FORGOTTEN REALMS

Baldur's Gate II™

Shadows of Amn™

Game Manual

Dungeons & Dragons

BLACK ISLE

DEVELOPED BY
BioWare CORP

FORGOTTEN REALMS

Baldur's Gate II

Shadows of Amn

DEDICATION TO DANIEL WALKER

Dan Walker was the second employee of BioWare, having started work at the company in late 1995. He passed away June 6, 1999 of natural causes related to a physical disability he had since birth.

We have dedicated Baldur's Gate II: Shadows of Amn to Dan. It's quite hard to find the words to describe how we all felt about him, but it has fallen upon me to try, so I'll do my best.

Dan was a spiritual giant, who battled a severe physical impediment since birth with patience and stoicism. I can't recall him ever complaining about anything, though he certainly had more reason to do so than most. Many times I felt humbled by his patience and his Zen way of looking at things. He was, and is, an inspiration to me and many others at BioWare.

Dan was an artist in the purest meaning of the word. He enjoyed, more than anything, that people could see and take pleasure in the art he created. And the art he created was very, very good.

He lived his life like it was a work of art. In retrospect, it is clear that he was one of the seminal influences around which BioWare has grown and blossomed. We miss him horribly.

Dr. Ray Muzyka
Joint CEO, Bioware Corp.

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INTRODUCTION

We started work on the original Baldur's Gate back in January 1996. Back then we didn't know a heck of a lot about how to develop a role-playing game - we had to largely rely on our memories of what made playing the great games of the past fun - games like Wizardry, the Ultima series, Ultima Underworld, System Shock, the Gold Box series, Bard's Tale, Betrayal at Krondor, and Wasteland, to name a few of our favorites.

We released Baldur's Gate to great commercial success and critical acclaim in December 1998. Baldur's Gate was truly a game that we poured our hearts and souls into; the development team of designers, QA Testers, artists and programmers at BioWare, and the QA testers, marketing, audio, sales and PR staff at our publisher, Black Isle Studios really put everything they had into making Baldur's Gate as good as it possibly could be. We were very proud of the result and as the producer of Baldur's Gate at BioWare I personally am thrilled and honored to know that more than a million fans have played and enjoyed the original BG.

But Baldur's Gate was the first roleplaying game that BioWare had ever developed, and frankly we learned a lot in the process. We have applied those lessons assiduously in developing the game that is now in your hands - Baldur's Gate II: Shadows of Amn. Throughout the development of Baldur's Gate II our focus has been on ensuring that Baldur's Gate II is significantly better than Baldur's Gate in every way possible, and to make it appeal not only to fans of the original game but also to make it accessible to new fans who never played the original game. I am even more proud of what the Baldur's Gate II team has accomplished this time around. We felt we owed it to you - our fans - to make BGII not only a good game, but a significant improvement on the original game.

We have been careful to not break what was not broken, but we have worked on many areas in the game. Some highlights include:

- we improved the story in Baldur's Gate II to make it much more immersive; characters interact with their worlds and other characters to make the roleplaying aspects very compelling, and very satisfying.
- combat is more exciting than ever with the realtime strategy interface improved from the original game and the incorporation of dozens of new character classes, over a hundred new spells (to a total of more than 300 in Shadows of Amn), an experience point cap of 2.95 million XP (resulting in maximum AD&D character levels of 17-23 level), new weapon proficiencies such as dual-wielding, and hundreds of new powerful monsters and villains.
- turn-based fans can play the game in turn-based mode with new autopause settings
- the scripting and design in Shadows of Amn represents the very best of what we learned in developing Baldur's Gate and its expansion pack, Tales of the Sword Coast.
- the art in Baldur's Gate II is uniformly beautiful and represents everything we learned during the development of Baldur's Gate and Tales of the Sword Coast.
- the graphic user interface has been improved in many ways such as adding in 800x600 resolution, 3D support for spells and background effects, dropaway side and bottom panels, a new color scheme, improved journal functionality, and map notes.
- the multiplayer experience is very solid in Baldur's Gate II, with non-pausing dialog in stores and non-critical dialog.
- you can start a brand new character or import your characters from Baldur's Gate or Tales of the Sword Coast; the tutorial included with the game shows new players how to get started.

We at BioWare and our publisher, Black Isle Studios, very much appreciate your support in purchasing Shadows of Amn, and hope that Baldur's Gate II brings you many, many hours of solid entertainment. I've been a huge fan of roleplaying games since the first time I booted my Apple II way back in 1980, so it gives me great pleasure to say that I truly believe that Baldur's Gate II is a great roleplaying game - one of the best that I personally have ever played.

Thank you very much for your support,

Dr. Ray Muzyka
Joint CEO, BioWare Corp.
Co-Executive Producer, Baldur's Gate II: Shadows of Amn

WHAT'S INCLUDED IN THE GAME MANUALS

In the first manual, The Game Guide, we delve into actually playing the game of Baldur's Gate II: Shadows of Amn — creating a character, manipulating your characters in the gameworld, interpreting what you see, and playing with other players in multiplayer mode. The second manual, Volo's Guide to Shadows of Amn, helps set the stage for the game story and goes into detail on the rules that define what happens in the game world. Many of these things are not absolutely essential to know in order to play, but knowing them may help you to get more enjoyment out of the game. Unless specifically stated, everything that you read in either manual is applicable to both single player and multiplayer games. Baldur's Gate II: Shadows of Amn multiplayer allows you to adventure with up to five friends through the same storyline as in singleplayer mode, with a group leader and the computer acting as the Dungeon Master.

Yes, ye shall find many useful tidbits within this morass of information that Volo has seen fit to call a book. I shall clarify as needed. – Elminster

'As needed' but not 'as wanted' or 'as requested', eh wizard?
So be it, scribble where ye must. – Volo

MANUAL 1: THE GAME GUIDE
HOW TO INSTALL AND START PLAYING

To install Baldur's Gate II: Shadows of Amn, first insert the CD-ROM labeled **Baldur's Gate II Disc 1** into your CD-ROM drive and follow the onscreen instructions. If your Autorun is not enabled, click on the icon representing your CD-ROM Drive under 'My Computer'. This will bring up a listing of the files on Baldur's Gate II Disc 1. Find Baldur.exe and double click to launch the install application. After installing the game, other options will be available on the launching menu:

View Readme: The readme file contains last minute information and changes that could not be printed in this manual. Please take the time to view the readme file if you are having any problems with this product.

Register: Please take the time to register Baldur's Gate II with Black Isle Studios. Your feedback is appreciated and will put you on the mailing list for special offers and game promotions.

Exit: Will close the launch window.

View Demos: Demos of other Black Isle Studios products have been included with Baldur's Gate II. Please see the Readme file for descriptions and instructions on how to run them.

Configure: The hotkeys used while playing Baldur's Gate II can be modified using this utility. Select the hotkey you would like to change and enter the new hotkey assignment. You can also changethe resolution and configure your 3D card here as well.

Play: After you have everything set, click on the Play button to begin playing. After viewing the logo and introduction movies, select "Single Player" and "New Game" to go directly into Character Creation and begin your adventure in Amn! To start playing again later, select the Baldur's Gate II application from the Black Isle Studios program group in your start menu.

Uninstall: When you're ready, the Uninstall option will remove BG2 game files except your saved games.

HOW TO GET HELP

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at www. interplay. com/support/ Here you will find troubleshooting information as well as information on regular system maintenance and performance. DirectX www. interplay. com/support/directx/Joysticks www. interplay. com/support joystick/Modems and Networks www. interplay. com/support/modem/ (For game-specific information and additional troubleshooting, visit our main page at www. interplay. com) If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions: www. interplay. com/support/ If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

    Title of Game
    Computer manufacturer
    Operating system (Windows 95, DOS 6. 22, etc.)
    CPU type and speed in MHz
    Amount of RAM
    Sound card type and settings (address, IRQ, DMA)
    Video card
    CD-ROM
    Mouse driver and version
    Joystick and game card (if any)
    A copy of the CONFIG. SYS and AUTOEXEC. BAT files from your hard drive
    A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00 AM - 5:45 PM and Friday between 8:00 AM - 4:45 PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 $1.25 in Canada only). You must be 18 years+, have a touch-tone phone, and the cost is $0.95 per minute. Interplay Productions Support Fax: (949) 252-2820 Interplay Productions Technical Support 16815 Von Karman Avenue, Irvine, CA 92606
HOW TO REACH US ONLINE INTERNET E-MAIL: support@interplay.com WORLD WIDE WEB: www. interplay. com FTP: ftp. interplay.com You can also visit the Baldur's Gate website directly at "http://www. interplay.com/bgate2"

CONFIGURATION OF THE GAME

To enable 3D support and to change your resolution or hot key assignments, you will need to run the Configuration Program.

1. You can do this by clicking on the Configure button on the Autorun or by running the BGConfig.exe from the Start Menu or from the root install directory. Running this program brings up a menu with three tabs: Basic, Advanced and Hot Keys.

2. The Basic tab should be used by those that want the game to automatically configure itself for optimal use on varying models of computers. For those that have more in depth knowledge, of their systems, please feel free to adjust the options under the Advanced tab to manually configure your computer.

3. Under Advanced you will also find 3D Options and you can manually adjust your game resolution here as well.

4. Under the Hot Keys tab you can customize your keyboard layout.

NOTE: A useful set of keyboard mappings are the options to hide the user interface panels. You can hide the panels using the default H, Y or U keys.

3D SUPPORT

Baldur's Gate II: Shadows of Amn has support for 3D accelerator cards. Enabling 3D acceleration will allow for speed improvements on certain visual effects within the game. Further, you may notice visual improvements in some areas with 3D acceleration enabled.

To enable 3D acceleration, run the Config program and click on the 3D Advanced Tab. Check the 3D options section and check the Use 3D Acceleration button. This will lead you through the initial setup.

Some 3D cards may not work or may not give improved performance. Through the configuration program you will be able to update your drivers. Attempt this first. On some cards you may have to run in 2D.

