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GameSpot Game Guide: Asheron's Call

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Introduction

Asheron's Call (AC) is an online-only, multiplayer, role-playing game. It is a huge 3D world where you create and control a character while interacting with other players and nonplayer characters (NPCs).

Why Do I Need This Guide?

Before Turbine released this game to the public, it conducted an extensive beta test. The test had several phases, from the small first beta to the 2,000 person second beta, ending in a two-week open beta. The developers then shut the servers down to prepare for the commercial release of the game. All those who participated in the beta assumed they would change many details of the game world so all players would start at the same spot, whether or not they had participated in the beta test. So, it came as almost universal surprise when the game was released, and there were no significant changes. Oh sure, Turbine added a lot more content and will continue to do so, but the developers did not change locations of dungeons, treasure, or spell formulations. Effectively, those who played the beta have had months of exploration and practice under their belts, while those playing the game for the first time must start from scratch. This guide is an attempt to level the playing field. It contains all the information needed to make a fast, effective start and progress your character to the highest levels.





What Information Will I Find in This Guide?

This game guide provides the knowledge required to get up to speed in Asheron's Call. The first several chapters will show you how to design a character, discuss different combat strategies, explain how characters advance and the Asheron's Call social systems, shed light on the unique magic system, and provide a general guide to items found in Asheron's Call. The last chapters are for reference purposes and include a monster level guide, spell list, character level guide, and locations.

How Should I Use This Guide?

First, jump in and play Asheron's Call for an hour or so. You will quickly become familiar with the Asheron's Call interface and game play. However, before you become addicted and start building your main character, read the chapter on designing a character. This will let you build a character to meet your current as well as future expectations. The rest of the guide can be used as a reference. Refer to it if you have questions or read straight through to begin playing with knowledge normally won after many hours of playing Asheron's Call. Remember, Asheron's Call is a work in progress, so aspects of the world may change at any time.

Good luck, and I hope to see you in Dereth.





Chapter 1

Designing the Perfect Character

The problem with starting a new character in Asheron's Call is that there is no place to turn for help. When you boot up Asheron's Call for the first time, you will suddenly be faced with questions forgotten in your excitement to get started. Questions like, "Does it matter what I call my character?" "Where is a good explanation of what the skills and attributes actually do?" "Should I use a character template or design my own character from scratch?"

In this chapter, you will find the answer to all these questions and many more. There's enough information to get you playing Asheron's Call quickly, without the frustration of starting over after you discover your character cannot do what you want.

Before we begin, when first logging on to Asheron's Call, you must choose a server. Whichever server you choose will be the world on which you play. Once you have created a character on a specific server, you can't play that character on another server. Since the worlds are the same, the only difference between servers is who is playing on each. If you plan on playing with friends, make sure you all choose the same server. For those who are curious, the most experienced players are on Frostfell.

Importance of a Good Name

I admit that this sounds a bit silly, but bear with me for just a second before skipping to the next section. In Asheron's Call, communication is king. Communication is explained in detail in Chapter 6, but to lay the groundwork, you must first pick a character name.





What makes a good character name? Well, I am glad you asked. There are two important points in choosing a name. First, you can't change your character's name once it's chosen, so don't choose something you can't live with, as you'll spend days and weeks building a character. For example, I was building a warrior that I outfitted in blue and white, then specialized in fighting with a sword. The most appropriate name seemed obvious at the time: SwordSmurf. Wow, what a dumb mistake. Imagine how stupid I felt when I started to buy better armor and could not find any in blue or white? Needless to say, SwordSmurf did not have a long stay in the land of Dereth.

Ok, so you've chosen a name you can live with for as long as you will be playing Asheron's Call. Make sure that the name is easy to type. Do not put in special characters (####toughguy###), spaces (t o u g h g u y), strange misspellings (toughgye), or really long complex names (toughguy master of his own domain). You will understand this more after reading the chapter on communication, so for now, just take my word for it. Short and simple is beautiful (Toughguy).

Kinds of Characters

Before you actually jump in and make a character, you should decide what kind you want to play. Asheron's Call is great in that your character can change over time. So, if you decided in the game that your warrior really wants to be a mage, you can start to train in spell-crafting skills instead of warrior skills. Just remember that your character will turn out to be both a bad warrior and bad mage. If you choose a warrior, play a warrior. There is nothing stopping you from learning a little magic as long as you remember that the magic is to supplement your warrior skills and not replace them.

There are three general classes of character: combat, support, and mixed.

Combat Characters

Combat characters are those that will concentrate on killing monsters. They concentrate on skills that do damage to others and avoid damage to themselves. The three kinds of combat characters are: war mages, archers, and warriors.





War mages cast spells that target in a direct line of sight and do damage to others. They can cast spells that target one to three creatures in each of the seven different types of damage. If you play a war mage, you will concentrate on killing creatures before they approach, since you will be very weak at defense. From the first level, you will do more damage per shot than almost every other character, but you must constantly research new spells to maintain this advantage. You will start slow and weak with a very powerful attack that never misses.

Archers are the nonmagic equivalent of the war mage. You will also concentrate on killing from a distance with either bow or crossbow. You will be stronger on defense than a mage, but weaker than a warrior. Archers, like mages, have a very powerful attack. However most of the powerful bows have been removed from the game. This makes it much more difficult to play an archer.

The final combat class is the warrior. This character type will use any hand-to-hand weapon or even none at all to engage others close up. For this reason, warriors usually start with high health, stamina, and defense skills. The weakness of the warrior is that to deal damage, you must get close to your enemies. This means they can deal damage to you, and you have less time to run when the fight does not go your way.

Support Characters

These characters revolve around helping the combat characters succeed, although they are by no means powerless themselves. They include life, creature/item mages, and vagabonds.

Life mages are the most viable type of support characters. They are the clerics of AD&D, with the ability to heal as well as harm. They are very useful in fellowships and are much sought after as traveling companions. Like war mages, they are usually weak and slow. Also like war mages, they deal damage from a distance. Their attack spells are limited, but if used correctly (see Chapter 2 for more detail on combat strategy), they are powerful. They have the ability to create mana (spell casting power) from stamina (physical endurance), and they can heal wounds and fatigue.





Creature/item mages are enchanters. They are weak in combat, but have the ability to make others more powerful (or weaken them). They have little ability to do direct damage and are very difficult to start with. However, at higher levels, they gain access to very powerful spells. Their weakness overcomes most of their strength, and it is very difficult to play a pure creature/item mage.

The final support characters are vagabonds. Vagabonds are not viable characters. The only useful vagabond ability is lock picking, which can be added to other characters. Unlike other games of this type, they don't have the ability to disappear in shadows, back-stab, or steal from characters and shops. Vagabonds are by far the most useless pure characters in the game.

Mixed Characters

One of the greatest aspects of Asheron's Call is the ability to create any character you want. You can mix and match skills to create the perfect character, at least in principle. In reality, there are very few combinations that work as well as the pure characters. This is not to say that characters do not evolve, just that it is often easier to play a warrior and make him powerful as a warrior before dabbling in spell craft. This way, your warrior can always fall back on what he knows best when the spells fizzle or are resisted. With this warning, there are two types of mixed characters that have met with success: the general mage and the tank mage.

The general mage is simply a mage with some mix of war, life, creature, and item magic. For example, you may create a mage with both war and creature magic. Then, before going into battle, you would cast creature magic to boost the ability of your war magic. This combination is often more powerful than the pure mage. The reason the combination works is most of the skills needed to become a good war mage are the same as those for a creature mage. This lets you advance in more than one kind of magic at a time. You gain a lot of breadth without sacrificing much depth. Mages with all magic skills trained (life/war/creature/item) have become very common. It should be noted that to play this kind of character you cannot specialize in any one kind of magic.

The other successful mixed character is the tank mage. This is usually a warrior character with creature, life, or item abilities. This character will use magic before going into battle to strengthen himself or weaken the enemy. A creature mage/warrior might boost his strength





before fighting, while an item mage/warrior might ensure that the enemy's weapon becomes harmless. In general, these characters will give up a lot of depth for their breadth, but if played correctly, they can eventually become very powerful. Just remember that it will take much longer to become a powerful warrior/mage than it would to be good at one or the other. A variant of this character is the pure warrior with item or creature magic at a later level (see Chapter 8). A high-level warrior requires magic skills to be truly effective; item magic is the most common since it provides portal spells.

Skills and Attributes

Once you have decided upon the type of character you are interested in playing, you suddenly ask, "How do I construct a character so that it matches my expectations?" Character building is an art, and much will depend on personal preference. Yet, to get a good start, you must know what the skills and attributes actually do.

As we will see in the Chapter 3, the more you raise an attribute or skill from its base value, the more difficult it becomes to raise it next time. So, understanding what attributes and skills influence lets you choose the highest base value for your character, making further advancement easier.

Attributes

Attributes are a representation of your character's abilities. It is from attributes that base skill values are determined.

Strength

Strength determines how much weight your character can carry -- a major factor in what kind of armor the character will be able to use. Strength also lets the character do more damage in battle. It is a major component of all nonmagic attack skills except those for an archer.

Endurance

Endurance determines how tough your character is. Endurance translates directly into stamina and health.





Coordination

Coordination determines your ability to perform physical skills correctly. Coordination is a major component of both attack and defensive skills. It is used exclusively for the base of bow and crossbow skills. Coordination also affects other skills that require physical dexterity, such as alchemy, lock-picking, cooking, healing, and jump.

Quickness

Quickness determines the speed of your character. This speed is demonstrated in both the running skill and attack speed. Quickness is also a major component of defense skills.

Focus

Focus determines how well your character performs mental activities. It is a major component of all the assess/appraise skills, mage skills, alchemy, lock-picking, fletching, healing, and arcane lore. It is also important in magic defense.

Self

Self determines how well your character uses his inner resources. Self translates directly to the amount of mana your character has. It also influences leadership, loyalty, and magic defense.

Skills

Here are the skills available to you.

Alchemy ((Coordination + Focus) / 3)

Alchemy is used to create potions and oils. These potions and oils can be combined with cooking and fletching to create magic food and arrows.

Appraise Armor (Focus)

This skill is used to identify magical and nonmagical armor.

Appraise Item (Focus)

Use identify item to ID nonmagical items.

Appraise Magic Item (Focus)

Use identify magic item to ID magical items.





Appraise Weapon (Focus)

Use this skill to ID magical and nonmagical weapons.

Arcane Lore (Focus/3)

This skill determines the ability needed to use magic items and scrolls. Contrary to rumor, arcane lore does not help you cast spells nor is it used in researching new spells. It can be a requirement to use certain items.

Assess Creature ((Focus + Self)/2)

This skill is used to determine information on creatures.

Assess Person ((Focus + Self)/2)

Use this skill to determine the attributes of other players. If a person does has deception enabled, this skill is useless. It's only of value for those who want to engage other players in combat.

Axe ((Strength + Coordination)/3)

The axe skill determines how well you attack with axes and axe-like weapons. It can be a requirement to use certain items.

Bow (Coordination/2)

This skill determines how well you attack with bows. It can be a requirement to use certain items.

Cooking ((Focus + Coordination)/3)

Cooking lets you mix food to create new kinds of food. Although cooking has been improved with recent upgrades it is still best taken by support characters.

Creature Enchantment ((Focus + Self)/4)

This skill determines your ability to cast creature magic. It's required if you want to cast creature spells. The higher this skill is, the less chance your spells will fail or be resisted.

Crossbow (Coordination/2)

Use this skill to determines how well you attack with crossbows. It can be a requirement to use certain items.





Dagger ((Strength + Coordination)/2)

This skill determines how well you attack with daggers and knives. It can be a requirement to use certain items.

Deception ((Focus + Self)/4)

This skill is used to prevent other players from seeing information on your character. It's only of value for those who want to engage other players in combat.

Fletching ((Focus + Coordination)/3)

Fletching lets you create arrows from raw materials. Fletching is another skill that is common for a secondary character, especially if your primary character is an archer. It will let you create more-powerful ammo for your bow or crossbow.

Healing ((Focus + Coordination)/3)

This skill lets your character use healing kits to heal yourself and others. It's extremely useful. If you are considering using a life mage just for the heal spells, take this skill instead.

Item Enchantment ((Focus + Self)/4)

This skill determines your ability to cast item magic. It's required to cast item enchantment spells. The higher the skill is, the less likely your item spells will fail and be resisted.

Jump ((Strength + Coordination)/2)

This skill determines how far you can fall and how high you can jump.

Leadership (Self)

This skill determines how much experience you get from your vassals.

Life Magic ((Focus + Self)/4)

This skill determines your ability to cast life magic. It's required to cast life magic. The higher this skill is, the less chance your spells will fail or be resisted.

Lock pick ((Focus + Coordination)/3)

Lock pick lets your character use lock picks to open locked doors and chests.

Loyalty (Self)

Loyalty determines how much experience you give your patron.





Mace ((Strength + Coordination)/3)

This skill determines how well you attack with maces and mace-like weapons. It can be a requirement to use certain items.

Magic Defense ((Focus + Self)/10)

Use this skill to determine your ability to resist harmful spells. It does not affect the amount of damage spells do to you. It can be a requirement to use certain items.

Mana Conversion ((Focus + Self)/6)

With a high mana conversion skill, you reduce the amount of mana that is used by spells and magic items. Theoretically, your character can reach a point where spells cost nothing to cast.

Melee Defense ((Quickness + Coordination)/3)

Use this skill to determine your ability to evade melee weapons in combat. It does not reduce the amount of damage done when you're hit. It can be a requirement to use certain items.

Missile Defense ((Quickness + Coordination)/5)

This skill determines your ability to evade missile weapons. It does not reduce the amount of damage done when you're hit. It can be a requirement to use certain items.

Run (Quickness)

Run determines how quickly your character moves. A high run skill lets you escape when losing in combat, evade enemies you do not wish to engage, and affects the amount of time it takes to travel.

Spear ((Strength + Coordination)/3)

Spear determines how well you attack with a spear and spear-like weapons. It can be a requirement to use certain items.

Staff ((Strength + Coordination) 3)

Use this skill to determine how well you attack with staff and staff-like weapons. It can be a requirement to use certain items.





Sword ((Strength + Coordination)/3)

This skill determines how well you attack with swords and sword-like weapons. It can be a requirement to use certain items.

Thrown Weapons ((Strength + Coordination)/3)

Use this skill to determine how well you attack with thrown weapons, such as throwing knives and shuriken. It can be a requirement to use certain items.

Unarmed Combat ((Strength + Coordination)/3)

This skill determines how well you attack with an unarmed combat weapon or no weapon at all. It can be a requirement to use certain items.

War Magic ((Self + Focus)/4)

Use this skill to determine your ability to cast war magic. It is required to cast war magic. The higher this skill is, the less chance your spells will fail or be resisted.

Once you understand what each skill does and how skills interact, you must learn the different training levels. Each skill is rated specialized, trained, untrained, or unusable. You can train untrained and unusable skills as you advance in levels (see Chapter 3). Skills that are not specialized when the character is created can never rise further than trained level.

Specialized and trained skills can be raised individually, without raising the underlying attributes. Untrained skills can be used at their base level, but cannot be increased individually, although they will increase if you raise their attributes. Unusable skills automatically have a skill level of zero. They will immediately jump to the base level if raised to trained.

Further, specialized skills get an automatic one-time increase of +10 skill points and cost less than trained skills when automatically increasing. Trained skills get a one-time +5 skill points. Decide what skills to make specialized, trained, untrained, and unusable very carefully because further skill points are difficult to come by. It is much easier to raise the level of a trained skill than to acquire a new skill. (How to train skills and acquire new ones is fully explained in Chapter 3)





It is important to plan your additional skills when creating your character. This lets you specialize skills you may only be considering for training. For example, if you plan on playing a warrior with item magic and decide you cannot afford to specialize melee defense while still taking item magic, think again. Since a warrior will get little use out of magic skills until level 15+ you should specialize melee and take item with later skill points.

Step-by-Step Guide to Creating a New Character

Now that you understand what goes into creating a successful character, it is time to build one. Following, you will find a step-by-step guide through the character creation process. This guide does not spend time discussing the default character templates. You can build a much better character if you start from scratch. Remember, before you begin to build your main character, you should have in mind what kind of character you want to build. See Chapter 8 for in-depth instructions on building a great character.

Step 1 - Choose a Name

As we discussed previously, choose a short, easy-to-type name that you are happy to live with forever.

Step 2 - Choose a Race

There are three races in Asheron's Call. Although the differences are very slight, each race starts with slightly different default skills. Besides default skills, race also affects starting clothes and character appearance. Finally, race is also used as a requirement for some items. There is no way to plan what items will have what race requirements, and most have none, so choose your race based on default skills and appearance. Do not lose sleep over what race you choose, their differences are trivial by the time you have finished creating your character.

Sho

This is the Asian race. Its default skills are jump, loyalty, magic defense, unarmed combat, and run.





Aluvian

This is the European race. Its default skills are assess person, dagger, jump, loyalty, magic defense, and run.

Gharu'ndim

This is the African race. Its default skills are appraise item, jump, loyalty, magic defense, staff, and run.

Step 3 - Choosing a Class

This step is important. It lets you quickly get started with a premade template or create your own character from scratch. If you feel like jumping right into the game, go ahead and choose one of the templates. However, if you plan to make a character and play to a high level, you should design your own by choosing the Custom Character selection. By creating your own character, you decide what skills to train in.

