

Avrae Dev Server Aliases & Snippets

This document lists the server aliases and snippets available in the Avrae dev server. To actually access the aliases, go in the `#lookup-aliases` channel and use `!servalias <name of the alias>` to get the code, and then copy and paste that into the chat box. This will make it a personal alias for you. If you want it to be active on another server, change `!alias` to `!servalias` at the start of the code and paste it on your own server to activate it. When you make a `servalias`, that alias is available for every user on that server. When you make a personal `alias`, it is available for you to use no matter what server you are currently on. Take note that personal aliases trump server aliases since specific beats general in keeping with the rules of 5e.

There are also several collections active on the Avrae Development Server. These are not listed here. You can find information on those collections and the aliases therein by following the link to the workshop for them.

Quick note on the Usage notes:

`<mandatory argument> [optional argument]`

Don't include the carrots/brackets, and use quotes around arguments with spaces in them unless the alias doesn't accept additional arguments beyond a string.

!8ball

A (somewhat) D&D themed Magic 8 Ball. Updated to serve as a tutorial alias. See the code for a breakdown of what it does/how it works.

Usage: `!8ball Should I be a murderhobo?`

!?

Pulls up a link to this document.

!i

Mobile fix for `!i`.

Usage: As `!init/i`

!RoSS

Ring of Spell Storing

Usage:

- `!RoSS store [-dc #] [-b #] [-mod #] [-caster name]` - Stores a spell. If provided with the `-dc`, `-b`, and `-mod` args, it will record the caster's spell save DC, spell attack bonus, and spellcasting ability modifier. The `-caster` arg lets you record the name of the person who stored the spell.
- `!RoSS cast` - Casts a spell from the ring.

!argcontext

Aliasing assistance alias for understanding argument context.

Usage: Try it and see.

!automation

The simple embed with a gif demonstrating how to add automation to a spell.

Usage: `!automation`

!avraeisfair

A printout of the results from 1 million rolls with Avrae's rolling script.

Usage: `!avraeisfair`

!back

Character CVAR and CC backup/restore utility.

Usage: `!back` with arguments will display the help.

!bag

Inventory management system. Not integrated with any sheet manager.

Usage: `!bag help` will display the help. (Updated 11.15.19)

!bard

Does all the bard things.

Usage: `!bard` with no arguments will display the help.

!battle

An alias for setting up combat encounters ahead of time to streamline DMing.

Usage: `!battle help` will display the help.

!boop

An attack that does no damage for silliness.

Usage: `!boop`

!calc

Calculates Party Size vs. Challenge Rating.

Usage: e.g. `!calc 4*6|3*2` to calculate everything for a party of 4 level 6 characters against 3 CR 2 creatures.

!card

Draws cards from a deck of playing cards.

Usage: `!card [#]` to draw cards

!ccdeleteall

Dev tool for deleting all the ccs that we rack up on test characters.

Usage: `!ccdeleteall Yes` to delete all cc's

!ch

Quick Character Selector. Lets you assign a channel or server id to a character, allowing you to quickly just `!ch` to change to the appropriate character for the game.

Usage: `!ch ?` will display the help.

!cipher

An alias for making secret messages. Can `make` random cipher keys, which you can `view`, and then `encode` or `decode` (with your key or another using `-k <cipher>`) text.

Usage: `!cipher make` makes a cipher

`!cipher encode some text` will encode some text, etc.

!coins

Manages your coin pouch. Integrated with `!bag`. (Updated 11.8.19)

Usage: `!coins ?` will display the help.

!color

With no argument, displays a random color and its hex code. If you provide a hex code, it will show you that color. Handy for testing colors out. Accepts 3 and 6 digit codes (333, BE392A) (Updated 4.13.19)

Usage: `!color deadaf` displays an ugly mauve-ish color.

!curdate

Calls the current date based on `time()`. Can accept a `timezone` uvar with an offset, e.g `!uvar timezone -6`. Can also accept an argument, e.g `!curdate +6` (Updated 04.08.19)

Usage: `!curdate`

!dashboard

Provides links to the avrae.io dashboard. (New 4.23.2019)

Usage: `!dashboard`

!date

Settable date. Can create your own calendar to use with it by copying the included gvar and modifying it.

Usage: `!date help` will display the help.