CHARACTER GENERATION

When you are in the character creation section, follow the steps below; at any point in the process you may press "Cancel" and will be prompted if you wish to return to the main game screen. To go back during character creation, press the "back" button at the bottom of the screen.
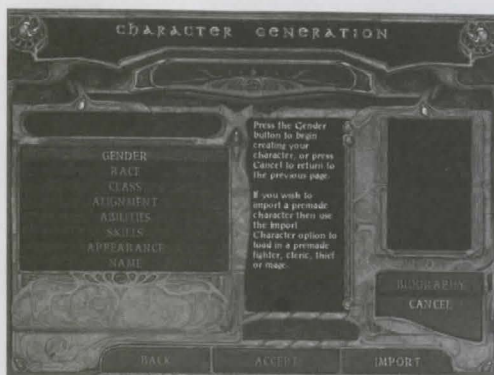
IMPORTING CHARACTERS AND SAVED GAMES

In Baldur's Gate II you are able to import characters and saved games from Baldur's Gate or from the expansion pack, Baldur's Gate: Tales of the Sword Coast. Even if you have uninstalled Baldur's Gate I, you will still be able to access your old save games and characters, UNLESS you have manually deleted these files. There will also be pre-made characters that you can use if you do not want to go through character generation. These represent a broad selection of popular character types that the newcomer to the genre will enjoy playing.

THE TUTORIAL

There is a separate tutorial in Baldur's Gate II. This can be accessed from the single player panel. The tutorial should be played by those who are new to Baldur's Gate, or by those who need a refresher course.

GENDER

The gender of your character is decided first. You can select either male or female, and once selected press the "Done" button (as on every page).

APPEARANCE

Select a portrait for your character. To import a custom portrait, you must follow the instructions below:

The measurements for player portraits are 38X60 pixels for the small ones (8-bit color only) and 110X170 pixels for the large ones. Create a directory called Portraits (including the capital "P") in the root directory where you installed BGII: SoA. The default is C:\Program Files\Black Isle\BGII - SoA. You will have to add an S to the end of the small portrait name and an L to the end of the large portrait. The names must be 1-7 letters long, maximum.

For example:

XXXXXXXS.bmp for small (38x60, 8-bit)

XXXXXXXL.bmp for large (110x170, 24-bit)

For multiplayer, each player must have a copy of the portraits, otherwise they will see a silhouette with a question mark where the other player's custom portraits would be.

RACE

Select the race of your character. There are seven available character races. Choose between human, dwarf, elf, gnome, halfing, half-orc or half-elf. Descriptions of each race are given in the area beneath the selection boxes.

CLASS

The classes and class combinations that are available to the race you have chosen will be highlighted. Choose the class that you want from the list. Descriptions of each class are noted in the area near selection boxes.

Multiclassed characters are available to non-humans only and share the traits and restrictions of both classes. Human characters can choose to become dual-class later in the game.

Dual-class characters start their adventuring life as one class and then later switch to a different class. When the character chooses to switch class, the abilities of the former class are unavailable until the character surpasses the level of their former class with the level of their new class. At that time, the abilities of both classes are available at their current level. The character can never advance further in the former class. Only humans can be dual-classed characters.

KITS

Each class now has a subset of 'Kits' that may be chosen. When you pick a class, you will be given a subset of kits to choose from. If you don't wish to use a kit, then simply choose the default kit (named after the class). Kits give special advantages and disadvantages to the class that they are a subset of. For example: If you choose a 'Kensai' kit (a fighter kit), your character deals out more damage with his weapon than any other class in the game. However, your character is unable to use armor or missile weapons. More about kits can be learned in Manual II, Volo's Guide to Shadows of Amn, under 'character attributes.'

NOTE: Multi-classed and dual- classed characters do NOT get to choose a kit.

ABILITY SCORES

You'll see a screen with the abilities the computer has randomly determined for your character (calculated as if you rolled three 6-sided dice for each ability, adjusted for character race). Any class minimums will be automatically selected for the character for abilities that were too low (i. e. if the character needs a 17 charisma to be a paladin, and the computer rolled a 12, then the character will receive 17). You can subtract points from an ability to add to another; however, you cannot take points away from an ability if it will lower the ability below racial or class minimums. Each ability will have a caption describing it. Reroll your abilities as many times as you like until you reach a combination you are happy with. You can save a roll and later recall it with the "save" and "recall" buttons

ALIGNMENTS

The player has a choice of alignments according to his class and race. Each alignment will have a caption describing it in detail. Your alignment determines how your character interacts with his environment. Read over each carefully before choosing. If you stray severely from your alignment during the course of the game, there will be consequences — you may even suffer loss of some of your abilities!

PROFICIENCIES

All characters receive weapon proficiencies. There will be a list of proficiencies available to the character and each proficiency will have a caption describing it. A character can often wield a weapon which they lack a proficiency for, but they will incur a -1 penalty on all rolls with that weapon. Fighters, paladins, and rangers can become even more skilled with weapons by adding a second slot to any proficiency. This will give them an added bonus to their attack rolls and to the damage they inflict. Only fighters and fighter kits can have more than 2 slots in a weapon proficiency.

THIEF ABILITIES

If your character is a thief, or a multi-classed character with thief abilities, you will allocate ability points to thief abilities. The thief has points to allocate at the begining of the game, and he/she also receives 20 points every level thereafter. Available skills are Open Locks, Find Traps, Pick Pockets, Move Silently, Hide in Shadows, Detect Illusion, Set Traps. Each ability has a caption describing it. *Rangers also receive stealth at higher levels and must allocate points here as well.

SPELLS

If your character is a mage or sorcerer you will see a screen where you can choose your spells. These are spells the character will start the game with. Each spell has a caption describing it. There is also a "pick for me" button you can use which will select spells for you. The spells you get by pushing this button are a good, varied selection that should get you through most situations.

RACIAL ENEMY

Rangers will choose a racial enemy. The ranger will receive bonuses when fighting creatures of this type. Choose between carrion crawler, ettercap, ghoul, gibberling, gnoll, hobgoblin, kobold, ogre, skeleton, spider, slime, faerie, demonic/fell, lycanthrope, beholder, mind flayer, vampire, otyugh, rakshasha, troll, umber hulk, sahuagi, koa-toa, imp, mephit, golem, elemental, dragon, genre, and lich.

APPEARANCE

You will be shown a model of your character. You can modify the colors of your hair, skin, major clothing color, and minor clothing color. You will also be able to modify your major and minor clothing colors in your inventory page after the adventure has begun. Click on the box showing the current color to bring up a selection box with other color choices for each category.

NAME

Last of all, you need to name your character. Click on the text box or start typing your name. When done, hit "Enter" or click on "Done".

FINISHING YOUR CHARACTER

Once you have completed all of the above steps, click "Accept" in the lower center or click on the "back" button at the bottom left to erase and reenter the most recently entered data field.

INTERFACE OVERVIEW: HOW TO PLAY BALDUR'S GATE II: Shadows Of Amn

Baldur's Gate II is a fun game and there are many facets to its interface. These are designed to make playing the game easier once you have mastered the basic controls. This section describes the different parts of the interface, including all windows and buttons, and discusses how each is controlled and its purpose. Most of the features are self-evident when you play, so you can either read this section after you have explored a bit in the game, or before you start.

MOUSE BUTTONS AND CONTROL

L-click: Action

- Selects a character or selects a portrait (if a character or group was selected before, this character or group is unselected and the new character is selected instead).
- If the SHIFT key is held down while L-clicking on various characters on the field or on the portraits, multiple characters are selected.
- If the CONTROL key is held down while L-clicking on unselected characters, the characters will be added to the current character selection.
- Double click on a portrait centers the view on that character.
- Presses interface buttons — selects action for the character: guard, talk, attack (click on weapon), etc.
- Casts spells and uses items once they have been selected.
- On terrain, walks selected character(s) to targeted location (note: use R-click to move and rotate in formation mode).
- L-click and drag on terrain or portraits — selects multiple characters (creates draggable selection box).
- Picks up items with current selected character(s). If more than one character is selected, the top-most portrait (the "leader") walks over to and picks up the item.
- L-click and drag on a portrait moves that portrait in the group order — inserts into space between characters you move portrait to.
- On the clock: pauses and unpauses the game.

R-click: Information, Cancel Actions, and Formation Movement control

- On a portrait: Brings up that character's Inventory Screen.
- On an item or spell on main game area: Brings up the appropriate Item or Spell properties screen.
- Cancels current actions — cancels attacks or spell casting. (Also: Esc key)
- On a monster or non-player character (NPC) or after clicking on a selected character: Plays selection sound for that character or monster. (Often humorous)
- On terrain — selected character walks there in formation mode (R click and hold, and drag, rotates the formation if more than one character is selected).
- On Quick Weapons, Quick Spells, Quick Items, and Group Formations slots: Allows for the configuration of the slot type. After R-clicking, the current options for that quick slot will appear. You can then select one for the slot by L-clicking on it.

Mouse movement: Moves Viewport

The main game area will scroll up, down, left or right if you move the mouse to the edge of the screen, either in windowed or full screen mode. This also occurs if you use the number pad arrow keys.

THE MAIN INTERFACE
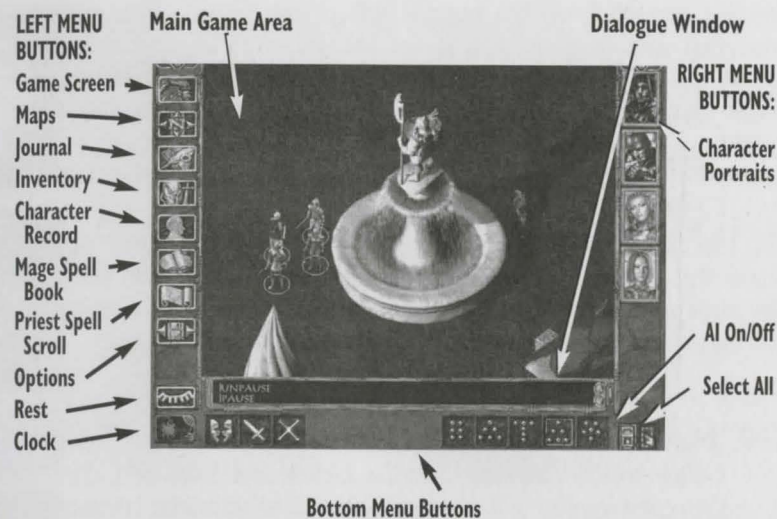
(9 group buttons shown here– will display 12 character buttons if a single character is selected)

HIDING THE MAIN INTERFACE

You are able to configure the main interface to match your play style, minimizing sections of the interface that you do not use often (or to which you have mastered the 'hot keys'). At the top right and left corners of the main screen, you will find buttons that minimize the panel to which they correspond. When the panel is minimized, a button appears at the bottom corner of the screen; this button will bring the panel back up. The default hot keys for minimizing (and resetting) the panels are 'y' for the left panel and 'u' for the right panel.