Step 4 - Assigning Starting Attributes

You now have 270 points to distribute to your attributes. Before we discuss what points go where, you must understand a little about how advancement works in Asheron's Call (you'll get the full details in Chapter 3). You can use your experience points to raise attributes later in the game. However, the cost in experience points it takes to raise an attribute one point depends on how far it has been raised from its base value. So, if you start with strength of 10 and focus of 80, it would take the exact same amount of experience to raise the strength to 20 as it would the focus to 90.

Now, you must use your knowledge about what kind of character you want to play to assign your starting attributes. There is no hard-and-fast rule. Following are some suggestions for characters that have worked out well.

Warrior - Strength 80, endurance 70, coordination 80, quickness 80, self 10, focus 10

Archer - Strength 60, endurance 70, coordination 100, quickness 80, self 10, focus 10

Mage - Strength 30, endurance 50, coordination 30, quickness 40, self 90, focus 90

Note that the numbers do not add up to 270 because all attributes start at 10 and cannot go below 10.





Remember to take into account how these attributes will affect your skills. So, if you are warrior, assign attributes so that your primary weapon skill is high (strength and coordination). A mage should make sure his magic skill is high (self and focus).

Step 5 - Choosing Skills

You now must decide what skills you want your character to know and how well to know them. Use the previous skill descriptions to decide which skills you must learn. Remember that if you do not specialize now, you never can. Specialize in the one or two skills that make your character strong and train in the others.

Following are some basic skill selections. You can choose more skills, but these provide a good start. For more ideas, look at what the Asheron's Call default templates have chosen. These should serve as a guide and provide examples of some of the skills needed for successful characters. For a complete character guide see Chapter 8.

Warrior - Specialized

Choose one combat skill that will be your character's skill of choice (for example, if you plan to fight with swords, choose sword), melee defense, and healing. Your trained skills should be missile defense and run.

Mage - Specialized

Choose one magic type (for example, war magic, item magic, and so on) and mana conversion. Your trained skills should be magic item ID, arcane lore, missile defense, and melee defense.

Most mages choose more than one type of magic. As a result you will train several magic types and take other skills at a later level. Remember not to forget melee defense when you get the skill points.

Archer - Specialized

Choose one combat skill (bow or crossbow), missile defense, and healing. Bow and crossbow work hand-to-hand as well as at a distance, so do not feel like you must have an additional weapon. As a note, there seems to be more good bows than crossbows. Your trained skills should be melee defense and run.





Further, eventually everyone needs the arcane lore skill, but warriors and archers will not have much use for it while at the lower levels.

Step 6 - Choose Clothes and Appearance

This is personal preference. Just make sure to choose a piece of clothing for each body part. You can sell them for additional starting money.

Step 7 - Choose Starting Town

You will soon travel all over the world. However, Aluvian and Sho areas seem to have the best starting areas. The differences are very minor.

It is time to go out and explore the world.





Chapter 2

Combat System and Strategy

Combat is a major portion of Asheron's Call. You must develop a combat strategy that works for your character type and playing style. Following are some tips on combat in general and strategies that work. Using the Asheron's Call combat system is simple; mastering a combat strategy will take a long time.

Overview

To engage in combat, your character must be in war mode. Enter war mode by clicking on the large green button with the dove picture. You have entered war mode when a shield replaces the picture of the dove. To leave war mode, click the button again, and it will change back to a dove. When in war mode, you cannot select non-player-vs-player players (PvPs). It is best to stay in war mode except when in a safe area. If your character is not in war mode, you can't defend yourself with a shield, although you will use your defense skills to avoid attack.

Once in war mode, you choose a target by clicking on the enemy or the enemy's dot in the radar. You can use ; (semicolon) and ' (apostrophe) to scroll through available enemies. Once a target is selected, you attack by clicking on high, medium, or low. This determines where your character tries to hit. You must target low to hit small enemies and high to hit flying enemies. To prevent clicking on a target height each time your character attacks, click on Repeat attacks. Finally, set your power-to-speed ratio by choosing a spot on the combat scroll bar. The more power you choose, the slower your attack, but the more damage you will do.





Fighting Solo

Much of the game is spent fighting alone, so it is important to develop a successful solo combat strategy. This strategy will vary depending upon the kind of character you play. These strategies are good for starting characters. With experience, you will probably modify the strategies to suit your playing style.

War Mage

War mages have a powerful attack, but a very weak defense. These characters often die when the monsters get close enough to engage in melee combat. As a war mage, you should engage enemies from as great a distance as possible. The best target for a war mage is a slow, solo creature. You can target and destroy these creatures before they can close the distance and engage you in combat.

It is important to remember that your spells will fire in a straight line to your target. Monsters do not dodge, so if you are at the same height (you aren't attacking at an angle), you will never miss. Remember that you must have a straight line of sight to the target. Be careful not to fight from behind a hill, or you will waste your mana by hitting the ground.

First, get close enough to select your target, then back up as far as possible while maintaining a good line of sight to the target. Remember, you may lose sight of the enemy, but still have him targeted on radar. Once at extreme range, begin attacking as quickly as possible. If the monster has more than a hit or two worth of life when it finally gets within melee range, run. Continue running until you are out of range. Then, repeat the process until the monster is dead. Remember, characters usually heal faster than monsters, so multiple hit-and-run attacks will slowly sap the life from your target.

When choosing spells, make sure you are getting the most damage for your time. Higher-level spells often do more damage, but take longer to cast and drain more mana. So, if spell economy is not working in your favor (see Chapter 4), stick with fast, cheap spells. Finally, use bolt spells instead of blast or volley spells unless you develop your own strategy around multiple target spells. Blast and volley spells usually do the same total damage as bolt spells, but spread the damage among as many as three targets. As a lone mage, you should engage solo creatures where you can concentrate your damage.



When choosing targets, avoid groups of creatures unless you can kill several before they reach you. At a low level, even a group of drudges can defeat you. Consciously avoid fast groups such as shreths.



War mages are more effective in the open, so be careful in dungeons.

Archer

Archers need a combat strategy similar to that of war mages. Since a patch removed most level II and III (see Chapter 7) bows, archers have lost a lot of attack power. They are much less vulnerable than mages, but must be sure they attack enemies from a distance. With increased melee defense, an archer should withstand melee combat long enough to finish off his target.

Archers are powerful if they can attack from a defensive position. Look for a tower or defensive wall where you can remain safe from your enemies.

Use the position on your combat scrollbar that lets you attack as quickly as possible, while still hitting your enemies most of the time.

Finally, remember that bows work in melee combat, but it takes a long time to place it in your backpack. If you begin a fight with your bow, continue to fight with the bow. The time it takes to equip a hand-to-hand weapon is not worth the extra fighting power.

Life Mage

Although technically not a combat character, a life mage is very powerful if used correctly. Like a war mage, life mages have little defense. Unlike war mages, life mages are limited to two basic attacks, drain health and harm. These two spells require more mana than war mage attacks, so life mages are more likely to run out of mana before killing their enemies.

As a life mage, your strength lies with the fact that you don't need a line-of-sight to attack. This lets you kill or weaken your enemies with absolutely no risk to yourself. You should attack from behind walls and closed doors. This is such a powerful advantage that you should rarely if ever attack from an open position. Finally, since you attack from safety and are not concerned with casting time, make sure you cast the spell with the best mana-to-damage relationship.





A lone life mage is not meant to be a combat character. If you can find a warrior with whom to partner, you will gain experience much more quickly. You can weaken powerful enemies before sending the warrior into battle.

Warriors

All warriors should have the same basic strategy: choose your target so you can kill it before it kills you. Further, you should choose the locations of your fight, so that when finished, you can heal yourself and regain stamina.

Before entering battle, make sure you are using the best armor and weapons you can afford without increasing your burden to more than 99 percent. Do not enter battle unless your health and stamina are both maxed out. When choosing a location, make certain you have a clear escape path. You don't want to run into other enemies when you run from battle. If your chosen target is in a group, try to cull one from the herd. Do this by running close enough for the monsters to see you and attack. Then, retreat until only one enemy is chasing you. Now, turn and fight. Master this technique, as you will use it no matter how powerful you become.

During battle, carefully compare your remaining health with that of your enemy. If you are killing the monster more quickly than it is killing you, stay and finish the fight. If not, hurt the monster as much as possible and run. Once out of range, heal yourself, regain stamina, and return to the fight. If done quickly, you can slowly kill monsters many levels more powerful than you.

You must be concerned with both health and stamina. As you know, when your health reaches zero, you die. Most people do not realize that your chance to heal is based on the percentage of health remaining. The higher the health percentage, the greater your chance of healing successfully. Use this knowledge by leaving battle sooner than you must if facing a powerful enemy. With greater health, you will quickly heal yourself and return to battle. This gives the monster little time to heal. Finally, it is important not to run out of stamina unless you are easily beating your enemy. Once stamina reaches zero, your melee defense will suffer. The monsters will suddenly start to hit you much more often than before. Even worse, you cannot run away. If you run out of stamina and suddenly realize you may die, exit war mode, but don't move. You will quickly regenerate a couple points of stamina, giving you the ability to outrun your opponent. Once your stamina is more than zero, run.





Armed Warriors

Although all hand-to-hand weapons are slightly different, the strategy for using one remains constant. The benefit of using a weapon is increased damage. Remember that using any weapon will slow your character's attack down, but the extra damage is usually worth the speed. Using a weapon means you must think about how to position the speed-damage scrollbar. As an armed warrior, you must find where you do the most damage to your enemy. Usually, a position toward the middle of the scrollbar works well; your bias should be toward doing the most damage.

Unarmed Warriors

The fighting strategy of an unarmed warrior is very simple: speed. You are trying to hit your enemy many times, each for a small amount of damage. The best strategy is to move the scrollbar all the way to the left (low damage, high speed) and attack low. Make sure you're using a shield and do not use unarmed weapons until you have found a good one.

What makes a good unarmed weapon? Well, you must be extremely picky. At the minimum, you should not use an unarmed weapon unless you get something better than +4 percent melee attack, +4 percent melee defense, speed of no more than 20, and at least blood drinker level III. Even that weapon would be marginal. If you have any doubts, try out a new unarmed weapon and compare to your fist one. If you kill enemies more quickly with the new weapon, go ahead and use it.

Remember that you are trying to kill your enemies as quickly as possible with the least amount of risk. If you find a strategy that works for you, go for it.

Group Tactics

Asheron's Call has no built-in group tactics, but fighting in a group can provide advantages over fighting separately. Whether you fight in a planned group (fellowship) or just happen to fight with some other players, the tactics are the same. Take advantage of the following advice, but remember to think of your character first and run when you get into trouble.





Defending

Is there a way to defend spellcasters in Asheron's Call? No. There are, however, ways to combine spellcasters and warriors. Since a monster will normally target the first player to do it damage, have your warriors attack first. Only after they have attacked should the spellcasters jump in to provide assistance. The problem is that this strategy does not let the spellcaster do damage at a distance, one of his main strengths.

Another option is for your long-distance characters to engage monsters at a distance and lure a lone target from a group. Once the monster charges the warriors, jump in and try to kill it before it can do much damage to the spellcaster. This method works best if there is a place for the spellcaster to retreat.

The final defensive strategy is annoying but very effective. Once the spellcaster is damaged, he can run in circles around the warriors. The warriors can then try attacking the monster as it chases the spellcaster. This often takes a long time, but usually provides a good measure of safety to the spellcaster.

Using Range

Use ranged attacks for two purposes. First, they damage a monster with no risk. Once the monster gets close enough to engage in hand-to-hand combat, the warriors can jump in and quickly finish it off. Second, use range to lure creatures one at a time. Often, a group can engage powerful monsters one-on-one with little to no risk. Unfortunately, monsters often travel in herds. Get a monster to charge by damaging a single monster, while staying way back from the herd. Quickly kill the monster and then repeat until the whole herd has been destroyed.

Support

One of the most effective group tactics is for the spellcasters to provide noncombat support. A life mage could cast heal other and rejuvenate, a creature mage could boost skills and attributes, and an item mage could cast blood loather on the monster's weapon. This lets the warriors remain in battle much longer than if they attacked alone. Since the mage is not actually doing damage to the enemy, he will remain safely untargeted.





Chapter 3

Advancement

There are four different results of advancement within Asheron's Call: level, experience points, skill points, and allegiance rank. We will deal with the first three in this section and address allegiance rank in Chapter 5.

Gaining and Spending Experience

As you play Asheron's Call, you will notice that your character gains experience points from an array of activities including completing quests, researching spells, casting spells, using skills, recruiting vassals, and killing enemies. The vast majority of the experience comes from defeating your enemies. This is typical in most RPGs. What sets Asheron's Call apart is the ability to spend experience points as soon as you earn them. That's right, you don't have to wait until you level up to spend the points you have earned.

Let's look at our old friend Toughguy. Toughguy is a level 15 warrior who specializes in unarmed combat. He needs 50,000 experience points to get to level 16, but just finished killing a lithos lugian and earned 3,500 experience points. Toughguy is free to spend those points now; he does not need to wait until he has reached level 16. In fact, there is no advantage in saving experience points; you do not get any benefit until they are spent, so spend them as quickly as you earn them. However, if you decide to save them, be assured that they stay with you until you spend them; you will not lose experience if you do not spend it.





Each of your attributes, psuedoattributes (mana, stamina, and health), and specialized and trained skills can be raised with experience points. At lower levels, you should spend your experience directly on pseudo-attributes and attributes. You should also only raise those attributes that immediately benefit you. So, if you are a first-level, sword-wielding warrior, spend points on your coordination or strength. If you are a mage, spend your points on self and focus.

Intelligent spending of skill points is important. Don't forget, raising attributes also raises skills. You should keep your attributes and skills in balance. Lets say it costs you 3,000 experience points to raise your sword skill one point. You are in balance when it also takes slightly more than 1,000 experience points to raise strength and coordination one point. Why? The reason is that the formula for sword is $((\text{strength} + \text{coordination})/3)$. So, to get one additional sword point, you must raise sword by one (cost 3,000) or strength or coordination by three (cost 1,000 each point equals 3,000). Remember, though, that by raising attributes, you also raise other skills, so even if the attributes cost a bit more, they could still be in balance.

Specialized and trained skills will also increase with use and you don't need to spend experience points on them. Each time you successfully perform an action requiring a skill, the cost to increase the skill one level will slightly decrease. If you wait long enough, the skill will increase without you spending experience points. The downside is that the next time you go to spend experience points on the skill, it will still cost more, just as if you raised it yourself. Attributes do not increase on their own; you must spend experience points on them to raise their value. Eventually, you will stop spending skill points to raise skills and concentrate on attributes, letting the skills increase with use.

Gaining Levels

So, what use is it to level up if you can spend experience points as soon as you earn them? Good question. Leveling up has two purposes. First, it gives you an estimate of how powerful your character is in relation to other players and monsters. Second, each time you increase a level, you earn a certain amount of skill points.





When you examine another player or character, you have a chance to see information about him. One piece of information is his level. This is useful information in that it gives you an estimate of how powerful that particular individual is. Treat this information as an estimate and do not take it to heart. There are times when a level 17 character can defeat a level 33 monster and lose to a 12 monster. You must learn from experience what monsters can take advantage of your weaknesses and which of theirs you can exploit. For example, the level 17 character has such a high melee defense that the level 33 lithoslugian cannot hit him. Yet the character has a low magic defense, so is often destroyed by level 12 monsters casting spells.

Each time you gain a level, you get a certain number of skill points. The formula is:

Level 1-10: 1 per level

Level 11-20: 1 per 2 levels

Level 21-30: 1 per 3 levels

Level 31+: 1 per 5 levels

These skill points are used to raise your unusable and untrained skills to trained. Remember that you can never raise a skill to specialized after you have created your character. Notice how skill points become increasingly scarce as you advance levels. This decrease in the number of skill points makes it important to save them until you really need them.

It does not matter whether you spend skill points on unusable or untrained skills. Both will go automatically to trained. Unusable skills do not become untrained.

Remember, save your skill points until you are sure you are spending them on what your character wants. What you think you need at level 5 may not be what you actually need at level 20.





Chapter 4

Understanding the Magic System - Basic to Advanced

One of the most unique aspects of Asheron's Call is the magic system. Depending upon how you approach magic in Asheron's Call, you will find it either extremely frustrating or quite satisfying. This guide will attempt to diagram and explain the system so that you can get the most out of spellcasting. By carefully reading this section and understanding how the magic system works, you can research new spells quickly and painlessly, and you might even find some goodies.

General Concepts

The magic system in Asheron's Call revolves around the premise that there is a limited amount of power available worldwide for each spell. This power fluctuates depending upon how many people know and are casting a spell in a given amount of time. Quite simply, the more people who know a spell, the less powerful it is. The upside is that a spell unknown to most will be more powerful for you. For example, if you are the first person to research whirling blade VI, you may find the spell does upward of 150 points of damage. As other players learn the spell, your damage will decrease. This system causes other mages to hoard all but their lowest-level spells and forces all successful mages to conduct spell research.

Most spells have six power levels. For example, a war mage starts with the spell force bolt I. With research and experience, the mage will eventually cast force bolt VI. The higher the spell level, the more powerful the spell.





