



ASHERON'S CALL

Other Resources



After you have read the book cover to cover, you may want to check out some other great resources. This file lists a few Web sites that you may find interesting. We'll also mention a couple of useful *Asheron's Call* utilities that we have come across.

# Web Sites Devoted to *Asheron's Call*

There are a number of Web sites devoted to *Asheron's Call* that you can visit for the latest and greatest information. We'd to acknowledge our own debt to some of these sites, who willingly served as additional resources for us while we were producing this book.

Notably:

- ⊗ Turbine's Web site at:  
<http://www.turbinegames.com/>
- ⊗ Microsoft Games' Official Asheron's Call Site at:  
<http://www.microsoft.com/games/zone/asheronscall/>
- ⊗ Crossroads of Dereth at:  
<http://cod.xrgaming.net/>
- ⊗ The Olthoi's Lair at:  
<http://www.crackednuts.net/asheron/>
- ⊗ Orion's Lair at:  
<http://www.tc.umn.edu/~swan0361/>
- ⊗ Asheron's Call Stratics at:  
<http://ac.stratics.com/>

## Utilities

Here are a couple of handy utilities that you can download. Both of these are available through Crossroads of Dereth, and possibly other sites as well:

- ⊗ The Asheron's Call Skill Calculator is a tool that lets you mess around with character creation, experimenting with different settings for your attributes and skills (see Figure 1). This is a very useful program, especially because it allows you to see both attributes and skills at the same time.

## Other Resources

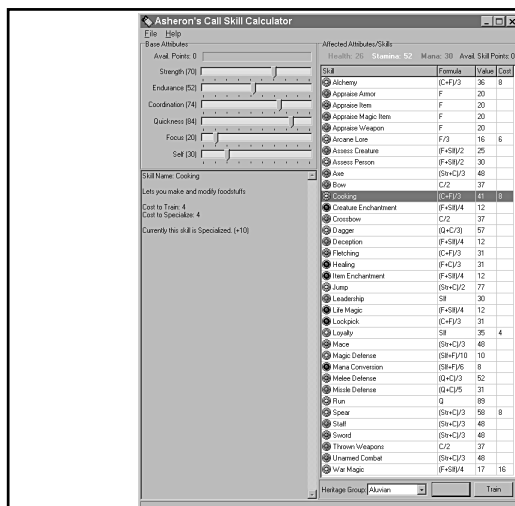


Figure 1: The Skill Calculator utility simulates the process of creating a new character.

- ⊗ Tapers, shown in Figure 2, is a nifty little program that can determine the first taper for each spell power based on the components of the spell. You enter the herb, stone, potion, and talisman and the program will tell you what taper to use for the first position of each spell power (Level 2 and higher).

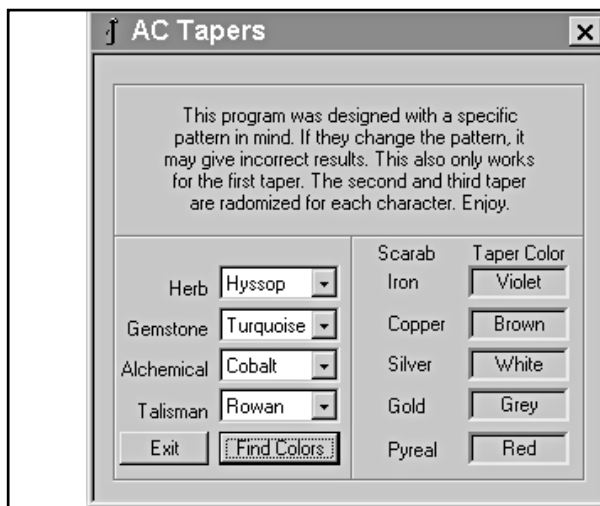


Figure 2: Tapers calculates the first taper to use for each spell power.