You can also use the 'h' key to hide all of the panels. When this is done, you can bring it back by either pausing the game or hitting 'h' again. When the 'h' key is used, you can play Baldur's Gate II in full screen mode.

PAUSING THE GAME

You can pause the game at any time by either hitting the space bar, or pressing the clock on the bottom left of the screen. This is a very important part of game play, as combat will often become unmanageable in real time. When this happens, you can simply pause the game, assign orders to your characters, then un-pause and let the action unfold.

AUTO-PAUSING

You can set the game to pause automatically during game play. To access the auto-pause options, go to the options page, then the game-play page and choose the auto-pause option. By adding auto-pausing you can make the game take on a more turn-based feel.

THE MAIN GAME AREA

- L-click selects characters; also, a L-click and Shift or L-click and Ctrl combination will select or select/deselect multiple characters; also, a click and drag on the main game area causes a box to be drawn and any character inside will be selected (this may be used with the Shift key to add to the selected characters, or Ctrl, to remove characters).
- L-click does actions (see buttons above) by the selected character(s).
- R-click cancels an action and also does formation rotation and movement when a group is selected.
- Note that the cursor changes when moved over objects or characters or NPC's to indicate the default action. The default action mode can be changed by L-clicking on the buttons at the bottom of the screen.

The action cursors include the following:

Select: Indicates that you can select the character

Move: Indicates that the action mode is movement

Blocked Location: Indicates that no movement is possible

Travel: Indicates that if you move here you will leave the current map

Doors: Indicates that you will open/close the highlighted door

Enter: Indicates walking through an entry or hallway, if a door is not highlighted

Stairs: Allows you to go up/down staircases

Pick up Item: Allows you to pick up an item

Attack: Indicates that the individual or group action mode is attack

Locked: Indicates a chest or door that is locked and which you can attempt to unlock, either by hitting it or picking the lock with a thief, depending on who is currently selected

Remove Trap: Indicates you can attempt to remove a trap with your thief

Pickpocket: Indicates you can attempt to steal from the selected character or creature

Spell: Indicates that you are going to cast a spell

Manipulate: Allows you to operate switches, levers, buttons, etc. to change the state of an object nearby.

Note on cursors: If a given cursor is selected it may be changed by clicking on a different action button, by hitting "ESC" or by L-clicking an area where the cursor has no effect (e. g. a non-object or the interface border). Casting spells is canceled by a R-click or "ESC", or finished by a L-click on a creature or area (depending on the type of spell).

The fog-of-war: Characters see a certain distance away from them, using a direct line of sight. This means that they cannot see around a building until they move to the corner and that they cannot see through walls. Depending on the type of terrain that they are crossing, they will be able to see a certain distance — farther in open outdoors terrain (about 1/2 of the main game screen), a little less in mountainous terrain (about 1/3 of the main game screen), and still less in dungeons (about 1/4 of the main game screen).

BOTTOM MENU BUTTONS

Different sets of bottom buttons are displayed depending on if you select a single character, or a group of characters.

There are 12 Character Bottom Buttons: These change depending on which single character is selected. Use the F1-F2 hotkeys to quickly select any of the following options:

Dialogue: This selects the dialogue cursor which will initiate dialogue if L-clicked on any creature.

Quick Weapon: These slots correspond to the quick weapon slots on the inventory page. Load a weapon into these slots (R-click to choose that weapon) and it will appear in the relevant slots here. Right click on any ranged quick weapon to select ammo type.

Class	Slot 1 (F3)	Slot 2 (F4)	Slot 3 (F5)	Slot 4 (F6)	Slot 5 (F7)
Fighter	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Quick Weapon 4	
Paladin	Quick Weapon 1	Quick weapon 2	Quick Weapon 3	Turn Undead	Cast Spell
Ranger	Quick Weapon 1	Quick weapon 2	Quick weapon 3	Stealth	Cast Spell
Wizard	Quick Weapon 1	Quick Spell	Quick Spell	Quick Spell	Cast Spell
Cleric	Quick Weapon 1	Turn Undead	Quick Spell	Quick Spell	Cast Spell
Druid	Quick Weapon 1	Quick Spell	Quick Spell	Quick Spell	Cast Spell
Bard	Quick Weapon 1	Bard Song	Thieving	Quick Spell	Cast Spell
Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/ Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/ Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/ Wizard	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Wizard/ Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Cleric/ Wizard	Quick Weapon 1	Turn Undead	Quick Spell	Quick Spell	Cast Spell
Cleric/ Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Fighter/ Druid	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Cleric/ Ranger	Quick Weapon 1	Turn Undead	Stealth	Quick Spell	Cast Spell
Fighter/ Wizard/ Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/ Wizard/ Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell

Character Specific Buttons (F3-F7 hotkeys)

Find Traps: This is a mode that thieves can choose. If an action other than movement is selected for that character, this mode ends.

Thieving: This includes pick pockets and open locks, depending on the target chosen.

Quick Weapon: You can configure your quick weapon slots on your character's inventory page.

Stealth: This is a blend of move silently and hide in shadows. Thieves can choose this mode and, if successful, they become nigh-invisible. Provided he/she is behind the target, the next attack of the thief, if successful, is a backstab, and this will cause either double, triple, or quadruple damage depending on the level of the thief. Moving into the light or launching an attack can cause the hide to fail.

Turn Undead: This is a mode that clerics can choose (the cleric persists in turning undead until an action other than movement is selected). Clerics in this mode will attempt to turn undead creatures (if successful the undead run away for a time, or may be destroyed if the cleric is powerful enough). Evil clerics using this ability may actually be able to gain control over some undead creatures.

Cast Spells: This is possible by clerics and wizards. It pulls up the memorized spell list of the cleric or wizard and the cleric or wizard can cast a spell from this list.

Quick Spells: These are configured by R-clicking on the Quick Spell slot — this brings up a list of all currently memorized spells. Once configured, the spell is ready for use at the push of the appropriate button or by L-clicking on that slot.

Bard Song: This is possible by Bards — the bard character will begin playing a song, which continues until any action other than movement is selected for that bard. While the song is playing, the party morale and luck is higher. The better the bard (higher level), the larger the morale and luck improvement for the party. (Luck decreases attack rolls and damage caused by enemies).

Item buttons (F8-11)

Use Item: If L-clicked, allows you to use any item you hold in your personal inventory quick item slots or items with usable properties that you are wearing.

Quick Item (x3): You may ready any item in the personal inventory for quick use by R-clicking on any of these three slots and selecting from all items held personally to configure that slot (much as per Use Item). This is the same as the usage of quick spells. If an item is used up or dropped or traded it must be removed from the quick item slot(s). If using an item causes a spell to be cast which must be used on a character or monster or terrain, the cursor will change accordingly and you must L-click on the target to use the item. R-clicking will cancel use. Weapons with magical powers can have their magic powers configured in the quick items slots, but not the quick weapons slots (only weapons with physical attacks go into the quick weapon slots).

Special Abilities button (F12)

For any characters with special abilities (e. g. special abilities for certain character classes or any special abilities that are gained by your characters during the course of the game), if you click on this button it brings up a page of special abilities for that character. Some of the more common include:

Lay Hands: This is possible by Paladins. They summon magical healing energies upon a target of their choice, and heal 2 hp per level once per day.

Shapechange: This is possible by high-level druids (level 7 or higher). Your characters may develop additional special abilities over the course of the game.

There are 9 Group Bottom Buttons: These come up when you have more than one character selected: Guard/Protect, Dialogue, and Attack are the same as the buttons for a single selected character.

Stop: Halts all current party actions.

Quick Formation buttons: Formations form in the same order as top down on the character portraits bar (top character is #1 in formation, and down the list). If less than six characters are selected, they will form up to the number of characters selected, filling in the first, second, third, etc. formation slots until done. Formation movement is accomplished by R-clicking and holding (for rotation of the formation), or L-clicking, both only when a group is selected. Quick formations work the same as quick spells, quick weapons or quick items. They allow for real-time tactical combat; pull your mage into the middle of your party, or advance your fighters to the front quickly by using the formations. The quick formation slots are configured via a R-click which brings up all available formations; L-click selects one as the formation for that quick formation slot. L-click subsequently on that button selects the current party formation. Movement into formations is then achieved by L-clicking the terrain in the game, or by R-clicking and holding, to rotate the formation.

RIGHT MENU BUTTONS

Select all: Selects or unselects all six characters

AI on/off: This turns the AI on/off for a given character or number of characters. This will mean that characters with AI turned off will not react to anything in the environment unless manually controlled. They will not move or otherwise do anything unless dictated by their unmodifiable section of script

(the portion that players are unable to change, representing the personality of that character).

Character portraits: The character portraits select that character if L-clicked upon; if R-clicked upon they bring up the inventory page for that character. You can reorganize your party order by changing how the character portraits are organized. To do this, you simply left click and hold on one of the party portraits. You may now drag the portrait to the desired position.

Note on Character Portraits: Damage to the character is represented on the character portrait as a red bar (i. e. the portion of the portrait that is the normal color is the portion of hit points still remaining to the character). If you move your cursor over the portrait of a character, the hit point total and the name of that character will appear. Character portraits will also display status icons (if your character is Charmed, Held, etc.) as well as the level-up icon if one of your characters can level-up.

LEFT MENU BUTTONS

The buttons down the left side of the interface give you direct access to the various interface screens in the game. The buttons are as follows:

Return to Game

Map

Journal

Equipment (Inventory)

Character Record Page

Wizard Spells

Priest Spells

Options

Each of these buttons will take you directly to the interface screen for the character selected. If the entire party is selected, the appropriate screen for the party leader will come up.

Rest: From many of the interface screens, a Rest button will be available in place of the Select All and AI On/Off buttons. When you select Rest and confirm, time will pass in the game and your characters will heal and regain their spells. When the party rests, characters that have healing spells memorized will cast them on the most injured party members automatically. In the options page, you will find a setting called 'Rest until healed'. If you turn this on, then when you rest, time will pass until your party is fully healed. Be careful when you use this; if you have a time based quest, you might sleep right through it!

Don't forget to decide which spells to memorize before resting! – Volo

HELP WIZARD TOOL TIPS
These are the information windows that pop up whenever you leave your mouse cursor on any button for a period of time (determined in the options). Help Wizard Tool Tips will also pop up if you leave your cursor on certain items in the game (characters, buildings, signs, etc). To bring up the Tool Tips instantly, press the "Tab" button.