Finding New Spells

Although researching spells is the primary method to enhance your character's spell book, there are several other ways to obtain new spells. First, most low-level mages can quickly obtain new spells by asking their patron (see the next chapter for information on the allegiance system). A high-level mage can often be persuaded to part with level I spells, since the mage probably no longer uses them. Level I spells are also easily transferred from one character to another since the spell formula is the same for everyone. This is not true for higher-level spells that have different formulas for each player.

The second method of acquiring new spells without research is to read a spell off a scroll. Scrolls exist simply to pass on spell formulas; they cannot be used to actually cast a spell. When your character obtains a scroll, simply double click to learn the new spell. The chance of learning a spell from a scroll is based on your character's arcane lore skill. If you can't learn a spell, find a creature mage to boost your abilities or wait until your character reaches a higher level. Scrolls are not difficult to obtain if you are fighting the correct kind of monsters; for example, high-level skeletons often carry scrolls.

Finally, there are several places in the game where an NPC will show your character a new spell. Of course, this is not a free service; first, you must perform a quest for the NPC. Although these quests tend to be extremely difficult, the reward is often a very powerful spell. For example, those looking for portal spells should try heading north of Arwic.

Magic Skills

Like all classes in Asheron's Call, the right combination of skills is critical to success. To be a successful mage, there are a few skills you must master. The primary skill is your magic skill. For war mages, it is war magic; for life mages, it is life magic; and so on. The higher this skill, the less chance a target will have of resisting, the less chance you will fizzle (fail to cast), the less chance you have of burning (destroying) spell components, and the better chance you have to research new spells. This skill is extremely important. Also important to a mage is the mana conversion skill. This lets you use less mana each time you cast a spell. A high-level mage can cast low-level spells for little or no cost. Finally, a mage should have a high arcane lore skill. This skill lets a character use magic items and learn spells from scrolls.





First spell hint: Creature mages try lead, hyssop, agate, cadmia, poplar.

Spell Research

Your character will start with between three and five spells. There are approximately 1,600 spells in the game. You will not find scrolls on low-level creatures. The number of possible spell formulas makes random guessing close to impossible. So what should you do? How do you get started researching, so you don't waste your time with spell formulas that don't have any potential? It's your lucky day. In this section, you will find all the information you need to begin researching new spells. In fact, this information can help you find the most powerful spells in the game.

The Basics

All spells have at least five components: scarab, herb, powder, potion, and talisman. Each component has a purpose and must be present for the spell to work. They must be present in the order listed previously and never contain more than one of any kind of component. For example, the scarab always comes before the herb, which comes before the powder, and so on, and you never have two scarabs, two herbs, and so on, in the same formula. The scarab determines the level of spell to be cast. Scarab levels are:

Lead	Level I
Iron	Level II
Copper	Level III
Silver	Level IV
Gold	Level V
Pyreal	Level VI

This is true for all kinds of magic. All level II spells require an iron scarab. In fact, it is the iron scarab that makes the spell level II. Do not listen to rumors that say shops do not sell gold and pyreal scarabs. They are extremely rare, but do exist in certain shops. The herb determines the first word in the spell. Herb words are:





Amarath	kedrak
Bistort	yanoi
Confrey	shurov
Damiana	feazh
Dragonsblood	quavosh
Eyebright	volae
Frankincense	ozhur
Ginseng	cruath
Hawthorn	zajak
Henbane	uthoi
Hyssop	malar
Mandrake	equin
Mugwort	boquar
Myrrh	jevak
Saffron	puish
Vervain	tugak
Wormwood	helkas
Yarrow	roiga

The powder determines the first syllable of the second word in the spell. Powder syllables are:

Agate	ea
Amber	zha
Azurite	dy
Bloodstone	gua
Carnelian	ha
Hematite	o
Lapis lazul	be
Malachite	thi
Moonstone	ca
Onyx	qua
Quartz	lu
Turquoise	ae





The liquid determines the second syllable of the second word. The liquids syllables are:

Brimstone	feth
Cadmia	ja
Cinnabar	vik
Cobalt	sith
Colcothar	paj
Gypsum	loi
Quicksilver	ril
Realgar	zael
Stibnite	tak
Turpeth	guz
Verdigis	ti
Vitriol	reth

Finally, talismans determine the target of the spell and its positive or negative effect. For example:

- Rowan is "self" for creature magic.
- Poplar is "other" for good creature magic.
- Blackthorn is "other" for bad creature magic.

This information is also helpful in determining the spell formula after watching another player cast a spell. The rumor is that if you watch the gestures a character makes when casting, you can determine the talisman. It is probably more practical to ask the other character what he cast and determine the talisman from the target. Life mages should try lead, hyssop, amber, colcothar, and willow.

Tapers-Advanced Spell Research

All of you reading this while trying research are now asking, "OK, now I know what the five basic components are for, so how come there are eight slots in the spell research area?" Good question. The reason is that, in addition to changing scarabs, higher-level spells require you to add tapers to the formula. The problem with tapers is that they differ by





character. So, if you could see the spell book of a high-level mage, and you entered his spell formulas, the spells would not work. There are 12 different tapers, so that if high-level mage gives you the formula for force bolt III, you still must run through 144 different spell formulas. Unless you know the pattern.

Before we jump into tapers, you must understand the component pattern. Remember that components must remain in the correct order for a spell to work. At higher levels, tapers slide between components. The first taper, which comes between the scarab and herb is called taper 1. The second taper fits between the herb and powder and is called taper 2. The final taper fits between the potion and talisman and is called taper 3. The following chart should eliminate any confusion:

Level I spells: lead scarab	Herb	Powder	Potion	Talisman			
Level II spells: iron scarab	Taper1	Herb	Powder	Potion	Talisman		
Level III spells: copper scarab	Taper1	Herb	Taper2	Powder	Potion	Talisman	
Level IV spells: silver scarab	Taper1	Herb	Taper2	Powder	Potion	Talisman	
Level V spells: gold scarab	Taper1	Herb	Taper2	Powder	Potion	Taper3	Talisman
Level VI spells: pyreal scarab	Taper1	Herb	Taper2	Powder	Potion	Taper3	Talisman

Taper1 represents a taper position and not a particular taper. The taper in "taper1" will be different for each mage and will rotate as the level increases.

Yes, there is a pattern for tapers as well, but it works best if you learn the spells in order. It is much easier to learn force bolt II, then force bolt III than it would be to research force bolt III directly. The pattern is rotational. Once you have the taper for a particular taper position, it will rotate as you increase the spell's level. The pattern is:





Blue to indigo
Brown to white
Green to turquoise
Gray to red
Indigo to violet
Orange to yellow
Pink to orange
Red to pink
Turquoise to blue
Violet to brown
White to gray
Yellow to green

Note: It is the old taper that rotates. So, going from level II to level III, you determine the new taper1 by rotating, but you must find taper2 through trial and error.

Now, with an understanding of components, you can begin to research new spells. Make sure you look for other patterns. For example, if you know the cold protection and fire protection spells, look for what differs between them, and you can research acid protection. Researching spells is simply a matter of finding a pattern to narrow down possible spell combinations and using trial and error to find the correct formula.

For research to work, you must first target a valid target. If you are researching harm other I and do not have some other player or creature targeted, your spell will fail even if you have the correct formula. Similarly, if you are researching heal self I and do not have yourself targeted, you will also fail. Finally, if you try to research a spell, and your magic skill is too low, you may fail to cast the spell even if you have the correct formula. The required skill levels are often debated, but conservatively, you should have at least the following skill level to research the spell level:

Level I spells	75
Level II spells	90
Level III spells	120
Level IV spells	150
Level V spells	175
Level VI spells	200

These levels are just a guide, so don't waste money on researching spells you cannot learn. You may well have the ability to research spells with a lower skill level, and there are times when you may fail to research even with these skill levels.





Hint for item mages: Lead, hyssop, turquoise, stibnite, ashwood

Comprehensive Example

You are a level 5 war mage and are tired of your starting spells, so you decide to research a few new ones. First, you look at the formulas for your starting spells. Notice a pattern? Yes, you see that the only difference between the three spells is the potion. With this information, you run to the local mage shop and buy several of each potion type. You now start plugging in spell formulas and vary the potion each time. Remember to select a target when researching. After several tries, eureka, you just cast acid stream I. Congratulations. You decide that you now want to find the formula for acid stream II. This is easy once you have acid stream I. You quickly purchase several of each kind of taper and follow the pattern you read previously. First, you plug in lead, taper, hawthorn, onyx, brimstone, birch, and nothing happens. So, you plug in a different taper each time and still get no results. Getting frustrated, you double-check that you have a target selected. Then, check, that your skill is high enough, 110, and you are using the correct scarab for your level. Oops. You change the scarab from lead to iron and try the taper combinations again. Several tapers in, you are successful. Congratulations, you now have your first level II spell.

Research Completed

Once you know a spell exists, you can use your research knowledge to find the formula. One source of hints is to look at magic items. Every spell that a magic item casts can also be cast by a mage. So, if you find a shield that casts defender IV, you can also research defender spells. You will also find that there is some spell that is the reverse of defender. Remember to ask your patron for advice on what to research and for help buying components. Further, do not let those in your allegiance or fellowship sell scrolls unless all the mages already know the spell.

Finally, war mages should note that multiple target spells do not begin until level III, and yes there are portal spells.





Chapter 5

Social Systems

Although much of your time in Dereth will be spent alone, one of the best parts of Asheron's Call is its social systems. There are actually three different social systems in Asheron's Call: fellowships, allegiances, and clans. The first two are built into the game, while clans are a result of the second. Social systems are essential in building your beginning character from a lowly newbie to a powerhouse.

Fellowships

Fellowships are simply the way you have a group adventure in Asheron's Call. They are a temporary way to join with other players for easy communication, tracking, and shared experience. They are very simple to set up. First, ensure that the Accept Fellowship Requests box is checked. Once you check the box, anyone within a fellowship can recruit you into his fellowship. Creating your own fellowship and recruiting others is also very simple. First, bring up the social systems menu. There are two tabs, one for allegiances and one for fellowships. Click on the fellowship tag. Simply enter a name for your fellowship and click "Create fellowship." You have now created a fellowship with a membership of one: you. To recruit new members, simply click on another player and, when he's selected, press the Recruit button. If his is unrestricted, he will enter your fellowship.

If you are the creator of the fellowship, you can also disband it at will. Simply click the Disband button. This will end the fellowship for all members. If you are not the leader, you can leave the fellowship at any time by clicking the Leave button. There are no penalties for leaving or creating fellowships.





Restrictions

There are some legitimate reasons why you cannot recruit certain players into your fellowship. First, to be recruited, a character must be accepting fellowship requests. See the previous paragraph on how to set up your character to accept fellowship requests. Second, a character can only be a member of one fellowship at a time. If you want to join another fellowship, you must first leave your current fellowship and be recruited into the second. Finally, there is a level restriction on fellowships. The current requirement is that all characters in a fellowship must be within 10 levels of the leader. For example, there are three characters, levels 5, 10, and 20, who want to adventure as a group. If the level 5 character creates a fellowship and tries to recruit the other two, he will successfully recruit the level 10 character, but cannot recruit the level 20 player. The same would be true if the level 20 player creates the fellowship. However, if the level 10 character creates a fellowship, he can recruit both the level 5 and level 20 player. Remember, to join a fellowship a character must be within 10 levels (more or less, it does not matter) of the leader.

Experience Point Distribution

The most frequently asked question about fellowships is how the experience gets divided up within the group. It is actually pretty simple. Once you join a fellowship, all experience that members of the group earn go into a common pool. The experience is then immediately divided according to the amount of experience needed for a character to reach the next level. For example, let's say it takes 200,000 experience points to reach level 10 and 1,000,000 to reach level 20. We have a fellowship with two players - level 10 and level 20. They have just killed a water golem and received 1,000 experience points. Each player gets a proportion of the experience based on the total experience required to reach the next level divided by total for all players to make next level. So the level 10 character will get: $(200,000 / (200,000 + 1,000,000))$ or 17 percent of all experience generated by the fellowship. The level 20 character would get the other 83 percent $(1,000,000 / (200,000 + 1,000,000))$.

The distance between members of a fellowship modifies the amount. The farther apart members are, the less experience they get from experience earned by other members of their fellowship, and the less those members will take. To take full advantage of experience-point sharing, you must stay together as a group.





Also, note that experience-point distribution means that members of a fellowship will gain levels at approximately the same rate. This lets members to stay together as you gain levels. It also manifests the belief that a level 20 player will be contributing more than a level 10 player.

Advantages

There are three reasons for creating fellowships for group adventuring.

First, the fellowship structure lets support characters earn experience points. So, if your fellowship has a creature enchantment mage who raises your strength before battle but cannot fight, the mage will still get a share of the experience. It is up to the members of a fellowship to determine if the support is worth the loss of experience points. If a member does not pull his weight, the leader should drop him from the fellowship.

Second, fellowships make for easy visibility and communication. You can send messages to all those in your fellowship, without regard to distance and without others hearing the conversation. See the next chapter on how to communicate within fellowships. Members in a fellowship also show up as green dots on the radar instead of generic white dots. This lets you easily stay together as a group.

Finally, fellowships take advantage of group synergy. Simply put, the group as a whole can do more than each individual. Fellowships let all members add their strengths, while protecting their weaknesses. For example, a level 15 warrior would be quickly destroyed fighting a level 33 lithos lugian. Yet if the warrior is teamed with a life mage, the mage can heal and rejuvenate the warrior during the fight. This lets the warrior sustain damage far beyond what he could on his own and lets the life mage fight creatures without the danger of combat.

Disadvantages

For all the advantages of fellowships, there are several disadvantages.

Fellowships let group problems affect you character. The most common is how do divide up the loot. Although experience points are automatically divided, loot is still available to the first person that grabs it. Most of the time, players are reasonable and share what they find, but not always. Determine a strategy for dividing loot before adventuring with a new fellowship.





Another problem with fellowships is that they are slow and awkward. Each group member has his own playing style. These styles often conflict. Warriors must charge into battle, while archers and war mages like to fight from a distance. Creature/item mages often need time to prep before battle, while others want to get a quick kill and move on.

Finally, fellowships add a danger not present during solo play: defense. If a member of your fellowship is about to die, should he run or stand and fight. If he runs, he may live, but he will put the other members in more danger. If he fights, he may die, but the group has a better chance of living. The solution is simple. Play your character as an individual. If you are about to die, run. All successful fellowships function with this method. There is no honor in dying. You should tell other members you are about to run if you can, but save your character and let other players do what is required to save their own characters.

This brings up a final warning about fellowships. There is no way to actually defend other characters in the game. At times, a warrior could block a narrow passageway to protect mages casting spells behind him, but this is rare. Most often, creatures will target those that first damage them. So, if your group uses an archer to lure monsters from a distance, the archer must be aware that the monster is coming for him. Often, if one player deals lots of damage, the monster will retarget this new threat, but not always.

The advantages of fellowships outweigh the disadvantages. If your group works out a loot distribution policy and fighting style, it will be successful.

Allegiances

Asheron's Call has a built-in feudal system. Players can swear allegiance to a patron and in turn recruit vassals. This creates a system of support for new players and partners for experience players. There are advantages for both the vassal and patron.

Being a Successful Patron

There are two reasons for becoming a patron. The first is that a patron gains a small percentage of the experience earned by all his vassals. The other is that the more vassals he has, the higher the patron's allegiance rank.





The patron gains experience points based on the amount of experience his vassals earn. This experience is not taken from the vassals, but is extra experience passed directly to the patron. The vassal does not lose any experience by having a patron. The amount is based on how high the patron's leadership and vassals' loyalty skills are. It is worth your time to try to convince your vassals to raise their loyalty skill, though few vassals will do it for free.

Another advantage is that the more vassals you have, the higher your allegiance rank. This rank affects the title next to your characters name as well as being a requirement for many powerful magic items.

Allegiance rank is very simple once you understand how it works, but it confuses many players. Everyone in an allegiance is automatically rank 1. Once you have at least two rank 1 vassals, you become rank 2. You must have at least two rank 2 vassals to become rank 3 and two rank 3 vassals to become rank 4. You can see how it is not really how many vassals you have, but how many vassals each vassal has, and so on. So it is more important to have a few high-ranking vassals than many low-ranking ones. This often leads to patrons finding people to swear allegiance to a vassal and not directly to the patron. You only get experience from direct vassals.

Becoming a Vassal

As a player in Asheron's Call, you can swear allegiance to any other player, provided the other player has checked the Accept Allegiance Requests box. There is little risk in swearing allegiance, since you can break your commitment at any time. Be aware, though, that if you break allegiance, you cannot swear to a new patron until you have earned a certain amount of experience. This amount is based on the level of your character, so a high-level character who breaks allegiance will have to earn more experience before swearing to a new patron than a low-level character. Beware of breaking allegiance lightly, a patron may not have you back if you made a mistake and will often tell others you are not to be trusted.

There are no built-in advantages to being a vassal, but if you choose your patron correctly, it can greatly benefit your character. Before swearing allegiance, determine what your patron can do for you. Then, as long as the patron fulfills these requirements, you should maintain your allegiance. If the patron does not fulfill these requirements, break allegiance and find a better patron.





What should you expect from a patron? It should be an evolving relationship, but do not sell yourself short. If you have a new character, your patron should provide you with equipment or money to get you outfitted. This gives you a big step up on characters that do not swear allegiance. Your patron should also provide advice and give you hints on where to adventure. Do not expect a high-level patron to go adventuring with you until you are at least a high enough level to fellowship with the patron. As your character progresses, so should your relationship with your patron. Remember that the more vassals you acquire, the higher your patron's allegiance rank, and the more important you become to your patron.