!dawn

Items that recharge at dawn. Can add your own brew by creating a gvar in the same format as the example in the alias, and then by using `!cvar brewcharge <gvar address>` (Updated 9.2.2019)

Usage: `!dawn`

!deck

Draws a card from the 54-card playing deck (52 + 2 Jokers).

Unlike `!card`, `!deck` will create a cvar called `deck` and track which cards have been drawn. The deck can be reset with `!deck reset`

Usage: `!deck [#]` to draw cards.

!deckofmany

Draws a card from the Deck of Many Things. Use `!deckofmany full` to draw from the full deck.

Usage: `!deckofmany`

!defend

Defensive Duelist feat, or the Parry reaction on monsters.

Usage: `!defend [original damage] [target, if not yourself/if NPC monster] [AC bonus, defaults to 2]`. (Added 08.30.19)

!doi

Draws a card from the Deck of Illusions. Use `!doi reset` to reset the deck.

Usage: `!doi`

!effectcopy

Copies a single effect from one target to another.

Usage: `!effectcopy <fromTarget> <effectName> <toTarget>`

`[parent]`. Parent refers to the owner of the parent effect.

Useful in cases of multiple people casting bless, for instance.

!env

Environment Statblocks:

- `!env` - pulls up the this message
- `!env list` - lists all available environments
- `!env <environment>` - pulls up the information for a chosen environment
- `!env <environment> dc` - displays the environment's navigation, identification, and foraging DCs
- `!env <environment> weather [day/night] [season]` - roll for the temperature, wind, and humidity
- `!env <environment> forage` - roll on the foraging and hunting table
- `!env <environment> [special trait/location]` - pulls up information for a specific special trait or location within the environment

!example

Loads an example google sheet character.

Usage: `!example`

!exhaust

An exhaustion manager. Creates a counter that interacts with the `!lr` alias. (Added 4.21.19)

Usage: `!exhaust [#]` to add exhaustion levels.

`!exhaust clear` to clear all exhaustion levels.

!generate

~~Consolidates `!who`, `!tavern`, `!hook`, and `!ship` into one alias. It will be updated automatically with new generator aliases as Derix makes them.~~

`!generate` was renamed to `!gen` and made into a workshop collection.

!gf

Explains the Gambler's Fallacy.

Usage: `!gf`

!github

Pulls up links to the github pages.

Usage: `!github [folders and files]`

e.g. `!github cogs5e sheets gsheets.py#L183` links to [this](#).

!h

A simple alias for putting help commands in the channel.

Usage: `!h [command]`

!hb-help

Explains how to add tomes, packs, and bestiaries.

Usage: `!hb-help`

!hd

As of August 11th 2020, this alias is exactly the same as calling `!rest hd`. For spending additional hit dice during a short rest without all the extra stuff of a short rest. i.e. Rest with `!sr` first, and then if you realize you need to spend an extra hit die because you rolled horribly, you can do `!hd` to just roll an extra hit die without taking up the space that `!sr` takes up.

Usage: `!hd XdY`

!hide

Makes a stealth check and displays the rules for hiding.

Usage: `!hide`

!hp

Shortcut for `!game hp`.

Usage: As `!game hp`

!hpeffect (Added 03.12.20)

A spinoff of the `!sleep` alias, this generic alias allows you to specify dice (or set value) and apply effects to creatures, using the hit point pool mechanic seen on *sleep* and *color spray*, as well as *power word kill* and *power word stun*

!hud

Provides a condensed version of `!g status`, with aesthetically pleasing sorting if your counters are set up properly. You can hide counters by creating a cvar `hudignore`, formatting a json list, eg `!cvar hudignore ["Not this tracker","Amount of times I've rolled a 1"]` would hide those two counters. You can allow bubble counters to display properly with `!cvar hudDisplay 1`
(Updated 9.20.19)

!insult

A standalone insult generator using the same lists as the `mock` snippet. Can add to the number of adjectives by specifying a number as the argument.

Usage: `!insult [#]`

!intro

Provides a helpful secondary introduction to how to use the bot.

Usage: `!intro`

!join

Updated 4.5.20 to include new functionality coded by @Matthew. See `!join ?` for instructions. You can now create a join cvar with additional parameters to run for setting up familiars or ongoing spells and effects. Still joins initiative and applies

any resistances, immunities, and/or vulnerabilities added with `!manage` or manually saved in the proper cvars.