THE DIALOGUE WINDOW
Dialogue occurs with the selected character only; changing the character who is having the dialogue is not possible until dialogue is exited and restarted with a new character selected. If multiple characters are selected, the top-most selected character initiates the dialogue. Note: Regardless of who is having the dialogue, reaction adjustments will be based on the 'leader' of the group. The 'leader' is always the top-most character portrait of all the characters that are present in the area.

The more charismatic the leader, the better. – Volo

There are three available sizes to the dialogue window: a two-line size (small) which is the default in normal play and used to display system messages and game conditions, and a 15 (medium) and 25 (large) line size which are used when dialogue is being displayed. The two line and 15 line sizes may be expanded to the 25 line size during game play by L-clicking the small "up" button at the right side of the dialogue window or by hitting "Page up" or "Page down." There is a scroll bar at the right of the dialogue window that may be used to scroll up or down in the dialogue queue. Dialogue uses a menu based system where you L-click on what you want to say from a list. What is available to be said varies according to the reaction adjustment and Charisma of the character who is speaking. When more text scrolls up in the window than can be read at once, or when dialogue is paused to give you a chance to read the text, you can L-click anywhere in the dialogue window to view more text. The text that has been read can be reviewed with the scroll arrows on the right (up or down). During dialogue the character who is talking has his portrait highlighted and will flash in the main game area. The NPC being spoken to will also flash.

STORES, INNS, TAVERNS AND TEMPLES
Throughout the course of the game there are many non-player characters in the world who will offer goods or services. These NPC's all use a similar interface for the buying, selling, trading of information, goods and services. When these NPC's are spoken to, a panel will replace the bottom portion of the screen with buttons for the various services offered.

Rent Rooms: Inns usually have four different types of rooms that the player can use to rest at night. The various accommodations vary from Peasant rooms to Deluxe lodgings. The more expensive the room, the more comfortable your stay and the more you will heal while you rest. Some inns are limited in the quality of rooms they can provide.

Buying and Selling: This screen is broken into a Buy window and a Sell window. Items that the store offers are shown in the Buy windows, items from the character's inventory are shown in the Sell window. To select items to purchase, L-click on them in the Buy window. The item icon will become highlighted, but will not be purchased until you L-click "Buy" at the bottom of the window. You may select multiple items and the current total for all items is shown next to the "Buy" button. The Sell window works in the same fashion, although the store owner may have no interest in buying the items in your inventory (in which case the item will be "dimmed"). Items that are unusable by the character currently selected are shaded red. While these items are unusable, they can still be purchased for future use or for other party members.

Drinks and Rumors: Some locations will have a friendly bartender or innkeeper tending bar. The items offered at the bar vary from expensive liquors to cheap ales. Either way, upon ordering a drink, the proprietor may decide to share rumors that he has heard lately. Be careful however, as your characters can become intoxicated if they drink too much.

Steal: Thieves may have the option of attempting to steal items out of a shop's inventory. The Steal screen works the same as Buying and Selling, except that no gold is exchanged. When an item is selected to be stolen, the thief's skills are checked — if successful, the item is added to the thief's inventory; if unsuccessful, the guards will be called (or worse!).

Donate: You can donate money at a temple by selecting this option. When you donate, you may hear a rumor from the priest and the party's reputation may be increased depending on the amount of gold donated. It is very helpful to donate gold if the party's reputation is suffering.

The more your reputation has fallen, the more you must donate... Priests have long memories. – Volo

Healing: Temples usually offer healing services for a price. A menu will appear showing the services offered and the price. Select the service you wish to receive and select the character who is to receive the healing.

Identify: Shops and Temples can usually identify a much larger variety of items than your characters will be able to. The cost to have an item identified is 100 gold. If you cannot select the item from the list, then the proprietor does not have the ability to identify the item.

CONTAINERS (chests, tables and boxes)

Certain items and containers will be able to be picked up or opened in the game. When you move the cursor over them, they will become highlighted in blue. L-click to access the item or container. When you access the item or container, the Container panel will come up at the bottom of the screen. The left side of the panel shows the items that are on the ground or in the container and the right side is a small portion of the selected character's inventory. Clicking on items on the left side of the panel moves the items from the ground or container into the character's inventory. If the character's inventory is full, the item will not be transferred. Note that this process can be reversed, and items can also be moved from a character's inventory into a container or onto the ground by L-clicking on them in the right side of this panel.

USING BUTTONS AND TRIGGERS

When playing Baldur's Gate II, you will come across several buttons, levers and similar instruments. When you place your cursor over these instruments, it will switch to a new cursor type. To use these instruments you must be standing close to them, otherwise a message will pop up telling you that your character is too far away.
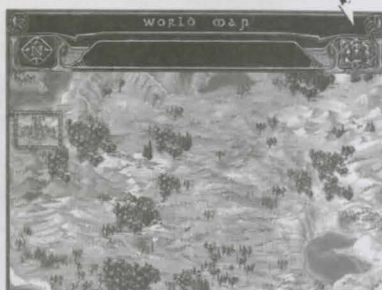
MAP

Area Map: L-clicking the map button will bring up the map that the selected character(s) are currently on. Areas that have been visited are lit, areas that haven't are dark. This map may be an interior dungeon or an outdoor terrain. The character(s) current position(s) are indicated on the map by dots.

To World Map   Back to Area Map

NOTE: On your map there will be location icons marking important locations within the area. When you place your cursor over the flag, the name of the location will come up a the top of the map screen. You can add your own map notes by right clicking anywhere in the map area.

World Map: When the World button on the Area Map is clicked the World Map comes up and the area that the character(s) are on will be marked by a shield standard. The areas visited thus far on the world map will be shown as well as the areas for which you have been told locations. Note that you cannot travel between areas unless you have traveled to the edge of the current area and brought up the world map with the "Travel" icon. To move to another area, highlight the area and click on it.

JOURNAL

Quests are entered in the journal as well as major occurrences in the game world. The journal page has 4 sections:
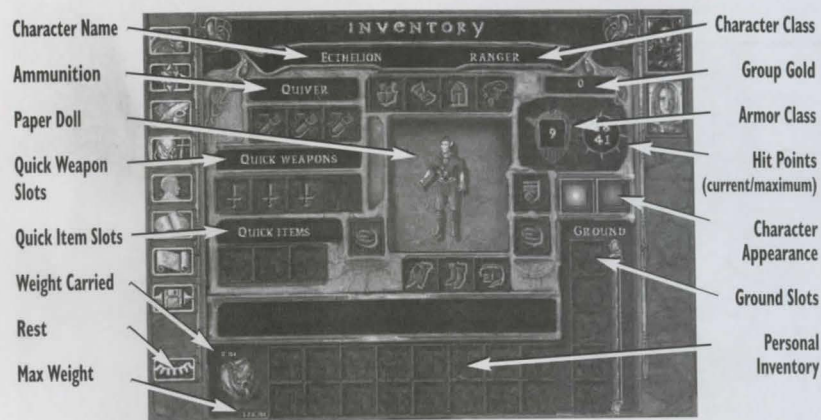
Quest: This journal section records all of your current quests. This section is organized alphabetically or by date.

Done Quests: When you finish a quest, all related quest entries will be placed in this section and the old entries will be erased from the Quest section. Quests are organized by date in this section or alphabetically.

Journal: This section lists major events in your character's adventure. This section is organized by date or alphabetically.

User: This section is for your own journal entries. You can add journal entries here by pressing the button 'Add.' All entries are organized by date or alphabetically.

INVENTORY

Character Name

Ammunition

Paper Doll

Quick Weapon Slots

Quick Item Slots

Weight Carried

Rest

Max Weight

Character Class

Group Gold

Armor Class

Hit Points (current/maximum)

Character Appearance

Ground Slots

Personal Inventory

The inventory page can either be accessed by L-clicking the Inventory button on the left of the screen or by R-clicking a Character Portrait. Some of the screen is taken up by the "Paper Doll" representation of the character. Along the bottom of the screen is the character's personal inventory and the encumbrance of the character. Items can be dragged and dropped to be equipped on the Paper Doll, or dragged and dropped to other characters' portraits to give the item to the other character. Stackable items can be unstacked by double L-clicking on the item. Unstacked items can be stacked by dragging and dropping them on top of each other. Items placed in the "Ground" slots will be dropped at the character's feet and can be picked up from the main game area. The group pool of gold is shown on this page as well.

Blue Shaded items are magical and unidentified. Red Shaded items are not usable by that character.

Encumbrance: Each character has a maximum weight they can carry. The weight currently carried by the character is shown next to the Personal Inventory. Maximum weight carried is determined by the Strength attribute of a character. If this weight is exceeded, the character will slow or completely stop depending on how overloaded the character is.

The Paper Doll Inventory: There are 16 distinct areas in the equipped items section: Helm, armor, bracers, cloak, amulet, L ring, R ring, gauntlets, boots, up to 4 weapons (R hand, from which the quick attacks are chosen), the quiver (of up to 3 sets of ammunition), and the shield slot (L hand).

IMPORTANT NOTE: You can also place weapons in your shield slot. Your character will then wield two weapons. However, if he is not proficient in two weapon fighting style, then he will incur severe penalties to his THAC0.

In certain circumstances, the best defense is a good offense. - Elminster

A sharp pen is sometimes better than a sword, I've found - Volo

Quick Weapon Slots: The weapons put into the quick weapon slots determine the quick attacks that are available (these slots are like a bandolier of weapons available — for a mage, this could hold a dagger, for a fighter it could be a crushing weapon to use against undead, a bow for distant encounters and a sharp edged weapon for close combat). When a new weapon is put into the weapon slots on the inventory page, it generates a default quick attack in the quick attack button for this character at the bottom of the main interface screen. Only one bow or crossbow may be equipped at a time. Both bolts and arrows may be in the quiver but only those usable by the currently equipped weapon appear as quick attack choices on the main interface screen. A shield may be equipped only if no 2-handed weapons are present in the weapon slots. If a 2-handed weapon is in one of these slots, the shield is not equipable and a message to this effect appears in the inventory message line: "Cannot equip (2-handed weapon in use)." A similar message is displayed if a shield is equipped and the player tries to move a 2-handed weapon into one of the 4 weapon slots: "Cannot equip (shield in use)."

Quick Item Slots: These are slots available to each player that represent miscellaneous items that are kept at the ready (potions, for example). These items can be accessed easily during combat (similar to "Quick Weapons" above).