Another common question is whether or not your patron's class matters. There are two ways of looking at this issue. If you are a low-level character, it is best to swear to a patron of the same class. So, a warrior should find a warrior patron. This works best because your patron has been through all that you have and can give you good advice on how to grow your character. However, if you are more powerful, you might want to look for a patron of a different class. It is not uncommon for a powerful mage to swear to a warrior in return for access to all the scrolls and wands the warrior finds. The warrior benefits by having a vassal that requires items he cannot use anyway. The mage benefits because he knows the warrior is not keeping the best items for himself. Further, the mage can then grow as a patron by passing on all this newfound wealth, which helps the warrior by increasing his allegiance rank.

Clans

The highest patron in an allegiance tree is called the monarch. Everyone under the same monarch is considered to be part of the same clan. You can tell another character's monarch and clan by clicking on and examining the character. Successful clans will support each other, even if there is no direct patron-vassal relationship. Monarchs should encourage this type of cooperation, since, if the clan has a good reputation, people will be lining up to join and everyone in the clan benefits.

If you examine a character that is a monarch, you will see the number of followers instead of the monarch's name. Remember that monarchs often make the best vassals and should be actively recruited.





Chapter 6

Communication

Communicating with the other players is essential to fully enjoy your playing experience. Included in the game are commands and shortcuts that let you and other players communicate easily, regardless of your location in Dereth. There are two ways to communicate to the other players: publicly and privately.

Public Communication

Public communication is done by typing a message in the chat box and pressing enter. This message is displayed to all players within hearing. Don't worry, monsters can't hear you. This method is most often used when you want to advertise or make an announcement. The problem is that the messages often scroll very quickly in a busy town. Another form of public communication is the use of e-motes. An e-mote is a way of announcing your characters mood and actions or for just goofing off. There are many default e-motes such as pointing, kneeling, or doing a YMCA dance with sparkles (really!). E-motes aren't really helpful during combat, where public messages often get lost in the clutter. Also, they are not good for private conversations, or if your intended target is out of range.

You can see what keys control e-motes by examining the keyboard settings under the start menu. For those situations where a default e-mote is not available, you can create your own (unfortunately, only the default e-motes have actions associated with them). To create an e-mote, type the following in the chat window:

<*>phrase you want displayed<*>





The chat window will display your emote as:

(Character Name) phrase

For example, if Toughguy finally makes it to the crater, he might type the following as he runs down the slope:

<*>runs down the hill gleefully<*>

This would be displayed in the chat window, in a slightly lighter shade of gray, as:

Toughguy runs down the hill gleefully

Be careful that you do not use so many e-motes that you annoy fellow players.

Private Communication

Private communication is for those times when you want to talk with a specific person or group of people without others hearing. All these methods work no matter how far away you are from your intended audience. These messages also stand out in your chat window as bright yellow, so even in combat, you can receive a message and go back and read it when the battle is finished.

To talk with a specific person type:

@tell <person's name>, message

Notice how annoying it would be if you had to type a long or confusing name each time. People might stop talking with you.

You can now speak to the public and to a specific person, but what about groups of people? There are three defined groups you can speak with: your fellowship, vassals, and patron.





To talk with everyone in your fellowship, type:

@f, message

To send a message to all your vassals, type:

/v, message

To send a message to your patron without having to type in the character name:

/p, message

Always be aware of your audience and try to avoid one-sided conversations. For example, if you use /v to speak with one vassals, all your vassals will all hear it. If that vassal continues the conversation with /p, only you will hear it. For the other vassals, this can be very annoying.

Shortcuts

Here are several tips that will save you lots of time when communicating.

If you hit enter to begin a chat session, you can then hit the up and down arrow keys to page through the last couple of messages. This way, you can highlight and change message text without retyping a character name. It's good for those who do not have simple names.

Often you will want to type a message while you are running. You will notice, however, that as soon as you hit enter to begin chat mode, your character stops moving. You then try to move again, but instead of running forward, you just put characters into your chat message until you again hit enter. This is a very bad situation if your character is running from an enemy and trying to yell for help. The solution is to first hit the autorun key (defaulted to q) and then enter chat mode. You can then type a message while running, but will still can't turn. So, make sure your path is clear.





Often, you want to know if a particular character is logged in. You have two options. You could try typing a message to that character. If the character is offline, you will get a message telling you, "The character is unavailable at this time." There is a better method. Use a friends list.

Your friends list can hold up to 20 names. You add someone to your friends list by typing:

@friends add <charactername>

Now, whenever a person logs on or off, you will get a message in your chat window. You can also check any time by typing:

@friends<search pattern | all>

If you type "all," it will list everyone on your friends list and state whether or not they are online. You can remove someone from your list by typing:

@friends remove < character name>

Finally, you can also squelch messages from those who do those things you find annoying. You will not see any messages from squelched characters even if they send a message directly to you.





Chapter 7

Items

While playing Asheron's Call, you will find loot by killing monsters and opening chests. It is important that you understand how to use items and understand the information in an item's description.

General Item Attributes

All items have certain characteristics in common. They have some or all the following: value, weight, difficulty, spell craft, magic, mana, material identifiers, and quality. Understanding these terms and how they work within Asheron's Call helps you play successfully.

Value

Value gives the worth of the item in pyreals. Pyreals are the currency unit in Asheron's Call. The value can be affected by the quality, materials used in construction, and abilities of the item. Being of high value does not automatically make one item better than another. Also note that not all stores buy items at full price.

Weight

Weight indicates how much burden an item is. Characters can carry an amount of burden based upon their strength. As the amount your character carries increases, your burden meter and percentage will increase. If the percentage passes 99 percent, the character is considered overburdened. An overburdened character has penalties placed on the run, jump, melee defense, and missile defense skills. The penalty increases with the burden. A character's maximum burden is 300 percent, by which point, those skills have been reduced to zero.





Difficulty

Difficulty is the value the arcane lore skill must be to use an item. Nonmagical items will have a difficulty of zero. A rough guide is that an arcane lore of about 50 is required to begin using weak magic items. Do not worry if your lore starts at a low value. Most magic items have other requirements, and a character below level 10 to 15 will use few magic items. Difficulty on a scroll determines how high the arcane lore must be for the mage to learn the spell.

Spell Craft

Spell craft indicates the power of the magic item. When a magic item casts a spell, it is as if it were cast with a magic skill equal to its difficulty. The higher the spell craft, the less likely the spell is to be resisted.

Restrictions

Restrictions are the requirements that must be met before an item can be used. Difficulty is a requirement for all magic items. Both magic items and nonmagic items often have other requirements. These requirements can be determined when you ID an item. For example, some swords require a minimum sword skill before use. A character can use magic armor and weapons before meeting requirements, but cannot use the item's magic abilities until they do.

Mana

All magic items draw power from mana. They have a total mana, which is how much mana they can hold when fully charged, and a use rate. The use rate is expressed in how many seconds of game time it takes to use one point of mana. Items do not use mana if they are not equipped, or if the character has them equipped, but does not meet the requirements.

Material Identifiers

Many items will have a material identifier in their names. For example, you may find a plate breastplate or a silver plate breastplate. The identifier usually means that the item is of higher value, but not always. Always try to ID items, do not rely upon item material.





Quality

Some high-quality items confer extra benefits when you ID them.

Inscription

One of the most useful sections of the item information screen is the inscription area. This is a section where the owner of the item may write information about an item and have this information available the next time the item is viewed. This lets you pass items to others for identification. The identifying character can read the item's attributes and write them in the inscription window. Now, even when a character examines the item without the ability to ID it, the item's attributes will be available. One warning: once an inscription has been written, it can only be changed by the original inscriber.

Death and Items

When your character dies, you will immediately appear at the life stone to which you are attuned. You will lose some items and half your gold. The number of items you lose depends upon your level and the value of the items. Contrary to popular opinion, you do not lose your most valuable item. Instead, the higher the value of an item, the more likely it is to be lost. Many players carry death items to help when their characters die. A death item is a high-value item that you do not mind losing. Often, it's a powerful magic item or expensive jewelry. Carrying death items lessens the chance you will lose your essential items in the event of your character's death.

Patches to Asheron's Call have eliminated the possibility of looting or being looted. However, it is still important to understand how loot is distributed upon the death of players and monsters. When a non-PvP character is killed, the items lost at death are protected from looting until the body dissolves, at which point, the items will lie on the ground. The amount of time that a body lasts depends upon the level of the character. Low-level bodies dissolve fairly quickly, but by 20th level, a body will last more than 24 hours. While the body lasts, only the player can loot his own body. The downside is that not even friends or members of your fellowship can retrieve items from your corpse. When one PvP character is killed by another, both players have the right to loot the body. When a monster is killed, the body is protected for about 15

Note: A PvP character killed by another PvP character will become non-PvP for five minutes after death.





seconds. During this time, the player who dealt the most damage has a chance to loot the corpse. Finally, if someone is using a corpse, the corpse is protected from all others until that character finishes.

There is one exception to the looting rule. Until you examine your body it is protected from looting. Once you examine your body it can be looted by any other players. So when you examine your corpse make sure you take all of your items. Further, do not examine your body until you are sure it is safe to do so. It is very frustrating to be killed while recovering a corpse and to come back to find out that someone has looted your first corpse.

Item Organization

It is important to keep your inventory well organized. Many players buy several containers and use each container for a specific item type. For example, use one bag for spell components, one for loot you plan to sell, one for loot you need to ID, and so on. Many players also carry color-coded bags for easy identification.

Most new players ask where the banks are in Asheron's Call. Unfortunately, there are no banks or anyplace you can safely store equipment you want to keep but not carry around. This has led to the development of mule characters. A mule is a character you use to hold excess equipment and sometimes ID items. A good mule will have high strength to increase what it can hold and will have high focus to help ID equipment, especially if your main character is not a mage.

There are two methods to transfer equipment to and from your mule character. The first is to find a safe place, away from other characters and monsters, and place items on the ground. Quickly log out and back in with your other character. Have that character pick the items up off the ground. Be careful about being "mulejacked." Mulejacking is the practice of following mule characters until they place items on the ground and log out. The mulejacker will hurry and pick up the items before the rightful owner has logged back in. Mulejacking is rare, but becoming more common. The second method of transferring items avoids the risk of mulejacking but requires that you have the assistance of a trusted friend. Instead of putting items on the ground, hand them to a friend, then log out and log back in with your other character. Simply, have your friend pass the items to your character.





Magic Items

When you find an item that has a blue outline in the inventory view, it is a magic item. Magic items are simply normal items that cast one or more spells. The magic automatically takes effect when the item is equipped, provided your character meets all the restrictions listed in the item description. A character that does not have the necessary arcane lore, skill levels, or race can still use the magic item as if it were normal. While the character cannot use any of an item's magic abilities, the item will not lose any mana.

Mana Stones

The major problem with magic items is that when all their stored mana has been used, they no longer confer any magic benefits. Once a magic item has lost all its stored mana, it can be recharged with mana stones. Mana stones are simply items that can take the charge from one item, store the mana for as long as needed, and deliver a charge to another item.

Although mana stones are simple to use, you must be very careful, one mistake will destroy the item you are trying to charge. Before using a mana stone, determine if it is already charged. You can tell if a mana stone is charged by IDing the stone or by looking at the item in your inventory view. If, in the item description, the mana stone has any stored mana or if it appears with a blue border in the inventory view, the mana stone is already charged. To charge an uncharged mana stone, double click on the uncharged mana stone and click on a magic item whose charge you wish to drain. When you drain an item's magic, you destroy the item, so be careful. To recharge a magic item, double click on a charged mana stone and click on the magic item you wish to charge. The mana stored in the mana stone will be passed to the magic item, and the mana stone will be destroyed.

Charging mana stones is restricted by the total mana a stone can hold and the stone's effectiveness. When you drain mana from an item, you will pass on the item's total mana multiplied by the effectiveness of the mana stone up to the total the stone can hold. For example, you have a magic sword with 500 mana. You wish to pass this mana to a drained magic ring, which can hold a total of 200 mana. You have a small mana stone that can hold 100 mana and has an effectiveness of 50 percent. You double click on the uncharged mana stone and click on the magic sword. The sword is instantly destroyed and passes 100 mana to the mana stone. The sword actually passed 250 mana (500 mana time 50 percent





effectiveness), but the stone can only hold 100 mana, so 150 mana is wasted. You then double click on the newly charged mana stone and click on the ring. The mana stone is instantly destroyed, but passes 100 mana to the ring. Notice that effectiveness only affects the draining of mana and not the passing of mana. You have now destroyed a magic sword and a mana stone, but have given 100 mana to your magic ring.

If you think that the above process is wasteful, you are correct. It is much better to purchase a charged mana stone from a mage shop and use it to pass mana to your magic items. This makes simple economic sense. A small charged mana stone costs approximately 1,000 pyreals (prices vary from shop to shop, but this is an average) and holds a full charge of 100 mana. The value of the sword is unknown, but it is doubtful that it would have sold for less than 1,000 pyreals. A small, uncharged mana stone sells for half the cost of a charged stone, so you could have sold the sword and uncharged stone for 1,500 pyreals. You could then purchase the charged mana stone for 1,000 pyreals and be 500 pyreals better off. Although your items and costs will vary, you will still be economically better off to purchase charged stones, and you will not accidentally destroy an item you meant to keep.

Magic Gems

Unlike other magic items, magic gems cast their spell and are destroyed. To use a magic gem, double click on the gem. Its spell will immediately be cast, and the gem destroyed. It is often better to sell gems and use your proceeds to buy a magic item that provides more lasting benefit.

Wands, Staffs, and Orbs

To cast spells in Asheron's Call, a mage must have a wand equipped. The starting wands that all spellcasters receive do nothing more than allow spell casting. However, there are many wands and staffs that provide additional benefits. Wands, staves, and orbs found during adventuring cast spells in addition to letting mages cast spells. Some spells are cast by the item when equipped; these spells enhance a mage's abilities. The second benefit of using magic wands is that most have an additional attack spell. This makes wands extremely useful for killing powerful enemies and in PvP duels. Remember, though, that the spellcraft of the wand helps determine the resistibility of the spell. A low spellcraft wand may end up doing very little damage as your enemies consistently resist the spell.





Wands are useful for nonmage characters as well. If your character passes all the wand's restrictions, he can use its abilities. Further, wands that cast a form of magic mastery let nonspell casters cast low-level spells. For example, if you have a warrior with no innate magic skills and have a wand that casts war magic mastery III, your warrior will have the war magic skill at level 30 while the wand is equipped.

Even powerful mages should save their introductory wand, since the value of the wand is so low you will seldom, if ever, lose it when you die. This wand will serve as a backup, so if your main wand is lost, you can still cast spells.

When to Use Magic Items

Most players will not use magic items until level 10 or higher, unless you receive help from your patron. The reason for this is that it can be expensive to maintain the mana charges on your items. When you do begin to use magic items on a regular basis, make sure that you put the item in an inventory quick slot. Then, you can leave the item unequipped until need it; all you must do is press the corresponding number key. To place an item in a quick slot, simply drag the item to one of the numbered slots at the bottom of your screen.

Remember, if given a choice, choose nonmagic items. Doing this will save you a fortune in mana stone costs.

Weapons

Like the rest of Asheron's Call, the number of different weapons is huge. However, all weapons work basically the same way. Since you will spend so much time in combat, understanding exactly how weapons work is crucial. All weapons have attributes and level that determine their effectiveness. Remember that there are no weapon restrictions in Asheron's Call (any character can use any weapon), but to be effective in combat, you must be skilled in the weapon's corresponding combat skill.

Attributes

All weapons have a speed. The speed of a weapon determines how quickly the weapon attacks. Each character has a base speed based upon its quickness attribute. This base speed determines how quickly a character could attack without a weapon. Weapon speed





increases the natural character attack speed. Weapon speed is just one factor in how quickly your character attacks. Remember that the higher the speed, the slower the weapon.

Weapons also all do damage. If you ID a weapon, you will see the amount of damage and type of damage done. Weapon damage is just one factor in how much damage your character does. The type of damage done is used to determine how effective the weapon is against certain types of armor. Your character may find elemental weapons that do more than one kind of damage. Elemental weapons do both the normal type of damage as well as an extra kind. For example, a frost long sword will do both slashing and cold damage to an opponent. Elemental weapons do not typically do much more damage than normal weapons, but have an extra chance to defeat armor. Although elemental weapons may appear to be magic, they do not consume any mana nor do they have a difficulty rating. For these reasons, they are sought after weapons for starting characters.

Armor

There is an enormous variety of armor in Asheron's Call. Each part of your character's body can be covered by one piece of armor and one piece of clothing (except for the head, feet, and hands, which can only have one or the other). Armor reduces the amount of damage your character takes in combat. It does not affect whether or not your character is hit.

Attributes

All armor has an armor level value. The higher the value, the more damage the armor absorbs when your character is hit in combat. As a general rule, the greater the armor level, the heavier the armor. The highest level of armor that is sold in stores is plate male (armor level 100). However, armor has been found with more than an armor level of 300. Magic armor can be used even if you do not meet all its requirements; the armor level value will be used even if the spells are not cast.

