

Damage Calls

Magical Damage Calls

Stone: A weapon enchanted with the power of Earth. Does no extra damage except against Air based creatures.

Lightening: A weapon enchanted with the power of Air. Does no extra damage except against Earth creatures.

Cold: A weapon enchanted with the power of Water. Does no extra damage except against Fire based creatures.

Flame: A weapon enchanted with the power of Fire. Does no extra damage except against Water based creatures.

Light: A weapon enchanted with the power of Light Soul magic. Inflicts +2 damage vs. undead, devils and devil-kin.

Dark: A weapon enchanted with the power of Dark Soul magic. Inflicts +2 damage vs. living creatures, celestials and celestial-kin.

Holy: A Holy weapon always strikes undead, devils and devil-kin as the most favourable weapon type. Regardless of the weapon or the vulnerability of the creature. Counts as a normal magical weapon against any other target.

Unholy: An unholy weapon always strikes living creatures, celestials and celestial-kin as the most favourable weapon type. Regardless of the weapon or the vulnerability of the creature. Counts as a normal magical weapon against any other target.

Artefact: One of the most powerful weapon enchantments. It always strikes as the most favourable weapon type against any creature. Regardless of the weapon type or vulnerability of the creature.

Non Magical Calls

Enchanted: An old weapon created before the new pacts with the elementals. An enchanted weapon does no extra damage but counts as a magical weapon.

Silver: Not an enchantment but a weapon created by an artificer weapon smith specific properties. Silver weapons are used to fight off corrupted Therians but serve little other purpose. They are also very likely to become damaged and unusable. In game terms any effect that would damage a weapon will destroy a silver weapon. Attacking doors or stone will quickly blunt the blade rendering it unusable. Silver weapons also have a limited lifespan lasting only 6 events even if cared for properly.

Celestial: Celestial weapons are an artificer weapon, their purpose is to harm devils and devil-kin where normal weapons will not.