Personal Inventory: Considered your "backpack," you can only carry 16 different items or stacks of items, regardless of your encumbrance.

Items Property Page: If an item is R-clicked, the view changes to the Items Property page. This page contains the item's icon, description and picture. Characters with high "Lore" abilities will automatically be able to Identify certain magical items. If the item is currently unidentified, there will be a button to allow you to try to magically Identify it. Potions may be consumed from this page. If the item is a scroll, wizards will have the opportunity to try to "Write Magic" and add the scroll spell to their spell book. Certain magical items may even have special "Abilities" that can be accessed from this page — including the ability to configure the item's magical powers.

Many a mage has wasted their life seeking scrolls with spells to add to their collection. – Volo

Do not underestimate the advantages of increasing one's knowledge. – Elminster

Character Appearance: Clicking on the colored boxes will allow you to pick from a palette of colors for your character to use for clothing colors.

Rest: L-click on this button to rest your characters. Some areas are better suited for resting than others, so select your campsite carefully.

Watch out for surprise attacks where you rest, friend – Volo

GEM BAGS AND SCROLL CASES
Gem bags and scroll cases can be bought in stores, or found while adventuring. These items are used to store multiple gems and scrolls, and thus free up inventory space. To use these bags and cases, simply R click on the item. Now press the button 'open container' to move to the next screen. From this screen you can move your gems or scrolls from the right hand column to the left hand column. This will move these items into you gem bag or scroll case. You can also drag a gem or scroll to the appropriate container and release the L-Mouse button over top of it to deposit it in the bag/case.

CHARACTER RECORD AND ASSOCIATED SCREENS

Character Record: The character record screen shows all of the vital statistics and abilities of the currently selected character.

Dual-Class: This page is available to human characters only — after 2nd level you can convert a character to dual-class. When the player chooses dual-class, a dual-class interface screen will come up from which he will choose the new class for the selected character. Characters not allowed dual-class status include paladins, rangers, and druids. The character must meet the minimum requirements for the new class in all areas. The dual-class page is very similar to the character generation page — and, in fact, making a character dual classed can be seen as essentially starting a character over. As a new dual-classed character, he starts with only the 1st-level abilities and restrictions of his new class, though he retains his hit point total from his prior class. After a character becomes dual-classed, he can only use the abilities of his new class until he surpasses the level of his original class, at which point he can freely use the abilities of either class. No further advancement is ever allowed in the first class, all further development is in the new class.

NOTE: You are only allowed to have one kit in Baldur's Gate II. When you first create your character, you choose his kit. When you dual class your character, you DO NOT get to choose a new kit.

Level Up: This button is dimmed until the player gains enough experience points to gain a level (This is indicated on the portrait by a "t" symbol). When the player clicks the "Level-Up" button, a level up screen will be shown. All changes to the character sheet are highlighted. For a thief or bard, the player must distribute new thieving points. A new proficiency slot requires a player to choose a weapon proficiency. What has changed is also shown in the level up screen. Modifiers to your

THAC0, saving throws etc. will all be displayed here upon leveling up.

Information: This page allows you to compare how the various characters in your party are playing. Various stats such as number of kills and favorite weapon are displayed.

Reform Party: This page allows you to remove characters from your party.

Customize: This page allows you to change a character's appearance, change his voice, change his clothing colors, or change his scripts (the computer code that controls behaviors/reactions to situations). For more information on customized character portraits, character voices or scripts, refer to the information in the "Readme" file.

Export: This allows you to save a 'snapshot' of the character's file to your computer for use in a multi-player game. The character's current status will be saved, including hit points, experience points, level, class, inventory, etc.

WIZARD AND PRIEST SPELL SCREENS

The known spells of the wizard or priest are shown on the right. If you R-click on a spell icon, a display page will come up with a spell description. To memorize a spell, L-click on it. The spell appears on the left in the "memorized" area, but remains shaded (and unusable) until the character has a chance to rest. (See the Rest button on page 18). The memorized spells of the wizard or priest are shown on the left. Every time the spell caster sleeps he will memorize the spells in this area. If the memorized spell area is full and you want to memorize a different spell, L-click on the spell and it will vanish. Note: For sorcerers only known spells are shown. Sorcerers use a point-based magic system and do not need to memorize spells.
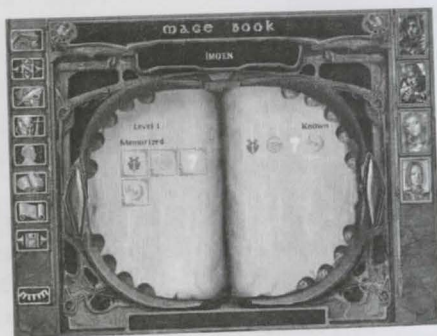
OPTIONS

Options: Save, Load, and Quit: These allow you to save games to your hard disk, discard your current game and load a previously saved game and quit to the main menu.

Graphics: Brightness/Contrast allows you to adjust the brightness and contrast of the display. Color Depth allows you to toggle your display between 16 bit, 24 bit, or 32 bit color based on the capabilities of your system. The other graphic options on this page should be used only if Baldur's Gate II is not displaying correctly on your system. Please refer to the Readme file for the latest information on how to correct any display errors.

Sound: This menu allows you to independently adjust the volumes of various sounds in the game. Select Sounds allows you to toggle on/off some specific sound effects and set the frequency with which your characters verbally respond to your orders.

Gameplay:

Tool Tip Delay adjusts how quickly the Windows Tool-Tip pop-up help appears. The left of the slider is the briefest period of time. Note: You can always make the tool tip appear instantly by hitting the "Tab" key.

Mouse Scroll Speed adjusts how quickly the screen scrolls across the game world when the mouse is at the edge of the screen.

Keyboard Scroll Speed adjusts how quickly the screen scrolls across the game world when the Number Keypad arrow keys are used.

Difficulty adjusts hidden factors within the game to make the game more or less difficult. Note: There is an experience point penalty for reducing the difficulty of the game to easy. There is no bonus for playing more difficult games.

Dither Always: Allows your characters to dither through obstacles that would normally obscure them.

Gore: This toggles on/off the blood and 'excessive' damage and death animations in the game.

Feedback: Allows you to modify the frequency with which you see markers and locators in the game, as well as turning on and off the various messages that come up during the game.

Autopause: Allows you to set various conditions under which the game will automatically pause.

MISCELLANEOUS INFORMATION

Fatigue: A character can continue to operate at peak efficiency for 24 hours game time (2 hours real time). After that the characters will start to complain, and the characters' attributes begin to go down. For every 4 hours beyond this 24-hour mark the player will receive a -1 luck penalty (-1 to all of his rolls). As soon as the character rests all penalties will disappear.

> *A 'haste' spell makes you fatigued… all that running around*
> *can't be good for you. — Volo*
> *Ah, but improved haste won't have this effect. - Elminster*

Intoxication: A character becomes intoxicated after he drinks enough alcoholic beverages. The average character will be able to drink about 5 alcoholic beverages before becoming intoxicated but this amount may vary depending upon the character's Constitution. Intoxicated characters gain a bonus to Morale, but a penalty to Luck. The greater the level of intoxication, the greater the bonus/penalty. The effects of intoxication diminish over time.

Infravision: Some characters and monsters have the power of infravision. Infravision allows you to see better in the dark by revealing the heat of objects. A character without innate infravision ability can obtain infravision through spells or magical items.

Effects of Wearing Armor on spells and abilities for dual or multiclassed characters:

Different buttons may be dimmed in the bottom panel depending on what your characters are wearing.

Even if a multi-class or dual-class wizard is wearing armor, he can still memorize spells, he just cannot cast spells until the armor is removed.

MULTI-PLAYER GAMES OF BALDUR'S GATE II

MULTI-PLAYER

The multiplayer game of Baldur's Gate II is identical to the single player game — at least in terms of the game content. The main differences between the single and multiplayer games relate to who is playing in the game — in the single player game, you create one character and up to five other NPC's join you. After they join, they are essentially characters fully under your control. In a multiplayer game, between one and six players may adventure together, cooperatively controlling both created characters and NPC's that join the party. A few definitions are in order. The leader is the player who has control over such things as who can join, what kinds of characters can be brought into the game, and what abilities the players who are in the game actually have (in terms of game play — see Permissions, below). The leader can control one or more characters in the game and has the ability to assign characters to the other players. The server is the computer (usually, but not necessarily, the leader's) which coordinates the various game-states of the client machines of each player. A player is one of the people who controls one or more characters in the game. A character is an alter-ego, analogous to the characters of the single player game, which is controlled by one player in a multiplayer session.

STARTING OUT

When you start a multiplayer game, (also known as a session) you will be presented with the Connection screen. Here you can choose the protocol that you will play your game with.
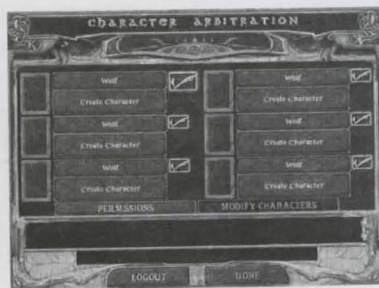
PROTOCOL

There are five available protocols that you can choose from on the protocol screen.

IPX

You will be presented with the all available IPX sessions. After choosing one, you will proceed to the game.

TCP/IP

A connection screen will come up in which you can enter the host address you wish to connect to. Once you do this, you will be connected to this session if it is available. On local area networks, TCP/IP has an auto-detect feature to automatically set up games.
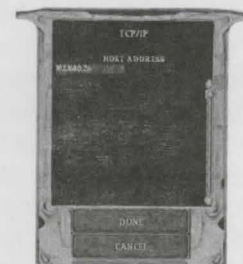
MPlayer

Baldur's Gate II is available through Mplayer.com. To play Baldur's Gate II on Mplayer.com, simply click the Mplayer.com option from within the Baldur's Gate II Start Menu item. This will install the Mplayer.com multiplayer gaming client software and direct you to register for an Mplayer.com account. Once you've registered, you'll arrive in the Baldur's Gate II game lobby on Mplayer.com.

Modem

If you choose a modem connection you will be presented with a popup menu where you can configure the COM port and speed of your modem. Once you have done this, you can enter the number that you want to dial. Once you have dialed the number you will be connected with that game.

Serial (null modem)

If you choose serial connection, a popup menu will appear on which you can select the COM port of the null modem cable that you will be using as well as the port connection speed.