The armor level value is the base protection value. Each piece of armor also modifies this number based on the kind of damage being done. For example, even though plate male has an armor level of 100, it offers no protection against electrical damage. So, if an ash gromnie that deals electrical damage bites your plate-wearing character, your effective armor level is 0.





Furs and Natural Armor

Some of the best armor is acquired by killing certain monsters and finding monster hide. If you take this hide to a leather crafter, he will make you a piece of armor. Be on the lookout for animal hide; it often has a high armor level for a very low weight. Currently, the best hide armor in the game is found on great mattekars. The hide makes a mattekar coat that provides full chest, arm, and abdomen protection of 120 armor level for only 800 burden units. A recent update has made great mattekar hides extremely rare. However, they can still be found. Try hunting in the mountains north of the crater.

Shields

In addition to armor worn on the body, characters can equip a shield for additional protection. Shields function the same as other kinds of armor but instead of protecting just one body part, they protect the whole body from damage dealt by enemies you are facing. Shields provide no protection against attacks from the rear.

Other Items

You will find many more items while playing Asheron's Call. Many items such as potions, healing kits, and lock picks can be used by double clicking. Often, you must double click to use the item and then click on the target of the action. For example, if you want to use a key on a door, double click on the key, then click on the door to unlock it. Other items cannot be used; instead they must be given to NPCs who will reward you. There are many such NPCs in Asheron's Call. Double click on an NPC to engage him in conversation.

One important item is the trade note. Most merchants will sell you trade notes. Trade notes are paper currency that all merchants accept. They weigh next to nothing and have little intrinsic value, so are not lost when you die. You must pay a 10 percent charge to purchase trade notes. Further, if you try to cash in notes to merchants other than the one you bought if from, you will be charged another 20 percent. For example, it will cost you 1,100 pyreals to buy a 1,000 pyreal trade note from merchant A. When you go to cash the trade note in, you will get 1,000 pyreals if the note is sold to merchant A, but only 800 pyreals if sold to another merchant. Be sure you sell your trade notes, do not hand them to a merchant, or you will lose the note. Even paying this premium, you should keep all your money in trade notes unless you are shopping in town.





Chapter 8

Character Level Guide

As discussed previously, there are many different ways to create a character. Most players will start more than one character to see how different classes play. If you wish to save yourself some time, I have included three character templates with directions on how to improve the characters over time. Although you can use the following information to improve any character, it is written specifically for the three character templates.

Templates

It is important to grab any advantage you can. One of the best ways to develop a powerful character is to build it correctly from the start. Following are three character templates you can use to quickly build a powerful character.

Pure Warrior

The pure warrior is a template for those who do not plan on ever using any spells. This character will be very easy to play initially. At low levels, the pure warrior is the most powerful character in the game. By the time your character is mid-level, he will have been surpassed in power by both the warrior/mage and life/war mage. The pure warrior can be very powerful at high levels but will never equal those characters that use magic. Turbine has indicated that melee characters will be raised in power in a future update.

The pure warrior is intended for those characters that are going to use hand-to-hand weapons, not archers. However, the principles involved remain the same, regardless of what weapon type you plan to use. Remember, if you follow this template to make an archer, be sure to save skill points for fletching.





The principle behind the pure warrior is to develop a character completely focused on one type of physical damage. By concentrating skill and experience points, the character will increase in power very quickly. By the time the character reaches a high level, you will begin branching out and improving other aspects of the character, although you will continue to focus on your specialties.

Race is not important except for those who wish to create unarmed combat characters; they should choose Sho. When assigning attribute points, do not put any into self or focus. Instead, use your points on those attributes that control attack and defense. Try using 75 strength, 60 endurance, 100 coordination, and 75 quickness. Focus on coordination, since it is used to calculate both attack and defense. If you decide to decrease coordination, you should spend the points on quickness or strength.

Choosing starting skills varies, depending upon your weapon of choice. However, the key is to choose only one weapon type and concentrate on it. Your specialized skills should be weapon skill (sword, unarmed, axe, and so on), melee defense, and healing. If you have enough points after choosing your weapon skill, move arcane lore to specialized. You will not get any immediate benefit, but will appreciate the extra points by the time you're high level. Your trained skills should be missile defense, magic defense, run, jump, and arcane lore (unless you moved it to specialized). If you have any leftover points, spend them on an appraise skill.

Warrior/Mage

A warrior/mage is only truly effective if you concentrate on building the warrior first. Once your character is mid-level, you will have some small spell-casting abilities. These abilities will slowly improve, so you will eventually have a high-level warrior who can enhance his fighting skills by using spells. The combination works best when the spell-casting skill is either item or creature magic. Further, unarmed, staff or dagger warriors make the best warrior/mages, since these skills come with a particular race. The best combination is an unarmed warrior/item mage.

Start your character by choosing Sho as the race. This gives you the unarmed combat skill for free. You will create the character as if it was a pure warrior. You will gain spell casting in later levels. A low-level warrior/mage will be exactly the same as a pure warrior. A high-level warrior/mage is the most powerful character in the game.





War/Life Mage

Although they start weaker than warriors, the war/life mage quickly becomes very powerful. The combination of war and life magic lets the character do both direct and indirect damage, heal, and create portals. This character class is very easy to play to a high level.

When creating a war/life mage, you should follow the template closely. With this character, it does not really matter what race you choose, although Ghar'undum have a slight advantage. Attributes can be assigned to taste, but a good guide is 90 self, 90 focus, 40 strength, 50 quickness, 30 coordination, and 40 endurance. Try to keep self and focus higher than 90; the other attributes are up to you.

Starting skills are important. Specialize in both war and life magic. Spend your remaining two points on an appraise/access skill. You will get other skills as your character advances.

Low-Level Characters

Low-level characters are those lower than level 11. These characters gain levels very quickly, but do not improve greatly from one level to the next. They cannot run from or fight powerful monsters and, as a result, should stick to the civilized parts of Dereth. If played correctly - and with a bit of luck - you can take a character from level 1 to 11 in about eight hours of game time. Just follow these directions.

How to Start

Warriors should start in an Aluvian or Sho town. Mages should start in an area close to the beach. Rithwic East Outpost is one of the best locations. When you first appear in the world, find the closest life stone (the blue dot on your radar) and bind yourself to it. This is where you will appear when you die. First time players should then enter the training dungeon; experienced players can skip it.

Once you have figured out how to play, your first stop is the store where you must buy better equipment. Sell all your clothes (unless they are leather), since they do not provide any more protection than being naked. Warriors should purchase as much armor as they can afford. It is better to have many less-expensive pieces of armor than one good piece. First, you will get better overall protection, and second, when you die, you will probably lose your





most valuable item. Expensive armor doesn't do much good if you keep losing it. Mages should purchase a few more components. Buy copies of what you already have, since you start with what is required to cast your spells. It is now time to start hunting.

Hunt around your starting area. Remember to pick only on weak creatures, nothing higher than level 5. Make sure that each time you kill a creature, you loot the body. When you have a good haul of loot, go to town and sell it all. Use the money to buy more armor, components, or a better weapon. At this point in the game, if you find treasure that you are not using, sell it. Believe me when I tell you that you will find better stuff later in the game.

As you fight, you will notice that your skills are increasing on their own. Let them increase and spend your experience points on your attributes. Mages should concentrate on raising self, focus, and mana. Warriors should spend points on coordination, strength, quickness, endurance, and health. Try increasing attributes in five-point intervals. For example, a warrior should raise strength five points, then quickness five points. This will keep your character in balance.

Where to Gain Experience

All characters should start by hunting around their starting areas. Concentrate on fighting low-level creatures that are not in large groups. Mages should begin practicing their distance attacks. Use war magic, not life magic. Once your character is level 4 or 5, it is time to start exploring. Warriors should begin exploring low-level dungeons. Mages should work their way to Eastham.

While your warrior is low-level, concentrate on increasing experience with lots of easy fights. Fight groups of drudges, young banderlings, and shreths. Stay away from creatures that are higher than level 5 unless they are alone. Never attack level 10 or higher creatures. Watch out for wasps. They will probably be faster than you, so it is difficult to get away. If a wasp attacks you, it is best to just turn and fight. If you try to run, the wasp will eventually prick you to death with many small attacks.





Once your warrior is about level 7, start fighting banderlings. Make sure you take them on one at a time or you will be swarmed and quickly killed. There is a banderling tower just to the southeast of Rithwic East Outpost. The banderlings usually spawn quickly, and you will find this a good place to gain levels once you reach level 7+. Look in the locations section for other places appropriate for low-level characters.

The key to raising a low-level mage is finding the best ground on which to fight. You can fight anywhere that gives you protection. Many people try Ft. Whitshire (southwest of Cragstone), or you can try standing on the ledge of a banderlings tower. The best place for a low-level mage is the beach by Eastham. Slightly northeast of the town, you will find an empty house. Open the doors, so you do not need to pause while running, then head northeast up the beach. You will soon run into golems and azure gromnies. Attack from a distance. When the monsters get close, retreat to the house. Both monsters are too big to follow you, and you can finish them off without endangering yourself. Throughout Dereth, you will find other locations as well. Remember that the best way to increase your level is to fight where you are in no danger, so stick to towers, walls, and houses. Try to avoid dungeons where creatures can get close to you before you can attack. A popular leveling site is the tower directly south of Baishi. This lets archers and mages attack higher-level monsters from a safe position.

What to Improve

At low levels, your skills (especially those you specialized in) will increase very quickly with use. Spend your experience points on your attributes. By the time you reach level 10, your main skills should be at least 100.

As you gain levels, you also gain skill points. As previously noted, the higher your level, the less skill points you gain when you increase a level. You will get more skill points between the levels 1 and 10 than between 11 and 30. It's important that you do not waste skill points on skills you will not use in later levels.

Mages should acquire mana conversion at level 7. Warrior/mages should get creature magic if they are unarmed or item magic if they use a weapon at level 9. Warriors should take arcane lore if they did not when they were created. If your warrior already has arcane lore, save your skill points until later.





If you are not sure what to spend your skill points on, save them. Remember not to spend them on impulse; it is better to have skill points available at higher levels, when you know what you want, then to spend them at a low level on what you think you want.

Mid-Level Characters

The middle levels (11 through 20) are the most difficult time for a character. You are too powerful to fight most easy monsters in the civilized areas of Dereth, yet you are not powerful enough to explore the wilderness. The key to a successful mid-level character is to get to a high level as quickly as possible.

Transition

By mid-level, your character will begin to take shape. At the same time, you will find that you are not as powerful as you once thought. Sure, you can easily whip a group of drudges, but you still find yourself worried about banderlings, tuskers, and reedsharks. Try not to worry, the mid-level character gets better with each level, and if you improve your character correctly, you will enter the high levels as a force to be reckoned with.

As a mid-level character, you will acquire more money and items than you need to support yourself. When this happens, you must start saving the good items and selling the bad. First, to save items, you should create at least one mule. As mentioned previously, a mule is a character that will hold items you do not wish to carry around. A good mule should be both strong and smart. Strong, so he can hold many items, and smart, so he can identify. Ensure that you specialize your mule in all forms of appraise skills. You may want a second mule that is adept at alchemy, fletching, and cooking. This way, you do not need to waste the skill points of your main character. (Note: one simple secret to a good mule is to use other characters you have started but stopped playing. An old level 5 mage makes a good mule for identifying items.)

Be sure that you place your mule in a starting area that is easy to get to. Shoushi is a great starting town for a mule. You will be just minutes from Hebian-to, Cragstone, Nanto, and Qalabar. Second, you should save only good items and sell bad ones. What constitutes a good item is very subjective. The best way to tell is to ask yourself if you (or a vassal, patron, or clan member) will ever use the item. For example, you may find a sword





enchanted with blood drinker I that requires a sword skill of 150 to use. Believe me, by the time you have a skill of 150, you will be using a sword with much better benefits than this. In fact, no one in his right mind will use this sword, so sell it. However, do not get rid of items just because you cannot use them. You will find many items you can grow into. If they require a skill you do not have, you can trade good items for those that are useful for you.

Another mid-level goal is to start acquiring vassals. One of the great things about Asheron's Call is the balance within the allegiance system. Low-level characters need mid-level characters as patrons. High-level characters do not want to be bothered by low-level vassals. So as a mid-level character, you should have no problem recruiting followers. If you treat these vassals well, some will stick with you as you grow, eventually supplying you with experience (and an outlet for all the junk you have piled on your mule).

While you should start recruiting vassals, you may also want to reconsider your own patron. If you acquired a patron at low level and have been treated well, then great, you are a step ahead. However, if you have received little from your patron, it may be time to shop around. Your worth as a mid-level character is very high. First, you have proven that you will stick with your character. Second, you are just getting to the point where you begin providing a lot of experience to your patron. Finally, your level is now high enough to get your own vassals, which in turn improves your patron's allegiance rank.

The key to building a powerful high-level character is to get items, vassals, and a good patron at mid-level.

Where to Gain Experience

The key to getting experience at mid-level is simple: lugians.

Lugians are giants that inhabit the southern portion of Dereth. They are big, strong, and pleasantly without any spell-casting skills. It is this fact that makes them desirable targets. They are great for warriors, since you will use melee and missile defense skills instead of magic defense. They are great for mages because you can attack from a hidden area and not have spells cast back at you. However, do not think that Lugians are easy targets.





It is doubtful that a mid-level character can go solo against a lugian and live unless you attack from safety. There are two easily accessible locations from which to fight lugians. The first is the lugian temple just up the northern road from Qalabar. This area is very crowded and lets a mid-level character fight from the safety of a crowd. Most people stand on the hill outside the temple and attack the lugians from a distance. To really gain experience, you must descend into the temple. Mages should go down the stairs to the left, where there is a secret room. From this room, you can cast life magic spells on the lugians with no danger to yourself. Warriors should go down the right stairs, fight as long as possible, then retreat up to the landing for rest and healing.

If you want a change of scenery, head to the old mine. This place is crawling with lugians. Turbine is actively removing areas that let characters fight from a safe position. Mages and archers can still attack from high towers without fear of retribution, but lower walls no longer provide protection. Beware of areas that used to provide safety.

Once at mid-level, you can explore most of Dereth (stay out of the Direlands), although you will spend a good amount of time running from critters. I recommend that you spend most of your time fighting lugians, which will let you get to the higher levels as soon as possible. It is much more fun to explore when you are a high-level character, since you can stop and investigate interesting locations.

What to Improve

At mid-level, you should be finalizing what kind of character you want to play. All characters should be spending experience points on their main attributes and skills. You should also begin increasing your run skill, so you can survive the Direlands at higher levels. Further, both mages and warriors should begin raising their arcane lore skill. You need this skill to use magic items, and by mid-level, you will begin to acquire them.

Choose very carefully the skills you take at mid-level. Mages should ensure that they have arcane lore and mana conversion or, if they want all four schools of magic, they should choose the final magic skill. Many mages swear by melee defense and will choose that before other skills. Warriors should also have arcane lore. Warrior/mages should have their magic skill (either creature or item). Once you have these required skills, feel free to branch out and make your character unique. Warriors often acquire lock picking or a secondary weapon.





If you are not sure what you want to take, save your points. Remember that after mid-level, you will earn points extremely slowly, so if you waste them now, they are gone forever.

High-Level Characters

High-level characters (level 21 and higher) have the most fun. At this level, you are free to roam Dereth in search of adventure. It will still be a long time before you can stand up to the powerful creatures, but at least you can survive a run through the Direlands. Once you have reached this level, there is not much more I can tell you. Following, you will find some advice on avoiding stagnation and some good places to adventure. Have fun.

Avoid the Plateau

The key to avoiding the plateau (the point at which your character no longer seems to improve much with each level) is pretty simple. First, make sure you continue to concentrate on your core abilities. Too often, a character will focus on secondary skills and forget those that you use most often. Second, improve where you are weak. For example, many warriors neglect their magic defense only to find that all the powerful creatures in the game cast spells. At the same time, mages should increase running, melee defense, and strength. This will let them wear better armor and travel in tougher areas. Third, make sure you are taking advantage of magic items. Use ones that increase the abilities you often use. Fourth, although you can solo at high-level, you will be much more successful if you adventure in a fellowship. Finally, begin concentrating on your vassals and followers. If you can get several good vassals, you will find that they will begin to earn significant experience while you are logged off. This lets you to gain levels much more quickly. One tip is to cast leadership mastery self before logging off. It will last the whole time you are offline.

Where to Adventure

Once you are higher than level 20, you should survive the Direlands. You still must be careful about what you fight, but if you choose your opponents carefully, you will gain great experience and obtain all sorts of loot.





All characters will find good hunting around Ft. Tethana. To get to the fort, enter the south Direlands portal near Mayoi. Head northwest to the Slaughterhouse portal. This will take you to the North Direlands, just a couple minutes run from the fort.

Warriors may want to continue fighting lugians. You can also head into the mountains east of Qalabar to find good hunting. Further, heading up to the mattekar cave will yield some great armor. In the Direlands, concentrate on killing creatures one at a time. Try to avoid spellcasters if at all possible. You are now wishing you had a high magic defense, aren't you? Try to find another fighter to team up with. The two of you should be more than a match for most monsters in the game.

Mages will want to head to the Crater Cave. Deep in this dungeon, you will find magma golems that you can kill with life magic. Not only do they sometimes yield the famous black rocks as treasure, but since they are level 103, you will get lots of experience. Make sure you attack them from behind walls, and you will not have any problems.