Usage: `!join`

!jump

Makes an athletics check and displays homebrew rules and the method for figuring out your jump distance/height. (Updated 9.29.2019)

Usage: `!jump`

!kicast

Casts a spell using ki. Basically written to facilitate 4 elements monk. (Added 6.24.2019)

Usage: `!kicast <spell>`

!lifecast

Casts healing spells and takes into account life cleric's features.

Usage: `!lifecast "<spell>" level# [args]`

!lr

As of August 11th 2020, this alias is exactly the same as calling `!rest lr`. Takes a long rest, resetting Hit Dice counters appropriately. You need to use the `!level` alias to set up Hit Dice or manually set them up.

Usage: `!lr` to take a long rest.

`!lr -b #` to gain additional hit dice.

`!lr -h` to hide the fancy.

`!lr armor` to use the variant XGE rule for sleeping in armor.

!madness

Rolls on the madness tables from the DMG.

Usage: `!madness <type>`

!monk

Does all the monk things.

Usage: `!monk` with no arguments will bring up the help.

!multiclass

Gives you names for two-class multiclass.

Usage: `!multiclass <class1> <class2>` to see combinations.

!passive

All the passive skills. Accepts `adv/dis` and checks your `get raw().skill effects` as well as checking for Observant in your `feats`.

Usage: `!passive` displays your passive perception.

`!passive <skill>` will display your passive value for that skill.

!portent

For rolling and using a divination wizard's portent.

Usage: `!portent help` will display the help.

!potion

Includes all of the potions, oils, and ointments in the DMG.

Usage: `!potion <potion name>` will drink the specified potion and apply the effects.

!prep

For preparing spells and casting them as a prepared caster.

Usage: `!prep` with no arguments will display the help.

!quotes

Reminder alias to use the right quotes, not typographer's quotes or "smart" quotes.

Usage: `!quotes`

!racecast

For casting spells granted by racial features. If you are set up using `!setrace` as a race with casting, `!racecast` will handle casting those spells for you and use the appropriate counters.

If you are not set up using `!setrace` and/or don't have the correct counters, you're going to have a bad time. `!racecast` uses the same exact arguments as `!cast` and `!i cast`. (Updated 11.19.19 to account for RLW's racial spellcasting)

Usage: `!racecast <racial spell>`

!ratio

Displays the healthy, injured, bloodied, etc. ratios used by Avrae.

Usage: `!ratio`

!recover

Recovers spell slots after a short rest for a wizard's Arcane Recovery and Land druid's Natural Recovery.

Usage: `!recover [#] [#] [#]` e.g. `!recover 1 1 1 4` to recover 3 level 1 slots and a level 4.

!reincarnate

Rolls on the standard reincarnation table.

Usage: `!reincarnate`

!relation

A relationship/people tracker alias. Sort your relations into categories and view individual details for each of them.

Usage: See `!relation help` for the available subcommands and how to use the alias.

!rest

A new (August 11th 2020) consolidated resting alias, covers the functionality of `!lr`, `!sr`, and `!hd`.

Usage: `!rest [lr|sr|hd]`. See `!rest help` for more info.

!rogue-unc

Uncanny Dodge! (Updated 8.27.19)

Usage: `!rogue-unc [#]` where # is damage taken.

!roster

A very fancy version of `!char`, basically. Running it once will add your current character to your roster and show you more help in the footer.

Usage: `!roster [args]`, see the alias' footer for further instructions.

!roui

A Useful Alias for the Robe Of Useful Items.

Usage: `!roui new` to create a new robe

`!roui add <patch>` to add patches or `!roui roll` to set up a random assortment of patches.
`!roui use <patch>` to use a patch.

!sane

Lets you search for prices in the Sane Magical Prices document.
Usage: `!sane [search]` to narrow it down, and when theres a single result, it will display pricing information.

!say

A narration helper alias.
Usage: `!say` with no arguments will display the help.