JOINING A GAME

Whichever protocol is chosen, if you are not creating the game but rather joining one, you will be prompted to choose a player name by

which you can be identified by the leader and other players in the session. After this you will proceed to the Character Arbitration screen (see below).

CREATING A GAME

If you choose to create a game which other players can join, you will see a popup window appear, on which are spaces to fill in the session name, the player name, and buttons to create a new game or load a game. If you choose to create a new game, you must fill out the spaces for the session name and the player name. After you have created your game or loaded in a game from the list of available saved games, you will proceed to the Character Arbitration screen. When characters join your session (at any point in the steps outlined below, or for that matter in the actual game) the leader is notified. The leader has the ability to stop listening to requests to join (this is set in the Player Permissions window, described below).

CHARACTER ARBITRATION
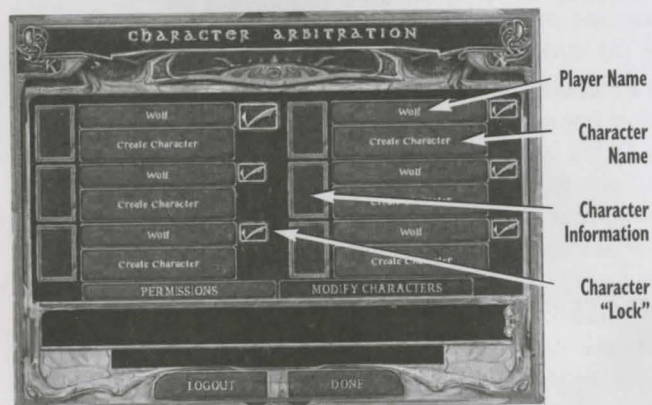
The character arbitration screen is where players are assigned control of character slots and create the characters that they will roleplay in the game. From this screen, the leader also controls Permissions and other options for the game. The player running the server is initially assigned as the leader of the party. As the leader, he or she has the ability to assign character slots to the players who are in the session. This is

achieved by L-clicking on the player name slots, after which a panel will pop up with the names of all players currently in the session. Control of a slot may be assigned to any player. On the character arbitration screen, characters may be loaded into a slot by the player who controls that slot. This is done by clicking on the Create Character button.

The Protagonist in the Multiplayer Games: As in the single player game, there is one character who is the protagonist of the story. If this character dies, the game is over and the game must be reloaded, as in the single player game. The protagonist in the multiplayer session is identified by the stone highlight around the first character slot.

Characters in Multiplayer Sessions: The characters in multiplayer may be created from scratch or may be imported into the game using the "Import" button. The character is created on the exact same screens as in the single player game (see page 8), subject to the restrictions set out by the leader of the session in the Player Permissions submenu off this page (see below). Once a character is created, it can be modified by clicking on the player name, which brings up a window allowing the player to create, import, export or delete (the active character must be deleted before the first two options are available and the latter two options are available only when there is a character in the slot). When the player is satisfied with the character that he has imported or created, he clicks on the small skull icon to the left of the character slot to "lock" the character and prevent changes. If a player wishes to change a character, that character must be "unlocked" by clicking on the skull icon before the character is editable.

PLAYER PERMISSIONS

Although both the leader and the other players in the session can view permissions on the Permissions screen, only players who have been assigned leadership privileges are able to modify permissions. The leader can assign these permissions to any players that he chooses. The permissions represent what players are able to do in the game.

The permissions provided are:

the ability to modify characters

the ability to initiate dialogue

the ability to spend party gold/purchase items

the ability to view other character's records

the ability to initiate an area transition

the ability to pause the game

the ability to modify permissions/remove players from the game (leadership permission)

Import Options: On the Permissions page the leader is able to set the options for importing by clicking on the "Import Options" button. This brings up a window with three settings: Stats only, Stats and XP (i. e. experience points and levels), or Stats, XP, and Items. By choosing one of these settings the leader limits the types of characters that can be brought into the multiplayer session from the single player game or other multiplayer sessions.

Listen to Join Requests: Also on the Player Permissions page is a button, "Listen to Join Requests", which allows the leader to listen to requests to join the session or to turn off requests if there are enough players in the game. For example, the leader might only want to have one or two people in the game, so having people requesting to join could get annoying. An interesting facet of multiplayer is that the player creating the session can choose to play solo. The advantage of this is that all characters in the party can then be created from scratch. [Note: While we specifically included this option due to popular request,

we actually recommend playing the game with NPC's turned characters in the party — they'll have more personality.]

STARTING A MULTI-PLAYER GAME

When all players have L-clicked on the skull icons to the left of their characters' slots, the "Done" button will become active on the leader's computer. The game launches when the leader clicks "Done."

CHANGING PERMISSIONS IN THE GAME

Both the Character Arbitration screen and the Player Permissions screen are available on the left side menu in the multiplayer game. These screens are treated identically in the actual game to what is described above.

PLAYING A MULTI-PLAYER GAME

CHATTING

Players can chat between themselves. There is a chat window — to enter a comment merely L-click on the entry area and enter a comment. To address the comment to a specific person (and only that person) type that player's name followed by a colon (":") then the comment — only that player will see your comment.

SAVING AND LOADING

The leader can Save games at any time during normal play, just as if playing the single player game. In order to Load a game, the leader must exit and reload the game. This involves restarting the session.

NON-PAUSING DIALOGUE AND STORES

There are certain characters in Baldur's Gate II that will not pause the game when spoken to. This means that when you initiate dialogue with them, only you will be able to view their dialogue. Other players will be able to continue playing. The characters that do not pause the game are usually townsfolk, storekeepers and other non-critical people. The characters that do pause the game are crucial to the central plot.

GENERAL NOTES CONCERNING MULTI-PLAYER

When you are playing a multiplayer session, keep in mind the following notes:

1. Asynchronous: Baldur's Gate II is an asynchronous game. If you happen to be playing with somebody whose system is very close by, you may see slightly different things happen on each system. The point to remember is that while things happen somewhat differently, the result of the actions is always the same.

2. Explorable Area: When playing a multiplayer game of Baldur's Gate II, you are limited to exploring one area in the game at a time. That is, the characters in the game can only spread out within the same above ground area. While they can enter structures and underground areas individually, they cannot travel to other above ground areas until all characters are at the edge of the area and ready to move on.

3. Loading Time: The loading time for any given level is slightly longer while playing multiplayer. This is because the interiors for each level must be loaded along with the exteriors for each area. The single player game does not need to do this, so loading is faster. Also, the multiplayer game is forced to wait for the system that loads the area the slowest.

4. Party Gold: Just as in the single player game, all gold is shared between the members of the party.

5. Shared Experience: Just as in the single player game, all characters in the party share in the awarding of experience points.

6. The Leader is in Charge: In case you haven't figured it out by now, the leader has control over everything that the player can do in the game, including kicking them out and reassigning their characters to other players. Make sure that the leader is playing the type of multiplayer game that you want to play. That is to say, if you want a hacked game, join that kind of game or start it up; if you want a clean game according to AD&D rules without interference from hacked or edited characters or players who don't want to play as a team, then you need to find those players.

MANUAL 2
VOLO'S GUIDE TO BALDUR'S GATE II: SHADOWS OF AMN

Volo's Personal Introduction

This guidebook is one of the very finest in my ongoing tour of the Realms – I can guarantee that you'll find no more diligent guide than your humble servant Volothamp Geddarm. I've spent the past six months journeying around the lands of Amn, suffering trials and tribulations the like of which you can only imagine! Lumpy mattresses, rude serving wenches and thin, tasteless ale – such is the price I willingly pay to bring forth this fountain of knowledge. Forever in thy service,
– Volothamp Geddarm

A notorious embellisher and braggart, Volo's guide is remarkably accurate – for him. Perhaps this reflects the influence of an unnamed, wiser eye looking over Volo's shoulder.
– Elminster

PART 1: BACKGROUND

THE WORLD OF Baldur's Gate II: SHADOWS OF AMN

Welcome to the Forgotten Realms and the world of Faerûn! (Fay-ROON). A land of magic and adventure, Faerûn is a continent hugging a larger world, which in turn is the third world of eight orbiting a central sun, which is encapsulated in a crystal sphere within a swirling chaos, which is only one in a myriad of alternate dimensions. But for the races of Toril — elves, dwarves, gnomes, halflings and humans — Faerûn is a very important place: it is home. Abeir-toril (Ah-BEER Tor-RILL), more commonly called Toril, is the name of the orb that Faerûn and the Forgotten Realms are set upon, just as Earth is the orb that Eurasia is set upon. The name is archaic, meaning "cradle of life," and is rarely used in everyday speech. Abeir-Toril is an Earth-sized planet dominated by a large continent in its northern hemisphere as well as a number of other large landmasses scattered about its surface. This northern continent is called Faerûn in the west, Kara-Tur in the east, and Zakhara in the south. It is the primary purpose of this tome to deal with the western portion of this huge landmass, in particular the region in Faerûn between the Sea of Swords and the Inner Sea, and more particularly the country named Amn.

THE SWORD COAST

For years, the lands between Waterdeep, a huge city far north of Baldur's Gate, bustling Amn to the south, the Sea of Swords to the West, and the Wood of Sharp Teeth to the East have been thought of as the Empty Lands — a vast, stretch of wilderness folk venture into only to get from one place to another. Legends abound of grisly fates that befell unfortunate travelers at the hands of the orcs, trolls, hobgoblins (and worse!) said to infest the area in veritable armies. In recent times the caravans saw a new menace — raiding parties of humanoids who plundered mainly the miners in the Cloud Peak mountains north of Amn. Thanks to both human and bestial predators, the trip has always been dangerous — hence the name Sword Coast. Down through the ages, many folk have dreamed of founding a kingdom in this verdant valley hidden in the moors. The area is littered with the ruins of failed dreams, abandoned villages, empty towers and dungeons, as well as the occasional town, city, or keep, such as Baldur's Gate, Beregost, Durlaq's Tower, Athkatla and Trademeet.

AMN

In Amn, the northernmost of the Empires of the Sands, wealth is prized above all else. Merchant trade drives Amnian society and the people of the land are given to ostentatious displays of riches in their clothing, homes and frequent feasts. Obvious affluence is the key to improving and maintaining one's station in the Merchant Kingdom, as Amn is commonly known. Here everyone truly believes that money is the root of all power and the kingdom of Amn seeks to dominate the Realms through its trade and economic influence. The Amnian authorities regard mages and the practice of magic with dark suspicion that can easily turn to open hostility and the wise wizard will exercise the utmost discretion while travelling through these lands. Recently Amn was brought to the brink of war against its Northern neighbor, the city of Baldur's Gate. Fortunately, the machinations of Sarevok, a mortal offspring of the God of Murder, were thwarted and war was averted; however, relations between the two states remain strained.