By the time you are high-level, you will most probably have your own favorite hunting grounds. Finally, for those who think they are very tough, try the Lair of Death, just to the north of Arwic. Rumor also has it that somewhere in the Direlands, there is a little white bunny lurking in a cave...

To PK or not PK

In Asheron's Call, you can decide whether or not you wish to become a player killer. Most people never take on the quest, but for those who wish to, read on.

Travel to Baishi and purchase some sake at the bar. South of town, a minute or two past the mage tower, you will come to a stone tower. At the top of the tower is a drunken madman. Give the sake to the madman, and he will open a portal. Step through to a walled compound with two portals. One takes you back to the tower. The other takes you to a second walled compound. Besides being a decent place to start a Direlands hunt, there is a portal to the Accursed Halls. Inside the hall, you will find an altar that will turn your character into a player killer.





Beware that it is much easier to become a player killer then it is to remove player-killer status from a character, although it is possible. There is a dungeon just to the west of Rithwic. At the bottom of this dungeon resides Asheron's Alter, which will remove player killer status and return you to normal. Keep in mind that to reach this altar you will need to run through a gauntlet of liches and a lich lord.

For those on the player killer-only server, there seems to exist a very tentative truce inside the towns. Make sure you say, "Peace," as you run into town, or you may find yourself suddenly attacked.





Chapter 9

Monster Level Guide

Most of your time in Asheron's Call will be spent interacting with monsters. It is important to know when to run and when to fight as well as which ones to run from and which to fight. This chapter provides much-needed information on the more brutish inhabitants of Dereth. The monsters are arranged in alphabetical order for easy reference, and each entry has an approximate difficulty level. This level is that at which a character first has a chance to beat the monster in a one-on-one duel. The level should be used only as a guide, since all players have different strengths and weaknesses. You should also bear in mind that fighting a monster one-on-one is not always possible.

Legend

Monster	The general monster family
Type	The specific type of monster within the family
Special information	Additional information that may pertain to the monster
Difficulty level	A general guide to how high a level you must be to have a chance at beating the monster one-on-one

Bestiary

Here is the listing of the creatures you will most likely run into on Dereth. It's not comprehensive and things will certainly change over time, but it should serve as a good reference.





Armoredillo

The armoredillo provides spines and hides that can be crafted into weapons and armor. A recent patch has greatly increased the speed of armoredillos. Weakness: Piercing.

Type	Special Information	Difficulty Level
Bronze	The hide will make an AL70 coat	12
Brown	None	5
Freshwater	None	12
Sandy	None	12
Shore	Spines make an axe that sells for 1,200p	12
Spiky	None	10
Spiny	None	5
Stony	None	10

Auroch

Fire aurochs leave a corpse with meat that heals when eaten. They will not attack unless provoked.

Type	Special Information	Difficulty Level
Bull	None	10
Bull (Fire)	Meat heals	10
Cow	None	10
Cow (Fire)	Meat heals	10
Yearling	None	5
Yearling (Fire)	Meat heals	5

Banderling

Banderlings are great targets for mid-level characters. They often guard chests with treasure and usually carry several nonmagical or weak magical items. Weakness: Fire, Electricity, Slashing.





Banderling, continued

Type	Special Information	Difficulty Level
Bandit	None	8
Breeder	None	8
Captain	Has better treasure; casts spells	8
Chief	Similar to captain; casts spells	10
Guard	The most difficult of the common banderlings	10
Raider	Easier than a guard and has better treasure	8
Raver	Casts low-level spells	10
Scout	None	6
Young	None	4

Drudge

The drudge is easy to beat and common. Mages should beware of being attacked by many at once. High-level drudges are only found in the Direlands. Weakness: Fire.

Type	Special Information	Difficulty Level
Lurker	Casts spells	25
Ravener	Casts spells	25
Prowler	None	1
Robber	None	1
Skulker	None	1
Slave	Mostly found in the Direlands	10
Slinker	None	1
Sneaker	None	1
Stalker	Casts spells	25





Golems

Golems seldom have much treasure but give lots of experience for their difficulty. All golems cast spells. Some leave hearts that can be traded to collectors. Weakness: Depends on type. Try bludgeoning.

Type	Special Information	Difficulty Level
Copper	None	20
Granite	None	20
Ice	None	15
Iron	None	25
Limestone	None	10
Magma	They yield valuable black stones. Cast imperil and cold vulnerability and then attack with cold weapons.	25
Mud	None	10
Water	None	10
Sandstone	None	15
Obsidian	None	25
Wood	None	10

Gromnies

Gromnies have powerful attacks well above their level and are much easier to attack from a distance. Mages and archers can probably win at a lower level if they attack from safety. Warriors beware. Some gromnie corpses yield hide that can be made into armor. Weakness: None.

Type	Special Information	Difficulty Level
Ash	Lightning bite can do significant damage; beware, since metal armor does not protect against lightning	20
Azure	Yields thin hide	8
Ivory	None	8
Jade	None	8
Rust	None	8
Swamp	None	8





Lich

Beware of liches casting spells. Lich lords and revenants cast level 4 and 5 war magic spells. Weakness: Slashing, Fire.

Type	Special Information	Difficulty Level
Lich	Watch for spells	20
Lich lord	Good treasure; powerful attack	25
Revenant	Good treasure; powerful attack	25

Lugian

The monsters are great for experience but yield little treasure. If you are low-level, attack only in a group. Weakness: Electricity.

Type	Special Information	Difficulty Level
Amploth	None	15
Laigus	None	15
Lithos	Difficult to hit and armored; gives good experience points	20
Obeloth	Much easier to defeat than lithos	15
Gigas	Found in Forking Trail	20

Mattekar

Mattekar hide makes great armor. Weakness: Fire.

Type	Special Information	Difficulty Level
Great	Hide makes an armor level 120 coat, but is very rare, they often have wands	15
Snowy	Hide makes armor level 80 sleeves	12
White	None	10





Mite

Mites are small and fast. They seldom have good treasure. Weakness: Fire, Acid, Piercing, Bludgeoning.

Type	Special Information	Difficulty Level
Digger	None	5
Matron	None	15
Scamp	None	1
Scion	None	2
Sentry	None	10
Squib	None	10
Squire	None	10
Snippet	None	1

Monouga

Monougas are not very difficult. They are weaker than lugians and give less treasure. Weakness: Cold.

Type	Special Information	Difficulty Level
Crude	None	12
Outcast	None	1
Rough	None	10
Wild	Decent experience points for the difficulty	15





Mosswarts

Mosswarts are similar to banderlings in both difficulty and treasure. Weakness: Fire, Electricity.

Type	Special Information	Difficulty Level
Barker	None	8
Feeder	None	2
Chief Cast	None	12
Creeper	None	2
Mudlurk	None	5
Shaman	Cast spells	8
Young	None	2
Mucker	None	8

Mu-Miyah

Mu-miyahs are similar to liches. They can cast powerful spells. Weakness: Fire.

Type	Special Information	Difficulty Level
Greater	None	15
Lesser	None	8
Horrible	None	25

Olthoi

Olthoi are extremely difficult and have a powerful physical attack. They are found mostly in the mountains north of Arwic and in the Lair of Death. Weakness: Piercing, Bludgeoning.

Type	Special Information	Difficulty
Noble	If you can take one of these by yourself, you do not need this guide. Yields olthoi cuirass.	30+
Nymph	None	25
Soldier	None	30+
Worker	None	25
Queen	Yields olthoi cuirass. Rumored to only be in the game during certain events.	30+





Phyntos Wasp

Phyntos wasps cast low-level spells and are often found in groups of three. They give few experience points and little treasure. Weakness: Slashing, Piercing, Bludgeoning.

Type	Special Information	Difficulty Level
Blue	Cast level II war magic	6
Green	Cast level II war magic	5
Red	Cast level I war magic	1
Mire	Cast level II war magic	10
Gold	Very difficult	25

Rabbit

All rabbits are easy except for the legendary white rabbit: level 126 and deadly. Holy hand-grenade perhaps?

Rat

Rats range from very easy to very difficult. They seldom have any treasure worth fighting for. Weakness: Depends upon type. Try Piercing and Bludgeoning.

Type	Special Information	Difficulty Level
Black	None	8
Brown	None	2
Grey	None	1
Mountain	Dangerous	10
Russet	None	1
Silver	Dangerous	20
Swamp	None	5
Tan	None	1
White	None	1
Red	None	8
Desert	None	8





Reedshark

All varieties of reedshark have a very powerful attack that does significant damage unless you are heavily armored. Some reedsharks yield hide that can be made into armor.

Weakness: Bludgeoning, Acid, Fire.

Type	Special Information	Difficulty Level
Adult	None	7
Elder	None	10
Lurker	None	10
Pup	None	3
Shallow	None	7
Veteran	None	7
Slayer	None	10

Sclavi

Found in the Direlands. Watch out for spells. Weakness: Slashing, Cold.

Type	Special Information	Difficulty Level
Aste	Casts spells	10
Essa	Casts spells	15
Sata	Casts spells	20
Se	Casts spells	10

Shadow

Shadows have relatively weak physical attacks, but they all cast spells. The high-level shadows are very dangerous. With the most recent event (Dark Thaw) shadows can be found in the countryside around many towns. Weakness: Bludgeoning.

Type	Special Information	Difficulty Level
Child	Casts spells	15
Shadow	Casts spells	20
Lieutenant	Casts spells	30+





Shreth

Shreths are extremely common. Most shreths are extremely easy to defeat one at a time (although you should be careful of shreths found in the Direlands). Be careful you do not get surrounded by a pack. They don't yield much treasure. Weakness: Bludgeoning, Cold, Acid.

Type	Special Information	Difficulty Level
Blood	None	5
Carrion	None	2
Gnawer	None	1
Hunter	None	8
Vorous	None	8
Vorous (Direlands version)	Good experience.	20

Skeleton

Skeletons are vulnerable to bludgeoning damage and often use distance weapons. Skeletons are loaded with equipment. High-level skeletons often have scrolls. Weakness: Bludgeoning.

Type	Special Information	Difficulty Level
Captain	None	15
Lord	Casts high-level war	25
Old bones	magic	1
Skeleton	None	2
Warrior	None	8

Tumerok

Tumeroks are extremely common in the Direlands and inhabit the area around Dryreach. High-level Tumeroks are difficult to defeat, yet they yield little experience and seldom have much treasure. Weakness: None.





Tumerok, continued

Type	Special Information	Difficulty Level
Fighter	None	8
Officer	Cast spells	15
Overlord	Watch out; overlord sword	30+
Priest	Cast spells	15
Scout	None	5
Warrior	Cast spells	15
Worker	None	8
Gladiator	None	15
High Priest	Cast spells	20
High Tumerok	Cast spells; good treasure	25

Tusker

Tuskers are not very difficult, but their attacks can do a good deal of damage. Weakness: Fire.

Type	Special Information	Difficulty Level
Crimsonback	Hits hard	18
Female	None	12
Goldenback	None	18
Guard/Slave	Hits hard; found with Virindi	30+
Male	None	12

Undead

Undead cast spells. There are powerful undead found in the Direlands. Weakness: Slashing, Fire.

Type	Special Information	Difficulty Level
Undead	Cast spells	7
Zombie	Cast spells	8
Undead Miner	Cast spells	8





Virindi

Virindi are powerful creatures found in the Direlands. They do most damage by casting spells and are often accompanied by powerful tuskers. Do not try to tackle virindi until you are very powerful. Weakness: None.

Type	Special Information	Difficulty Level
Master	Cast powerful spells	30+
Puppet	Cast powerful spells	25
Servant	Cast powerful spells	25

Wisps

Wisps are weak physically but can be dangerous if they attack with magic. They seldom have treasure, and their experience is not worth the risk. Weakness: Slashing, Piercing, Bludgeoning.

Type	Special Information	Difficulty Level
Dark	Cast spells	12
Ethereal	Cast spells	3
Ghost	Cast spells	15
Water	Cast spells	2
Shadow	Cast spells	15

Zefir

Zefir cast spells and often swarm, so beware. Individually, they are not very difficult, but they are most often found in large groups. Weakness: Bludgeoning.

Type	Special Information	Difficulty Level
Jibrit	Cast spells	10
Kilif	Cast spells	15
Zofrit	Cast powerful spells	20





Class-Suitable Targets

Since each class has a different attack strategy, one class may defeat a monster with ease, while another has great difficulty. Following are tables with each class and a list of suitable monsters to fight. As with the level designators, this information will depend on you playing style and personal preferences. It also assumes that you are fighting monsters as you will find them in Asheron's Call and not on a one-on-one basis. For example, zefir are dangerous because they swarm and are best attacked by life mages using harm other and drain life. In the following tables, you will notice that warriors favor non-spell-casting creatures, while mages favor powerful yet solitary monsters. Life mages are the exception, in that they can take out almost any creature if they have suitable terrain.

Warrior Preferred List

Armoredillo
Banderling
Drudge
Golem
Lugian
Mattekar
Mite
Monouga
Mosswart
Shreth
Skeleton
Tusker

Mage Preferred List

Banderling
Golem
Gromnie
Lugian
Monouga
Skeleton





Chapter 10

Location Guide

This chapter will serve as a reference for all you who are constantly lost, wandering around Dereth. In this section, you will find the location of life stones, a travel guide (featuring many portal locations), and a list of dungeons worth visiting. Some information in this chapter is likely to change as Turbine developers add and remove content to Asheron's Call. However, although they have been known to move life stones and portals, they seldom move them very far. While this chapter is no substitute for exploration, you can use it to point you in the right direction.

Life Stones

The following life stone list is ordered to help you find the stone closest to your current position. They are ordered from south to north, then from west to east. A lifestone with the coordinates 45.2S 21.1E will come before 10.0S 50.5W, which will come before 15.1N 30.5E. In other words, the closer you are to the lower left-hand side of the map the higher on the list the nearest life stone will be. Lifestone locations are approximate. If it is not in this exact location, look around a bit.

88.3S 64.5W	36.1S 44.3E	5.5S 19.9E	32.5N 55.1E
87.6S 12.2W	34.9S 60.5E	4.3S 19.5E	29.7N 26.9E
86.9S 0.7E	33.7S 79.9E	86.9N 0.7E	27.4N 63.7E
83.0S 46.0E	31.3S 3.6E	71.5N 29.8W	25.7N 28.1E
82.3S 34.3W	31.2S 10.8E	70.4N 34.5W	24.7N 49.4E
78.9S 73.4W	30.3S 94.7E	69.1N 51.7W	24.5N 48.3E





Life Stones, continued

73.2S 18.1E	28.8S 60.6E	66.6N 26.4W	23.2N 44.0E
72.7S 15.1E	28.6S 78.3E	65.4N 49.0E	2.3N 51.7E
68.5S 21.0W	28.1S 13.8E	60.9N 16.6E	17.8N 64.2E
61.8S 39.9E	27.4S 96.6E	60.9N 15.7E	15.8N 2.1E
61.5S 80.0E	25.9S 26.6E	57.4N 38.6E	14.1N 1.3W
55.6S 74.1E	25.7S 74.8E	56.8N 12.9E	13.8N 0.6E
54.0S 74.2E	25.7S 29.9E	53.6N 24.2E	13.5N 1.5E
52.6S 82.4E	25.7S 27.9E	51.1N 21.3E	11.2N 59.4E
52.4S 85.4E	24.1S 27.4E	44.2N 43.4W	10.4N 26.6W
52.2S 81.6E	15.6S 46.5E	42.5N 30.8E	7.6N 58.5E
50.5S 59.9E	14.3S 7E	42.0N 34.9E	7.2N 6.1E
49.8S 62.0E	12.9S 5.9E	40.9N 44.2E	7.1N 3.0E
48.1S 23.2E	12.8S 45.1E	40.8N 18.7W	2.3N 51.7E
47.3S 26.5E	10.3S 94.7E	39.5N 33.3E	1.5N 71.5W
47.2S 10.6E	9.9S 46.7E	37.7N 1.3W	1.1N 48.4E
40.7S 84.9E	8.1S 73.0E	35N 17.8W	0.6N 51.3E
39.1S 81.6E	7.9S 71.5E	33.6N 56.8E	0.2N 16.3E

Portals

Using portals is essential when playing Asheron's Call. Whether you are trying to meet friends in a distant location heading toward a rumored dungeon or simply exploring the wilderness you will undoubtedly be on the lookout for portal shortcuts. The following charts will help you locate the shortest travel route to wherever you want to go. To use the chart locate the town closest to your current position. You can then see what portals are available at that town.