!scroll

Lets you cast spells from scrolls. Data incomplete. (Added 11.08.19)

!sleep

This alias is for checking HP totals against the total rolled from the sleep spell. After you've cast the sleep spell, input the rolled total as the first argument and put your targets as any other arguments. If you don't put any targets or none of your targets are found in the combat, the alias will just evaluate everyone in the combat. Only for use in init, and usable by players without being so spoilery as to reveal actual HP totals. If out of init, just add the numbers up, DM.
Usage: `!sleep # [targets]`
e.g. `!sleep 40 go1 go2 or2 or3 og1`

!sr

As of August 11th 2020, this alias is exactly the same as calling `!rest sr`. Short Rest that allows for the use of hit dice. You must have hit dice set up in order to use the alias. Do so with the `!level` alias, which will set up all the counters you need for your class and subclass, or make them manually.
Usage: `!sr 1d8` to spend 1 d8 hit die on a rest. Can also use `-b 1d6` or the like to account for things like Song of Rest. Also supports using multiple types at once. Recovers warlock spell slots as well.

!surprise

Displays the rules for surprise.

Usage: `!surprise`

!targets

A targeting tutorial alias.

Usage: `!targets -t <target1> -t <target2>`, but the educational bits are when you `!alias targets`.

!timezones

Displays the timezones of the mods, domini, and ddb people.

Easily adapted to calculate time differences for your own group.

Usage: `!timezones`

!tool

Tool checks and custom checks.

Usage: Run `!tool` with no arguments for the help.

!topic

An alias that *should* be completely useless. It prints the channel description in an embed.

Usage: `!topic`

!url

Displays the url for your current character's character sheet.

Usage: `!url`

!warlock

Does all the warlock things.

Usage: `!warlock help` will display the help.

!wildshape

Druid wildshape. Adds a creature to the init tracker in a group with your character to serve as a proxy for your transformation. Now will check if the creature is on the list of beasts (or elementals), sets AC to use unarmored if monk or barbarian, and will carry over racial resistances.

Usage: `!wildshape <creature>` to transform, `!wildshape end` to end

!wtable

A very simple weighted table example alias that shows how to format a table into a dict that will work to call results from based on a die roll. This alias includes a mini-tutorial in its code.

Usage: It's an example alias, not to be directly used.

!xp

A new XP tracker, based on `!exp`, but with more checks and fanciness (and with "Experience" actually spelled out instead of "EXP" on your CC's). As with all aliases, this does not and cannot interact with whatever total you have recorded on your character sheet.

Usage: Read the footer.

!zero

Zeroes out all Custom Counters, Spell Slots, and Hit Points. For testing purposes.

Usage: `!zero Yes` to zero everything out.

Snippets

To access the snippets, go in the `#lookup-aliases` channel and use `!servsnippet <name of the snippet>` to get the code, and then copy and paste what comes up to make it a personal snippet.

Alternatively, you can change the first word from `snippet` to `servsnippet` and paste it to your own server to make the snippet available for everyone on your server.

Ditto on the collections thing again.

Bolt - A snippet to catch people who do `!cast Fire Bolt` instead of `!cast "Fire Bolt"` to remind them to use quotes so they don't accidentally use a snippet they don't want when casting a multiword spell.

Orb - A snippet to catch people who do `!cast Chromatic Orb` instead of `!cast "Chromatic Orb"` to remind them to use quotes so they don't accidentally use a snippet they don't want when casting a multiword spell.

ab - A simple af snippet to quickly apply you Charisma modifier to a damage roll, like for Agonizing Blast.

all - Targets everyone in initiative. (Created 6.7.2020)

bb - Applies *booming blade* effects to a weapon attack.

curse - Applies the effects of Hexblade's Curse to attacks.

expert - Adds double your proficiency bonus as a `-b`.

flurry - Deducts a ki point and prints rules text for Flurry of Blows.

fury - Applies the damage bonus for Zealot barbarian's Divine Fury.

gfb - Applies *green-flame blade* effects to a weapon attack.

guidance - Adds `-b 1d4[guidance]` to rolls.

gwm - Applies the -5 to attack, +10 to damage for the Great Weapon Master feat.

hex - Applies *hex* damage to an attack.

hm - Applies *hunter's mark* damage to an attack.

inspiration - Grants a bonus to an attack/check/save based on the effect `!bard` provides when giving someone inspiration.

mock - Generates a random insult as a phrase for use with attacks or spells.

prof - Adds your proficiency bonus as a **-b**.

rt - For Reliable Talent, though mostly unnecessary as there is a csettings for it.

sneak - Applies sneak attack damage based on your RogueLevel.

ss - Applies the -5 to attack, +10 to damage for the Sharpshooter feat.

wc - Casts a spell using a warlock spell slot.