A low profile is best for mages here... I myself travel incognito through the Merchant lands — no easy task for one as famous as I! — Volo

Even I would hesitate before breaking the Amnian moratorium on unregulated spell casting. - Elminster

ATHKATLA

The capital city of Athkatla is the most influential and important city in Amn and as such is a breeding ground for plots, intrigue and betrayal—with loyalty going only to the highest bidder. Power in Athkatla is shared (though not willingly) between the official government and the local thieves' guild. The anonymous Council of Six have ruled Amn for the past three decades through political machinations and economic coercion. The Council are known only by their titles (the Meisarch, the Tessarch, the Namarch, the Iltarch, the Pommarch and the Dahaunarch) and revealing one of the councilors true identities is punishable by slow torture and death. The Shadow Thieves also wield considerable influence in the city, though recently many of the guild's members have been defecting to a rival, and as yet unnamed, organization.

SULDANESSELAR

Built among the treetops hundreds of feet above the forest floor, the Elven city of Suldanessar is home to the (some claim) immortal Queen Ellesime. Within the city is also rumored to exist the Tree of Life, likely the source of the Queen's eternal youth. However, it is unlikely any who are not of Elven descent will ever be able to verify these legends. Vigilantly patrolled and hidden high in the treetops of Swanway's Glade, the Elven city is virtually impregnable to all enemies. Despite these formidable defenses there have been recent whispers of a Drow plot to bring down the city.

POWER GROUPS OF THE SWORD COAST

SHADOW THIEVES

The Shadow Thieves are a wide-ranging guild of thieves, spies and assassins who perform particularly dangerous, evil-aligned and lucrative ventures. Their activities, unlike those of most thieving guilds, are not

Athkatla - The Docks

limited to a single city and they range the length of the Sword Coast from Luskan to Calimport. The Shadow Thieves are based in Athkatla, in Amn (south of Baldur's Gate), where they have a massive training complex and a testing ground for the assassins they sponsor. This group was once the thieves guild of Waterdeep, until they were driven out of that city by the Lords of Waterdeep. This secretive organization appears to have reached some sort of agreement with the merchant lords of Amn, though no one knows of the agreement's contents. Under this pact, the merchant lords leave the Shadow Thieves alone and

are in turn left alone. The Shadow Thieves operate up and down the Sword Coast; their trademark is a black silk mask impaled upon a stiletto blade (usually used in assassinations, or left behind at the scene if a garrotte or poison is employed instead). No names, descriptions, or even numbers of Shadow Thieves are known; extremely experienced operators are thought to be few.

COWLED WIZARDS

The Cowled Wizards are a mysterious group of immensely powerful mages operating throughout Amn. Ordinary citizens cannot even hope to fathom the political goals and alliances of this arcane organization, although their power and influence certainly puts them on even terms with the Shadow Thieves and even the Council of Six. The Cowled Wizard's official function in Amnian society is to regulate and control the use of all magic within the Merchant Empire and the general population's inherent distrust of magic is reflected in the stringent prohibitions enforced by the group. Spellcasters foolish enough to practice their art in Amnian lands will undoubtedly receive a visit from the Wizards. If the mage is lucky, the first offense will warrant only a warning; if unlucky.... The Cowled Wizards often imprison rogue magic users (and the occasional political prisoner) in Spellhold, a magically secured "asylum" located on an island near the city of Brynn Law.

Such organizations give wizards like me a bad name! - Volo
Your bad name is your own doing. - Elminster

HARPERS

The Harpers are a semi-secret society based in the Heartlands. The Harpers have seen a number of incarnations through the years, with rising and falling levels of political power. They are primarily a group that is allied with a number of good churches and are receiving support from powerful neutral parties, including druidic circles. Their aim is to keep the dangers to civilization at bay, including goblin raids, dragon flights and the insidious control of other groups such as the Zhentarim, Red Wizards, the Commer, or the Cult of the Dragon. They believe in the power of individuals, the balance between the wild and the civilized and the good of humankind and its allied sentient races. They also believe in preserving the tales of the past, so that one may learn from those tales for the future. The Harpers attract a wide variety of character types, but this society is most attractive to elves, rangers, and bards. Harpers are spread throughout the North and the Heartlands, often operating in secret. They are by their nature meddlers and often operate alone or in small groups to achieve their ends. Except when battling long-term foes, it is unimportant to them if their name is connected with their actions (their own tales and songs are another matter). The Harpers are an amorphous organization and as such have no main base of operations. The Harpers are a force of good in the Realms and good-aligned characters may find themselves being aided by unseen allies if their business aids the organization. The only hint as to these allies' identity is the harp and moon symbol of the group.

MAJOR CHARACTERS OF AMN

FAMOUS CHARACTERS

RIBALD

(RYE-bahld) Ribald (Chaotic Neutral, half-elf male fighter/mage 11th/12th level) is one of the most famous retired adventurers in Athkatla, having served with several parties over his many years and having traveled over half the breadth of Faerun. The exact nature of his adventures is unknown, but Ribald has been known to remark on battles with beholders or orc armies as off-handedly as one might speak of the weather. Upon his retirement in his home city where he is best known, Ribald opened a store called 'the Adventure Mart' within the great marketplace known as Waukeen's Promenade. Items of almost any sort, from the mundane to the exotic, may be found within Ribald's store... and the man, himself, is often a font of helpful information and advice.

DRIZZT DO'URDEN

(Dritst Doe-URR-den) Drizzt Doeurdenthe dark elf (Chaotic Good, drow elf male, ranger 15th level). A renegade drow ranger who has escaped the oppressive regime of his underground homeland, Drizzt Do'Urden is among the most famous of drow in the Realms owing to his deeds

on the surface. He may be found abroad while engaged in acts of daring, particularly in rolling back the tribes of goblins and evil humans in the North. His fame and hatred of his former homeland has made him a target of other drow who hope to earn favor with their evil goddess Lloth by killing the renegade. Drizzt wears mithril chain mail +4, a gift of King Bruenor. He wields two magical scimitars simultaneously. These scimitars are Icingdeath, a frostbrand +3, and Twinkle, a defender +5, which glows when enemies are near. His most prized possession is a figurine of wondrous power of an onyx panther. The panther's name is Guenhwyvar. He doesn't use the panther unless severely taxed, as he is limited to using it for a certain period of time each day.

ELLESIME

(ELL-eh-seem) Queen Ellesime (Lawful Good, elf female, magic-user 16th level) rules over her elven subjects from the tree-city of Suldanessalar within the great forest of Tethyr. Not much is known of the elven queen, although it is rumored that she descends from the elven god Rillifane, himself. Whether it is this heritage that makes her immortal or some tie to the fabled Tree of Life is unknown, and it is doubtful whether any but some few elves will ever have the opportunity to gaze upon her fabled beauty.

SAEMON HAVARIAN

(SAY-mon hah-VARE-ee-an) Saemon Havarian (Neutral, human male, swashbuckler / mage 12th / 14th level) is an infamous corsair who plies the trading lanes of the Sea of Swords and the Pirate Isles. Tales of his deeds range from the mischievous to the nefarious, from the completely outlandish to the adventurous and daring. The only common thread amongst these stories is that Saemon's past is largely unknown, he values his own skin above all other things and that his fortune has waxed and waned dramatically with each passing season. Saemon often takes work where he can find it (and his skills as a seaman are well sought-after) and has a distinct knack for being somehow involved in most of the grandiose plots in the region.

NEW FRIENDS

The following is a list of all the NPCs that may join your party throughout the game. The majority of these colorful characters are easily found in and around Athkatla, or on the quests you will undertake. However, a few of the NPCs (Edwin, Mazzy and Haer-Dalis) are more difficult to locate. If you are persistent enough, or lucky enough, to discover these characters you will be rewarded… their abilities are well worth the trouble of finding them. In the following descriptions you will find clues as to these characters locations.

AERIE

(AIR-ee) Aerie (lawful good, avariel elf female, mage / cleric) is a member of the winged elf race known as the avariel. Aerie, however, was captured at a young age and sold into slavery. Her imprisonment within her cage eventually traumatized her wings to the point that they had to be severed forcefully. Since then, Aerie has been a member of a circus that travels throughout Amn and Tethyr, most recently arriving in Athkatla. She knows little of the world outside of the circus, but is a good person at heart, and well-versed in the ways of magic by her mentor, Quayle.

KORGAN

(CORE-gahn) Korgan Bloodaxe (chaotic evil, dwarf male, fighter) is a self-concerned adventurer with a violent streak and a long history of poor relations with his fellow party members, often resulting in bloodshed. Few are as good at what he does, however, and with an axe in hand the dwarf will gleefully wade into any melee, no matter the odds. Word has it that Korgan can be found in an Athkatla dive, drinking off the after-effects of his most recent misadventure.

VALYGAR

(VAL-ee-gar) Valygar Corthala (neutral good, human male, stalker) has a dubious reputation within Athkatla, belonging to a wealthy noble family that has been renown throughout its history for its talented magic-users... a distinction that, in Amn, brings scorn and suspicion. It is Valygar's magical ancestors who eventually brought the family to financial ruin and no small amount of grief, and the ranger has spent his life trying to live down his family's past, bitter and possessed of a hatred of magic. Recently, it is reputed that Valygar has earned the wrath of the Cowled Wizards, the enforcers of the government's magical ban in Athkatla, and that he has fled the city to escape them.
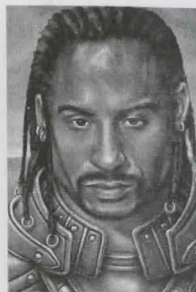
ANOMEN

(AH-noe-min) Anomen Delryn (lawful neutral, human male, fighter/cleric) is a member of a noble family in Athkatla, although he joined the Most Noble Order of the Radiant Heart without the benefit of his father's permission nor patronage. He has had to climb his way up in the ranks, serving as squire and then as priest to the god of watchers, Helm. It is Anomen's most fervent desire to prove himself through his adventures and one day pass his Test to become a full knight in the Order... but, if anything, his own judgmental attitudes and puritan arrogance are what hold him back.