Al-Arqas

Going To	Coordinates
Samsur	32.6S 14.4E





Al-Jalima

Going To	Coordinates
Arwic	6.8N 6.1E
Khayyaban	7.5N 5.0E
Tou-Tou	7.1N 4.5E

Arwic

Going To	Coordinates
Al-Jalima	33.9N 56.5E
Tou-Tou	33.3N 56.9E

Bandit Castle

Going To	Coordinates
Eotensfang (Arwic)	65.0N 49.3E

Cragstone

Going To	Coordinates
Hebian-To	25.4N 47.8E
Zaikhal	26.4N 48.6E

Crater

Going To	Coordinates
Hilltop (Glenden Wood)	64.8N 13.6E
Sho Roadside(Shoushi)	64.9N 13.6E





Direlands

Going To	Coordinates
Hebian-to	88.2S 64.6W
Mayoi	83.6S 34.6W
Hilltop (Glenden Wood)	1.7N 71.1W

Glenden Wood

Going To	Coordinates
N. Direlands	20.9N 25.9E

Hebian-To

Going To	Coordinates
Cragstone	39.3S 81.3E
Qalabar	40.7S 81.9E

Holtberg

Going To	Coordinates
Glenden Wood	36.7N 29.1E
Rithwic	40.8N 34.0E

Khayabban

Going To	Coordinates
Al-Jalima	48.1S 24.6E
Lin	47.7S 25.0W





Lin

Going To	Coordinates
Khayyaban	54.9S 73.1E
Tou-Tou	56.3S 74.7E

Lytelthorpe

Going To	Coordinates
Holtberg	1.7N 49.9E
Rithwic	2.3N 52.0E

Mayoi

Going To	Coordinates
S. Direlands	60.9S 82.0E

Mt. Alphas

Going To	Coordinates
Alpine Valley	19.5N 16.9E
Mountain Base	19.5N 17.5E
South Zabool	19.7N 17.8E

Nanto

Going To	Coordinates
Yanshi	52.7S 80.3E





Qalabar

Going To	Coordinates
Hebian-To	73.2S 18.1E
Zaikhali	77.2S 19.8E

Rithwic

Going To	Coordinates
Holtberg	10.2N 57.4E
Lytelthorpe	9.6N 60.0E
Shoushi	11.0N 59.3E

Samsur

Going To	Coordinates
Holtberg	1.9S 18.3E
Yaraq	3.8S 18.6E

Shoushi

Going To	Coordinates
Nanto	32.3S 71.7E
Yanshi	34.9S 74.4E

Stonehold

Going To	Coordinates
Heartland (Aluvian Towns)	68.9N 21.3W





Tou-Tou

Going To	Coordinates
Arwic	27.8S 95.4E
Lin	28.0S 95.4E

Adventure Locations

This section will give you a list of dungeons and other interesting locations. The list is broken up by level. A low-level character will not benefit from a high-level dungeon, and a high-level character will be bored with a low-level dungeon. These dungeons will mostly be for characters of at least level 10. Low-level character should stick to dungeons near towns.

Name	Coordinates	Description
Abandoned mine	34.9 54.5E	This is a good dungeon for mid- to high-level characters. This dungeon is just outside of Arwic, and if you jump down into the lower level, you will find portals to most towns.
Accursed Halls	57.2S 68.9W	This is the player-killer dungeon. It's pretty easy and contains mostly banderlings. It's appropriate for mid-level characters. It's also a good jumping off point for exploring the Direlands.
Arwic Mines	33.5N 57.0E	This dungeon is pretty low level. However, at the bottom of the mine, there is a one-way portal to the old mine outside Qalabar. Read the section on the old mine before proceeding.
Banderling Cave	24.2N 43.2E	This cave is loaded with banderlings that swarm when you start fighting. It's a great location for mid-level warriors. There is a unique item (Tibri's fire spear) on the lower level in the rat chamber. It spawns about once an hour.
Black Death Catacombs	60N 71.1E	Olthoi, lots of olthoi. Decent treasure and experience for high-level characters.
Crater Cave	66.7N 12.5E	This dungeon is great for high-level warriors and mid- to high-level mages. Warriors can gain many experience points fighting copper and granite golems, while mages can fight magma golems.





Adventure Locations continued

Name	Coordinates	Description
Crater Pathway	60.4N 15.7E	This one's difficult, even for high-level characters. Make sure you have a very high magic resistance.
Carved Caves	72.1N 35.6W	This dungeon contains the last key in the SoLL quest. It is filled with rats, monougas, and gromnies. It also contains skeletons and shadows.
Dungeon Muddy	27.1S 71.0E	This dungeon has easy golems, mu-miyah, and blue wasps. It's difficult for low-level characters but easy for mid-level characters.
Dungeon of Tatters	62.1S 40.1E	Filled with shadow children, shadows, and granite golems. At the bottom of the dungeon are several rooms full of granite golems. It's great for experience and it's uncrowded.
Golem Burial Grounds	50.9S 67.3E	You'll get good experience points if you are a high-level character. There are lots of golems, but then, what did you expect?
Green Mire Grave	27.8S 71.6E	Location of green mire cuirass and yori. Good for low-to-mid level characters. Also, lots of random treasure on mosswart shamans.
Grevious Vault	25.8S 27.3E	Restricted to mid-level characters.
Lair of Death	42.0N 58.1E	This one's very difficult (it's filled with olthoi), but there's good treasure. Once you are high-level, get a party together and enter the Lair of Death.
Lugian Outpost	80.7S 18.1E	This is easy for a lugian place. It's very small, but you can still isolate the lugians and fight them one at a time.
Mattekar Cave	65.4N 16.7E	This cave is filled with great mattekars. It's your best chance to get some mattekar hide. It's for high-level characters.
Mage Academy	74.7N 18.5E	Ever wonder where all the high-level characters get their good equipment? Well this chest has gotten much harder (iron golem, lightning traps were added to the chest room and the chest locks) but it still contains all sorts of goodies.





Adventure Locations continued

Name	Coordinates	Description
Old Mine	79.1S 27.0E	This is a great dungeon filled with lugians. The easy ones are on the upper levels, and the difficult ones live deeper down. You should be at least mid-level and expect to gain experience very quickly.
Rocky Crypt	50.9S 69.3E	This one's pretty difficult and is good for mid- and high-level mages and mid-high-level warriors.
Thasali	29.3S 24.6E	Watch out for lots of skeletons and rats. Be at least mid-level, but expect good experience points.
The Pit	64.1N 21.7W	This one's warrior heaven. You must be at least level 15 to get in, but you will earn experience points very quickly. It's filled with monougas. Archers will also do very well here.
Web Maze	49.4S 65.3E	This easy low-level dungeon has portals to other towns.
Trothr's Rest	10.3N 54.9E	This is the dungeon where you will undo the player-killer switch. It is very difficult and filled with gromnies and liches.
Underground City	21.3N 53.9E	This one's for mid-level characters and is just outside Cragstone. It has some shops, many mosswarts, and some shreths and drudges.
Crater Lair	70.7N 12.8E	Another difficult olthoi dungeon. High levels only.
Inner Dungeon	43.5N 43.4W	Starts with banderlings and ends with liches. There are portals back to civilization at the bottom.
Mite Maze	41.1N 57.3E	At the back of this dungeon you can meet a man who will give you a quest to obtain portal spells. Otherwise it's a pretty easy dungeon for mid-level and up. However, you must be high level to complete the quest.
Eastham Sewers	18.8N 63.4E	Good for low levels. Contains drudges and shreths. Quite large and generally uncrowded.
Hall of the Helm	18.7N 1.6E	Filled with undead and liches. At the bottom of the dungeon you can pick up a fiery shield and superior helm by killing the guardian.





Adventure Locations continued

Name	Coordinates	Description
Mountain Halls	10.2N 56.7W	Top levels have golems and zephyrs. The bottom is filled with high-level drudges. If you can make it to the bottom you can pick up a lot of experience. Life stone right outside.
Mt. Lethe	33.8S 85.3W	Yikes... Virindi. This is the dungeon where you obtain the quest item to get portal spells. Very difficult and quite remote.
Disaster Maze	61.3S 50.9W	Very difficult. Virindi and high level Tuskers.
Forking Trail	65.6S 16.7E	There used to be a highly camped chest. The chest is now gone and so the dungeon is much more empty. It is now a great place for warriors to level. Filled with high-level lugians and close to town.
Hall of Lost Light	76.7S 54.3E	The end location of the SoLL quest. To get to the end you must have the required keys. Must be at least level 25. The end room contains liches, lich lords, a granite golem, and the guardian.

A Last Hint for Mages

As you know, each spell level requires a different scarab to cast. You can find the first four scarabs easily in most towns and archmage shops, but not the two high-level scarabs, gold and pyreal. You may hear that you must find these items as loot, but this is not true. There is an archmage shop just outside of Mayoi that sells gold and pyreal scarabs. You will probably want to keep this secret to yourself.







Chapter 11

Spell List

The most sought after commodities in Dereth are spell formulae. Most mages will spend thousands of pyreals and countless hours blindly trying new formulae to create that next spell. Following, you will find a list of several hundred spells. Although we have hundreds at our fingertips, we have chosen these spells to pass on to you. You may ask why we did not give you the formulae to some Level VI war magic, and it would be a good question. The answer is that although we would love to, we can't. Remember that each spell can be easily researched if you know the formula for the same spell of the previous level. Also remember that at level III and higher, each spell formula is different for each character. A formula that works for us may or may not work for you. So instead of giving out incorrect formulae, we have included many level I and II spells. When this list is combined with the chapter on spell research, you should quickly obtain higher-level spells.

Creature Spells

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Arcane benightedness other I	Lead		Mandrake	Agate	Cadmia	Blackthorn
Arcane benightedness self I	Lead		Mandrake	Agate	Cadmia	Rowan
Arcane enlightenment other I	Lead		Hyssop	Agate	Cadmia	Poplar
Arcane enlightenment other II	Iron	Violet 9	Hyssop	Agate	Cadmia	Poplar
Arcane enlightenment self I	Lead		Hyssop	Agate	Cadmia	Rowan
Arcane enlightenment self II	Iron	Indigo 8	Hyssop	Agate	Cadmia	Rowan
Armor expertise other I	Lead		Hyssop	Hernatite	Gypsum	Poplar
Armor expertise self I	Lead		Hyssop	Hernatite	Gypsum	Rowan
Armor expertise self II	Iron	Green 5	Hyssop	Hernatite	Gypsum	Rowan





Creature Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Armor ignorance other I	Lead		Mandrake	Hernatite	Gypsum	Blackthorn
Armor ignorance self I	Lead		Mandrake	Hernatite	Gypsum	Rowan
Axe ineptitude other I	Lead		Mandrake	Quartz	Stibnite	Blackthorn
Axe ineptitude self I	Lead		Mandrake	Quartz	Stibnite	Rowan
Axe mastery other I	Lead		Hyssop	Quartz	Stibnite	Poplar
Axe mastery self I	Lead		Hyssop	Quartz	Stibnite	Rowan
Axe mastery self II	Iron	Red 1	Hyssop	Quartz	Stibnite	Rowan
Bafflement other I	Lead		Mandrake	Moonstone	Quicksilver	Blackthorn
Bow ineptitude other I	Lead		Mandrake	Carnelian	Stibnite	Blackthorn
Bow ineptitude self I	Lead		Mandrake	Carnelian	Stibnite	Rowan
Bow mastery other I	Lead		Hyssop	Carnelian	Stibnite	Poplar
Bow mastery self I	Lead		Hyssop	Carnelian	Stibnite	Rowan
Bow mastery self II	Iron	Blue 7	Hyssop	Carnelian	Stibnite	Rowan
Clumsiness other I	Lead		Mandrake	Moonstone	Cinnabar	Blackthorn
Coordination other I	Lead		Hyssop	Moonstone	Cinnabar	Poplar
Coordination self I	Lead		Hyssop	Moonstone	Cinnabar	Rowan
Coordination self II	Iron	Green 5	Hyssop	Moonstone	Cinnabar	Rowan
Creature enchantment ineptitude other I	Lead		Mandrake	Agate	Gypsum	Blackthorn
Creature enchantment ineptitude self I	Lead		Mandrake	Agate	Gypsum	Rowan
Creature enchantment mastery other I	Lead		Hyssop	Agate	Gypsum	Poplar
Creature enchantment mastery self I	Lead		Hyssop	Agate	Gypsum	Rowan
Creature enchantment mastery self II	Iron	Grey 12	Hyssop	Agate	Gypsum	Rowan
Crossbow ineptitude other I	Lead		Mandrake	Carnelian	Brimstone	Blackthorn
Crossbow ineptitude self I	Lead		Mandrake	Carnelian	Brimstone	Rowan
Crossbow mastery other I	Lead		Hyssop	Carnelian	Brimstone	Poplar
Crossbow mastery self I	Lead		Hyssop	Carnelian	Brimstone	Rowan
Dagger ineptitude other I	Lead		Mandrake	Quartz	Realgar	Blackthorn
Dagger ineptitude self I	Lead		Mandrake	Quartz	Realgar	Rowan





Creature Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Dagger mastery other I	Lead		Hyssop	Quartz	Realgar	Poplar
Dagger mastery self I	Lead		Hyssop	Quartz	Realgar	Rowan
Deception ineptitude other I	Lead		Mandrake	Bloodstone	Gypsum	Blackthorn
Deception ineptitude self I	Lead		Mandrake	Bloodstone	Gypsum	Rowan
Deception mastery other I	Lead		Hyssop	Bloodstone	Gypsum	Poplar
Deception mastery self I	Lead		Hyssop	Bloodstone	Gypsum	Rowan
Defenselessness other I	Lead		Mandrake	Hernatite	Brimstone	Poplar
Defenselessness self I	Lead		Mandrake	Hernatite	Brimstone	Rowan
Endurance other I	Lead		Hyssop	Moonstone	Vitriol	Poplar
Endurance self I	Lead		Hyssop	Moonstone	Vitriol	Rowan
Endurance self II	Iron	Pink 2	Hyssop	Moonstone	Vitriol	Rowan
Faithlessness other I	Lead		Mandrake	Bloodstone	Cinnabar	Blackthorn
Faithlessness self I	Lead		Mandrake	Bloodstone	Cinnabar	Rowan
Faalty other I	Lead		Hyssop	Bloodstone	Cinnabar	Poplar
Faalty self I	Lead		Hyssop	Bloodstone	Cinnabar	Rowan
Feeblemind other I	Lead		Mandrake	Moonstone	Cobalt	Blackthorn
Focus other I	Lead		Hyssop	Moonstone	Quicksilver	Poplar
Focus other II	Iron	Brown 10	Hyssop	Moonstone	Quicksilver	Poplar
Focus self I	Lead		Hyssop	Moonstone	Quicksilver	Rowan
Focus self II	Iron	Violet 9	Hyssop	Moonstone	Quicksilver	Rowan
Frailty other I	Lead		Mandrake	Moonstone	Vitriol	Blackthorn
Healing ineptitude self I	Lead		Mandrake	Bloodstone	Turpeth	Rowan
Healing mastery counter other I	Lead		Mandrake	Bloodstone	Turpeth	Blackthorn
Healing mastery other I	Lead		Hyssop	Bloodstone	Turpeth	Poplar
Healing mastery self I	Lead		Hyssop	Bloodstone	Turpeth	Rowan
Impregnability Other I	Lead		Hyssop	Hernatite	Brimstone	Poplar
Impregnability self I	Lead		Hyssop	Hernatite	Brimstone	Rowan
Invulnerability counter other I	Lead		Mandrake	Hernatite	Realgar	Blackthorn
Invulnerability other I	Lead		Hyssop	Hernatite	Realgar	Poplar
Invulnerability self I	Lead		Hyssop	Hernatite	Realgar	Rowan
Invulnerability self II	Iron	Blue 7	Hyssop	Hernatite	Realgar	Rowan
Item enchantment ineptitude other I	Lead		Mandrake	Agate	Colcother	Blackthorn





Creature Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Item enchantment ineptitude self I	Lead		Mandrake	Agate	Colcother	Rowan
Item enchantment mastery other I	Lead		Hyssop	Agate	Colcother	Poplar
Item enchantment mastery self I	Lead		Hyssop	Agate	Colcother	Rowan
Item expertise other I	Lead		Hyssop	Bloodstone	Cadmia	Poplar
Item expertise self I	Lead		Hyssop	Bloodstone	Cadmia	Rowan
Item ignorance other I	Lead		Mandrake	Bloodstone	Cadmia	Blackthorn
Item ignorance self I	Lead		Mandrake	Bloodstone	Cadmia	Rowan
Jumping ineptitude other I	Lead		Mandrake	Bloodstone	Cobalt	Blackthorn
Jumping ineptitude self I	Lead		Mandrake	Bloodstone	Cobalt	Rowan
Jumping mastery other I	Lead		Hyssop	Bloodstone	Cobalt	Poplar
Jumping mastery self I	Lead		Hyssop	Bloodstone	Cobalt	Rowan
Jumping mastery self II	Iron	Red 1	Hyssop	Bloodstone	Cobalt	Rowan
Leaden feet self I	Lead		Mandrake	Bloodstone	Verdigis	Rowan
Leadership ineptitude other I	Lead		Mandrake	Bloodstone	Stibnite	Blackthorn
Leadership ineptitude self I	Lead		Mandrake	Bloodstone	Stibnite	Rowan
Leadership Mastery Other I	Lead		Hyssop	Bloodstone	Stibnite	Poplar
Leadership mastery self I	Lead		Hyssop	Bloodstone	Stibnite	Rowan
Life magic ineptitude other I	Lead		Mandrake	Agate	Cinnabar	Blackthorn
Life magic ineptitude self I	Lead		Mandrake	Agate	Cinnabar	Rowan
Life magic mastery other I	Lead		Hyssop	Agate	Cinnabar	Poplar
Life magic mastery self I	Lead		Hyssop	Agate	Cinnabar	Rowan
Lockpick ineptitude other I	Lead		Mandrake	Bloodstone	Quicksilver	Blackthorn
Lockpick ineptitude self I	Lead		Mandrake	Bloodstone	Quicksilver	Rowan
Lockpick mastery other I	Lead		Hyssop	Bloodstone	Quicksilver	Poplar
Lockpick mastery self I	Lead		Hyssop	Bloodstone	Quicksilver	Rowan
Lockpick mastery self II	Iron	Yellow 4	Hyssop	Bloodstone	Quicksilver	Rowan
Mace ineptitude other I	Lead		Mandrake	Quartz	Vitriol	Blackthorn
Mace ineptitude self I	Lead		Mandrake	Quartz	Vitriol	Rowan
Mace other I	Lead		Hyssop	Quartz	Vitriol	Poplar
Mace self I	Lead		Hyssop	Quartz	Vitriol	Rowan
Magic item ignorance other I	Lead		Mandrake	Agate	Vitriol	Blackthorn
Magic item ignorance self I	Lead		Mandrake	Agate	Vitriol	Rowan
Magic item expertise other I	Lead		Hyssop	Agate	Vitriol	Poplar





