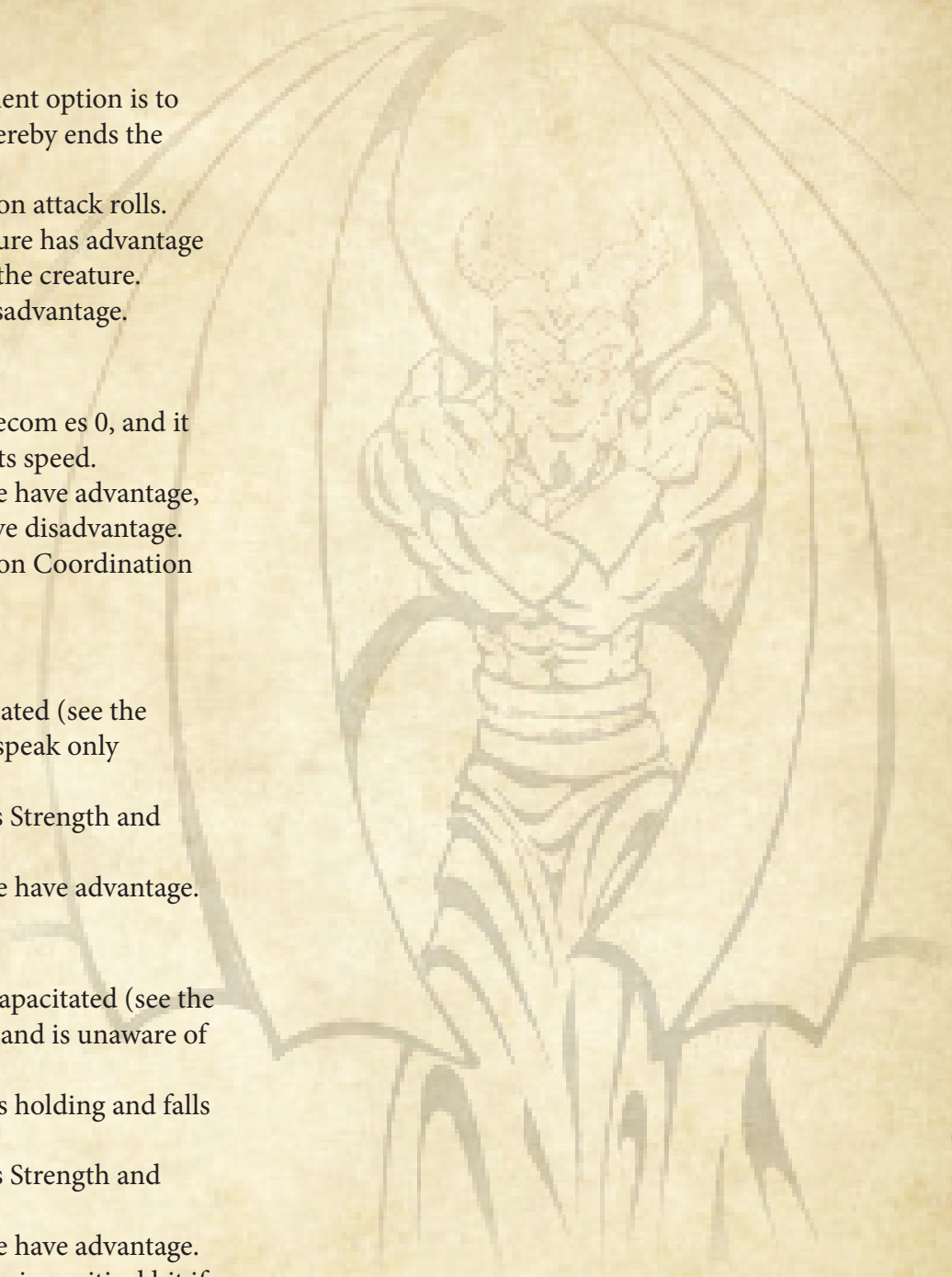
RL Name: _____   IG Name: _____   Gender: _____

Hair Color: _____   Eye Color: _____   Height: _____   Race: _____   Age: _____

Stats:

	Base	Modifier
Strength		
Endurance		
Coordination		
Quickness		
Focus		
Self		

Diplomacy: (Self Mod) _____

Willpower (Focus Mod) _____

Character Level

Experience

Speed

Skill Points

HP: Health _____

AL: Armor Level _____ = Coord Mod _____ + Armor _____ + Shield _____ + Buffs _____

MD: Magic Defense _____ 8+ Self Mod _____ + Focus Mod _____ + Skill _____ + Buffs _____

Fortitude: (Coord Mod) _____

Reflex: (Quickness Mod) _____

Weapon Slot 1

Attack	Bonus (stat)	Damage
Range	NAME	

Weapon Slot 2

Attack	Bonus (stat)	Damage
Range	NAME	

Gear

Head
AL ___ Bonus (stat) ___

Torso
AL ___ Bonus (stat) ___

Hands
AL ___ Bonus (stat) ___

Ring
Bonus (stat) ___

Ring
Bonus (stat) ___

Legs
AL ___ Bonus (stat) ___

Feet
AL ___ Bonus (stat) ___

Necklace
AL ___ Bonus (stat) ___

Bracer
Bonus (stat) ___

Bracer
Bonus (stat) ___

Skills

	Trained	Spec
Heavy Weapons		
Finesse Weapons		
Light Weapons		
Two Handed Combat		
Void Magic		
War Magic		
Missile Weapons		
Summoning		
Alchemy		
Armor Tinkering		
Assess Creature		
Assess Person		
Cooking		
Deception		
Dual Wield		
Dirty Fighting		
Fletching		
Healing		
Item Enchantment		
Life Magic		
Creature Enchantment		
Item Tinkering		
Lockpick		
Magic Item Tinkering		
Mana Conversion		
Melee Defense		
Missile Defense		
Recklessness		
Shield		
Sneak Attack		
Weapon Tinkering		
Arcane Lore		
Jump		
Leadership / Loyalty		
Magic Defense		
Run		
Salvaging		