Creature Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Magic item expertise self I	Lead		Hyssop	Agate	Vitriol	Rowan
Magic resistance other I	Lead		Hyssop	Hernatite	Colcother	Poplar
Magic resistance self I	Lead		Hyssop	Hernatite	Colcother	Rowan
Magic resistance self II	Iron	Yellow 4	Hyssop	Hernatite	Colcother	Rowan
Magic yield other I	Lead		Mandrake	Hernatite	Colcother	Blackthorn
Magic yield self I	Lead		Mandrake	Hernatite	Colcother	Rowan
Mana conversion ineptitude other I	Lead		Mandrake	Agate	Cobalt	Blackthorn
Mana conversion ineptitude self I	Lead		Mandrake	Agate	Cobalt	Rowan
Mana conversion mastery other I	Lead		Hyssop	Agate	Cobalt	Poplar
Mana conversion mastery self I	Lead		Hyssop	Agate	Cobalt	Rowan
Monster attunement counter other I	Lead		Mandrake	Bloodstone	Colcother	Blackthorn
Monster attunement counter self I	Lead		Mandrake	Bloodstone	Colcother	Rowan
Monster attunement other I	Lead		Hyssop	Bloodstone	Colcother	Poplar
Monster attunement self I	Lead		Hyssop	Bloodstone	Colcother	Rowan
Person unfamiliarity other I	Lead		Mandrake	Bloodstone	Realgar	Blackthorn
Person unfamiliarity self I	Lead		Mandrake	Bloodstone	Realgar	Rowan
Person attunement other I	Lead		Hyssop	Bloodstone	Realgar	Poplar
Person attunement self I	Lead		Hyssop	Bloodstone	Realgar	Rowan
Quickness other I	Lead		Hyssop	Moonstone	Cadmia	Poplar
Quickness self I	Lead		Hyssop	Moonstone	Cadmia	Rowan
Quickness self II	Iron	Yellow 4	Hyssop	Moonstone	Cadmia	Rowan
Slowness other I	Lead		Mandrake	Moonstone	Cadmia	Blackthorn
Spear ineptitude other I	Lead		Mandrake	Quartz	Brimstone	Blackthorn
Spear ineptitude self I	Lead		Mandrake	Quartz	Brimstone	Rowan
Spear other I	Lead		Hyssop	Quartz	Brimstone	Poplar
Spear self I	Lead		Hyssop	Quartz	Brimstone	Rowan
Sprint counter other I	Lead		Mandrake	Bloodstone	Verdigis	Blackthorn
Sprint other I	Lead		Hyssop	Bloodstone	Verdigis	Poplar
Sprint self I	Lead		Hyssop	Bloodstone	Verdigis	Rowan
Sprint self II	Iron		Hyssop	Bloodstone	Verdigis	Rowan
Staff ineptitude other I	Lead		Mandrake	Quartz	Turpeth	Blackthorn
Staff ineptitude self I	Lead		Mandrake	Quartz	Turpeth	Rowan
Staff mastery self II	Iron	Pink 2	Hyssop	Quartz	Turpeth	Rowan





Creature Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Staff other I	Lead		Hyssop	Quartz	Turpeth	Poplar
Staff self I	Lead		Hyssop	Quartz	Turpeth	Rowan
Strength other I	Lead		Hyssop	Moonstone	Realgar	Poplar
Strength other II	Iron	White 11	Hyssop	Moonstone	Realgar	Poplar
Strength self I	Lead		Hyssop	Moonstone	Realgar	Rowan
Strength self II	Iron	Brown 10	Hyssop	Moonstone	Realgar	Rowan
Sword ineptitude other I	Lead		Mandrake	Quartz	Quicksilver	Blackthorn
Sword ineptitude self I	Lead		Mandrake	Quartz	Quicksilver	Rowan
Sword mastery other I	Lead		Hyssop	Quartz	Quicksilver	Poplar
Sword mastery self I	Lead		Hyssop	Quartz	Quicksilver	Rowan
Sword mastery self II	Iron	White 11	Hyssop	Quartz	Quicksilver	Rowan
Thrown weapons ineptitude other I	Lead		Mandrake	Carnelian	Verdigis	Blackthorn
Thrown weapons ineptitude self I	Lead		Mandrake	Carnelian	Verdigis	Rowan
Thrown weapons mastery other I	Lead		Hyssop	Carnelian	Verdigis	Poplar
Thrown weapons mastery self I	Lead		Hyssop	Carnelian	Verdigis	Rowan
Unarmed combat ineptitude self I	Lead		Mandrake	Quartz	Cinnabar	Rowan
Unarmed combat mastery other I	Lead		Hyssop	Quartz	Cinnabar	Poplar
Unarmed combat mastery self I	Lead		Hyssop	Quartz	Cinnabar	Rowan
Unarmed combat ineptitude other I	Lead		Mandrake	Quartz	Cinnabar	Blackthorn
Vulnerability self I	Lead		Mandrake	Hernatite	Realgar	Rowan
War magic counter other I	Lead		Mandrake	Agate	Vitriol	Blackthorn
War magic ineptitude self I	Lead		Mandrake	Agate	Vitriol	Rowan
War magic mastery other I	Lead		Hyssop	Agate	Vitriol	Poplar
War magic mastery self I	Lead		Hyssop	Agate	Vitriol	Rowan
Weakness other I	Lead		Mandrake	Moonstone	Realgar	Blackthorn
Weapon counter other I	Lead		Mandrake	Quartz	Cadmia	Blackthorn
Weapon counter self I	Lead		Mandrake	Quartz	Cadmia	Rowan
Weapon expertise other I	Lead		Hyssop	Quartz	Cadmia	Poplar
Weapon expertise self I	Lead		Hyssop	Quartz	Cadmia	Rowan
Weapon expertise self II	Iron	Turquoise 6	Hyssop	Quartz	Cadmia	Rowan
Willpower other I	Lead		Hyssop	Moonstone	Cobalt	Poplar
Willpower self I	Lead		Hyssop	Moonstone	Cobalt	Rowan
Willpower self II	Iron	Turquoise 6	Hyssop	Moonstone	Cobalt	Rowan





Item Spells

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Acid bane I	Lead		Hyssop	Onyx	Gypsum	Ashwood
Acid lure I	Lead		Mandrake	Onyx	Gypsum	Ashwood
Blade bane I	Lead		Hyssop	Onyx	Turpeth	Ashwood
Blade lure I	Lead		Mandrake	Onyx	Turpeth	Ashwood
Blood drinker I	Lead		Hyssop	Turquoise	Quicksilver	Ashwood
Blood drinker II	Iron	Violet 9	Hyssop	Turquoise	Quicksilver	Ashwood
Blood loather I	Lead		Mandrake	Turquoise	Quicksilver	Ashwood
Bludgeon bane I	Lead		Hyssop	Onyx	Vitriol	Ashwood
Bludgeon lure I	Lead		Mandrake	Onyx	Vitriol	Ashwood
Brittlemail I	Lead		Mandrake	Onyx	Cobalt	Ashwood
Defender I	Lead		Hyssop	Turquoise	Turpeth	Ashwood
Defender II	Iron	Grey 12	Hyssop	Turquoise	Turpeth	Ashwood
Flame bane I	Lead		Hyssop	Onyx	Stibnite	Ashwood
Flame lure I	Lead		Mandrake	Onyx	Stibnite	Ashwood
Frost bane I	Lead		Hyssop	Onyx	Cinnabar	Ashwood
Frost lure I	Lead		Mandrake	Onyx	Cinnabar	Ashwood
Heart seeker I	Lead		Hyssop	Turquoise	Vitriol	Ashwood
Heart seeker II	Iron	Pink 2	Hyssop	Turquoise	Vitriol	Ashwood
Hide value I	Lead		Hyssop	Turquoise	Cinnabar	Ashwood
Impenetrability I	Lead		Hyssop	Onyx	Cobalt	Ashwood
Impenetrability II	Iron	Turquoise 6	Hyssop	Onyx	Cobalt	Ashwood
Leaden weapon I	Lead		Mandrake	Turquoise	Stibnite	Ashwood
Lightning bane I	Lead		Hyssop	Onyx	Brimstone	Ashwood
Lightning lure I	Lead		Mandrake	Onyx	Brimstone	Ashwood
Piercing bane I	Lead		Hyssop	Onyx	Quicksilver	Ashwood
Piercing lure I	Lead		Mandrake	Onyx	Quicksilver	Ashwood
Strengthen lock I	Lead		Hyssop	Turquoise	Verdigis	Ashwood
Swift killer I	Lead		Hyssop	Turquoise	Stibnite	Ashwood
Swift killer II	Iron	White 11	Hyssop	Turquoise	Stibnite	Ashwood
True value I	Lead		Mandrake	Turquoise	Cinnabar	Ashwood
True value II	Iron	Blue 7	Mandrake	Turquoise	Cinnabar	Ashwood
Turn blade I	Lead		Mandrake	Turquoise	Vitriol	Ashwood
Weaken lock I	Lead		Mandrake	Turquoise	Verdigis	Ashwood
Weaken lock II	Iron	Orange 3	Mandrake	Turquoise	Verdigis	Ashwood





Life Spells

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Acid protection other I	Lead		Wormwood	Onyx	Gypsum	Ebony
Acid protection self I	Lead		Wormwood	Onyx	Gypsum	Cedar
Acid vulnerability other I	Lead		Ginseng	Onyx	Gypsum	Ebony
Acid vulnerability self I	Lead		Ginseng	Onyx	Gypsum	Cedar
Armor other I	Lead		Wormwood	Onyx	Cobalt	Ebony
Armor self I	Lead		Wormwood	Onyx	Cobalt	Cedar
Armor self II	Iron	Violet 9	Wormwood	Onyx	Cobalt	Cedar
Blade protection other I	Lead		Wormwood	Onyx	Turpeth	Ebony
Blade protection self I	Lead		Wormwood	Onyx	Turpeth	Cedar
Blade vulnerability other I	Lead		Ginseng	Onyx	Turpeth	Ebony
Blade vulnerability self I	Lead		Ginseng	Onyx	Turpeth	Cedar
Bludgeoning protection other I	Lead		Wormwood	Onyx	Vitriol	Ebony
Bludgeoning protection self I	Lead		Wormwood	Onyx	Vitriol	Cedar
Bludgeoning vulnerability other I	Lead		Ginseng	Onyx	Vitriol	Ebony
Bludgeoning vulnerability self I	Lead		Ginseng	Onyx	Vitriol	Cedar
Cold protection other I	Lead		Wormwood	Onyx	Cinnabar	Ebony
Cold protection self I	Lead		Wormwood	Onyx	Cinnabar	Cedar
Cold vulnerability other I	Lead		Ginseng	Onyx	Cinnabar	Ebony
Cold vulnerability self I	Lead		Ginseng	Onyx	Cinnabar	Cedar
Drain health other I	Lead		Damiana	Amber	Colcother	Alder
Drain health other II	Iron	White 11	Damiana	Amber	Colcother	Alder
Drain mana other I	Lead		Damiana	Amber	Gypsum	Alder
Drain mana other II	Iron	Grey 12	Damiana	Amber	Gypsum	Alder
Drain stamina other I	Lead		Damiana	Amber	Cinnabar	Alder
Enfeeble other I	Lead		Mandrake	Amber	Cinnabar	Hemlock
Enfeeble other II	Iron	Yellow 4	Mandrake	Amber	Cinnabar	Hemlock
Enfeeble self I	Lead		Mandrake	Amber	Cinnabar	Willow
Exhaustion other I	Lead		Bistort	Amber	Cinnabar	Hemlock
Fester other I	Lead		Bistort	Amber	Colcother	Hemlock
Fire protection other I	Lead		Wormwood	Onyx	Stibnite	Ebony
Fire protection self I	Lead		Wormwood	Onyx	Stibnite	Cedar
Fire vulnerability other I	Lead		Ginseng	Onyx	Stibnite	Ebony
Fire vulnerability self I	Lead		Ginseng	Onyx	Stibnite	Cedar
Harm other I	Lead		Mandrake	Amber	Colcother	Hemlock





Life Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Harm self I	Lead		Mandrake	Amber	Colcother	Willow
Heal other I	Lead		Hyssop	Amber	Colcother	Yew
Heal self I	Lead		Hyssop	Amber	Colcother	Willow
Heal self II	Iron	Red 1	Hyssop	Amber	Colcother	Willow
Health to mana self I	Lead		Saffron	Amber	Brimstone	Willow
Health to stamina self I	Lead		Saffron	Amber	Verdigis	Willow
Imperil other I	Lead		Ginseng	Onyx	Cobalt	Ebony
Imperil self I	Lead		Ginseng	Onyx	Cobalt	Cedar
Infuse health other I	Lead		Saffron	Amber	Colcother	Alder
Infuse mana other I	Lead		Saffron	Amber	Gypsum	Alder
Infuse stamina other I	Lead		Saffron	Amber	Cinnabar	Alder
Lightning protection other I	Lead		Wormwood	Onyx	Brimstone	Ebony
Lightning protection self I	Lead		Wormwood	Onyx	Brimstone	Cedar
Lightning vulnerability other I	Lead		Ginseng	Onyx	Brimstone	Ebony
Lightning vulnerability self I	Lead		Ginseng	Onyx	Brimstone	Cedar
Mana drain other I	Lead		Mandrake	Amber	Gypsum	Hemlock
Mana drain self I	Lead		Mandrake	Amber	Gypsum	Willow
Mana renewal other I	Lead		Mugwort	Amber	Gypsum	Yew
Mana renewal self I	Lead		Mugwort	Amber	Gypsum	Willow
Mana to health self I	Lead		Saffron	Amber	Realgar	Willow
Mana to stamina self I	Lead		Saffron	Amber	Cadmia	Willow
Piercing protection other I	Lead		Wormwood	Onyx	Quicksilver	Ebony
Piercing protection self I	Lead		Wormwood	Onyx	Quicksilver	Cedar
Piercing vulnerability other I	Lead		Ginseng	Onyx	Quicksilver	Ebony
Piercing vulnerability self I	Lead		Ginseng	Onyx	Quicksilver	Cedar
Regeneration other I	Lead		Mugwort	Amber	Colcother	Yew
Regeneration self I	Lead		Mugwort	Amber	Colcother	Willow
Rejuvenation other I	Lead		Mugwort	Amber	Cinnabar	Yew
Rejuvenation self I	Lead		Mugwort	Amber	Cinnabar	Willow
Revitalize other I	Lead		Hyssop	Amber	Cinnabar	Yew
Revitalize self I	Lead		Hyssop	Amber	Cinnabar	Willow
Stamina to health self I	Lead		Saffron	Amber	Cobalt	Willow
Stamina to mana self I	Lead		Saffron	Amber	Quicksilver	Willow





Life Spells continued

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Stamina to mana self II	Iron	Blue 7	Saffron	Amber	Quicksilver	Willow
Stamina to mana self		Brown 10	Saffron	Amber	Quicksilver	Willow
Stamina to mana self		White 11	Saffron	Amber	Quicksilver	Willow

War Spells

Spell Name	Scarab	Taper	Herb	Gem	Liquid	Talisman
Acid blast III	Copper	Violet 9	Vervain	Onyx	Brimstone	Oak
Acid stream I	Lead		Hawthorn	Onyx	Brimstone	Birch
Acid stream II	Iron	Orange 3	Hawthorn	Onyx	Brimstone	Birch
Flame bolt I	Lead		Hawthorn	Onyx	Turpeth	Birch
Flame bolt II	Iron	Grey 12	Hawthorn	Onyx	Turpeth	Birch
Force bolt I	Lead		Hawthorn	Onyx	Realgar	Birch
Force bolt II	Iron	Brown 10	Hawthorn	Onyx	Realgar	Birch
Frost bolt I	Lead		Hawthorn	Onyx	Colcother	Birch
Frost bolt II	Iron	Blue 7	Hawthorn	Onyx	Colcother	Birch
Lightning bolt I	Lead		Hawthorn	Onyx	Cobalt	Birch
Lightning bolt II	Iron	Turquoise 6	Hawthorn	Onyx	Cobalt	Birch
Shock wave I	Lead		Hawthorn	Onyx	Vitriol	Birch
Shock wave II	Iron	Orange 3	Hawthorn	Onyx	Vitriol	Birch
Whirling blade I	Lead		Hawthorn	Onyx	Verdigis	Birch
Whirling blade II	Iron	Red 1	Hawthorn	Onyx	Verdigis	Birch



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