CERND

(SIR-nd) Cernd (neutral, human male, shapeshifter) is a high-ranking druid from a grove to the south of Amn, in the land of Tethyr. Older and experienced, as well as careful in both thought and deed, Cernd has often been called on to perform missions on behalf of his grove. And it is without question that he would place his own life on the line if it would serve the greater balance. Rumors abound of trouble in the druid grove within Amn, near the town of Trademeet, and Cernd has been sent from his own grove to investigate the matter.

JAN

(YAWN) Jan Jansen (chaotic neutral, gnome male, thief/illusionist) is a member of the infamous Jansen clan of gnomes, who seem to be present somewhere in cities and villages throughout Amn and the entire Sword Coast (and perhaps further, if tales can be believed). The Jansens are renown for their inventiveness and adventuring spirit (and sometimes rather ignominious deaths) and Jan is no exception. An inventor by trade, Jan has changed his occupation to suit the moment and according to his own tales has both made and lost several fortunes as adventurer, turnip salesman and sorcerer's lackey. He can currently be found plying wares of questionable legitimacy throughout Athkatla (although he favors the wealthy Government District).

YOSHIMO

(yoe-SHEE-moe) Yoshimo (neutral, human male, bounty hunter) is a free-spirited thief from the land of Kara-Tur, far from the Faerun continent. His ideals of honor and culture are unique to his land and he has often encountered barriers against his acclimatizing to life in the West. Yoshimo is fairly adventurous, however, and has not allowed such a thing to deter him. Wandering from land to land, he has made a living for himself (as well as a fair reputation as a rapscallion) working for those with the coin to pay him. He has been in Athkatla for some time and has had the opportunity to make more than a few contacts amongst the Amnish underworld.

NALIA

(NAH-lee-ah) Nalia De'Arnise (chaotic good, human female, thief/mage) is a member of the privileged class. Her father is a Duke with wide lands that he rules from the family's keep in the Amnish wildlands. Nalia identifies far more with the poor than with her own class, however, and has gone out of her way on

many occasions to sneak away from home and find ways to help those less well-off than she. A bit naïve in the ways of the world, Nalia is an intelligent young woman who learns quickly and is a skilled mage. Rumors abound recently of trouble at the De'Arnise keep and Nalia has been seen at several Athkatlan taverns, seeking to employ mercenaries for her cause.

KELDORN

(Kel-Dorn) Keldorn Firecam (lawful good, human male, inquisitor). One of the most powerful and respected members of the Order of the Radiant Heart, Keldorn has yet to take a position in the knight order's governing body. He prefers to serve on the field, where he feels he can do the most good. He is often willing to join forces with adventuring parties whose goals are pure and good. He can usually be found within the temple district of the city of Athkatla; for that is where the Most Noble Order of the Radiant Heart headquarters is located.

MAZZY

(MAZZ-ee) Mazzy Fentan (lawful good, halfling female, fighter) is the leader of a band of adventurers that hail from the Amnish town of Trademeet, a group that has gained no small degree of reputation for itself over the past several years. Mazzy, herself, is the nearest thing to a paladin that a halfling can aspire to. She is a Truesword in the service of the hafling goddess of war, Arvoreen, and both her valiance and honor are unquestioned. Mazzy and her group were last reported to be venturing to the Umar Hills and have not been seen since.

HAER'DALIS

(HARE-dah-leece) Haer'Dalis (chaotic neutral, tiefling male, blade) is a rarity in this plane - he has the blood of a fiend within his ancestry, giving him an unusual appearance and an aura that makes "primes" (dwellers of the Prime Material Plane) nervous. The bard makes up for this with his wit and charm, having crossed the

planes with a fellow group of troubadours who have set up a temporary home in a new playhouse beneath the Five Flagons Inn in the Bridge District of Athkatla. The playhouse has garnered accolades since its opening, although the tiefling himself has recently been curiously absent.

Don't be too quick to turn away those who wish to join your party. We can all use a little help from time to time. — Volo

FRIENDS FROM THE PAST

IMOEN

(IMM-oh-en) Imoen (neutral good, human female, thief/mage) was the other charge of the mage, Gorion, being roughly the same age as the player character and raised from a young age in Candlekeep. Since Gorion's death, Imoen has turned her quick mind to the magical arts and is rarely found far from the company of the player character. Imoen is bright, easy to please and rarely holds a grudge, although all things may eventually change.

JAHEIRA

(jah-HEER-ah) Jaheira (neutral, half-elven female, fighter/druid) and her elven husband, Khalid, are both members of the Harpers as well as old friends of the player character's mentor, Gorion. They promised the mage before his death that they would see to his charge's safety... a promise they took seriously. Jaheira is a no-nonsense, determined woman and she will not be found far from the object of her promise, like it or not.

MINSC

(MINSK) Minsc (chaotic good, human male, ranger) is a massively strong warrior from the land of Rasheman, far to the east in Faerun. He trav-

eled to the area of Baldur's Gate while upon his "dajemma," serving as the protector of the witch, Dynaheir. While a dangerous berserker in battle, it appears that the ranger also suffered a head wound during his travels and has formed an extreme attachment to his hamster, Boo. Minsc believes Boo to be none other than a Miniature Giant Space Hamster who talks to him and serves as his supposedly-more-intelligent mentor. Regardless, Minsc is a fiercely loyal companion who is rarely found far from the player character.

EDWIN

(ED-win) Edwin Odesseiron (chaotic evil, human male, conjurer) is a member of the Red Wizards of Thay... although getting any other details out of the self-serving wizard are difficult at best. Edwin's mission in the area, if he has one, is unknown, although he did, at one point, promise to serve the player character for a year. Regardless, Edwin left the Baldur's Gate area after the fall of Sarevok and is rumored to have taken a position amongst the Shadow Thieves of Amn. He is most likely to be found in the docks district of Athkatla.

VICONIA

(vye-CONE-ee-ah) Viconia deVir (neutral evil, drow elf female, cleric) is an outcast from her Underdark homeland, having fled the city of Menzoberranzan for the surface as a victim of vicious drow politics. Viconia has taken solace in the worship of the goddess, Shar, but little else of her exile amongst the surface races appears to have been pleasant, as most would kill her on sight purely out of principle. Viconia continued on her travels after encountering the player character, reportedly settling in the Beregost area... although more recent rumors place her in Athkatla.

Old friends can sometimes be old foes... though these are not likely to hold a grudge. – Volo

SOME MONSTERS OF THE SWORD COAST

TROLLS

Trolls are horrid carnivores that are most well known for being hard to kill. All trolls regenerate and most can only be killed through the use of fire or acid. When a troll is knocked down, it is important to immediately apply fire or acid to its body, otherwise the troll will stand up and return to the fight.

UMBER HULKS

Umber Hulks are tremendously strong subterranean creatures that can burrow through solid rock in search of prey. They are physically slow, but can cause confusion in their target with a glance.

VAMPIRES

The Vampire is a powerful undead creature, feeding on the living to further their own twisted goals. Vampirism can infect people of many different species, though the effects are often unpredictable. When fighting a vampire, parties are advised to use the 'Negative plane protection' spell. If a person has become level drained, the levels may be restored through the restoration and lesser restoration spells. These spells can be found at any temple.

WOLFWERES, GREATER WOLFWERES

Unlike the werewolf, the wolfwere is a wolf that transforms into humanoid form. Their most powerful form is their hybrid human-wolf shape. While in this form they possess immense strength and regenerate quickly. The greater wolfwere is extremely dangerous. This creature regenerates so fast as to be nigh indestructible. The only way for a party to kill such a mighty beast is to focus all of their might against the creature in a combined attack.

BEHOLDER

A large floating orb with a central eye, large mouth, and many smaller eyes sprouting from stalks atop its hideous form. Truly alien, Beholder-Kin come in many variations, though all should be avoided.

Tales of the fearsome eye tyrants speak of lethal, spell like abilities that can wreak havoc on an entire party at once!
— Volo

For once, Volo is not exaggerating. The beholder is a most challenging opponent. - Elminster

RAKSHASA

Rakshasas are a race of malevolent spirits that hunt and torment humanity. They live for battle and their illusion talents make them deadly. These creatures are virtually immune to magics; only the highest level of spells will breach their defenses.

GOLEMS

"Golem" is a broad term that covers many types of magical constructs. Most are humanoid, though they can be of inhuman size, and most require magical means to destroy them. One of the most dangerous, the "clay golem," is immune to almost all types of weapons. Only magical blunt weapons, such as hammers and maces, will damage these constructs.

SHADOWS

Shadows are malevolent, undead creatures that drain strength from their victims with their chilling touch. Those so afflicted can look forward to becoming a Shadow themselves if contact continues.

MIND FLAYERS

Also called Illithid, the brain devouring Mind Flayers are hideously alien creatures of the Underdark. Evil beyond redemption, they will consider you a slave or simply food, if they consider you at all.

I have heard these monsters will suck the brain right from a person's head! — Volo

Then, Volo, you should be safe enough. - Elminster

These are only a few of the hundreds of monsters you'll encounter, my friend. Rest assured that I'll be thinking of you as I down my mug of ale! — Volo

Your bravery is touching, as always, Volo. - Elminster

TIME IN THE REALMS

Daytime is described by the use of a 24-hour clock, as the day of the world of Toril is 24 hours long. For simplicity, the AM (for time before noon) and PM (for time after noon) conventions are used herein. The following calendar is common enough to apply to all regions within the Realms (especially the Sword Coast). The year consists of 360 days: 12 months of exactly 30 days each. Three ten-day weeks are in each month, but herein we refer to days as they relate to the month (that is, one through 30, of a specific month, rather than specific days of the week).

Years are referred to by numbers, using the system known as Dalereckoning (DR): Dalereckoning is taken from the year that humans were first permitted by the Elven Court to settle in the more open regions of the forests.

THE ROLE OF YEARS

The wide variety of competing and often conflicting calendars causes no end of pain to the historian and the sage. Most use the Roll of Years, a system by which each year has its own personal name. Names for the years are known collectively as the Roll of Years, as they are drawn from the predictions written down under that title by the famous Lost Sage, Augathra the Mad, with a few additions by the great seer Alaundo. The Roll is a long one; some more important years include the Year of the Worm (1356 DR), the Year of Shadows (1358 DR, the year of the Time of Troubles), the Year of the Turret (1360 DR), and 1369 DR (the current year). The Time of Troubles, in which the gods of the Forgotten Realms assumed mortal form and walked the Realms, started when the gods Bane and Myrkul stole the Tablets of Fate from Lord Ao, the overpower god of the Realms. In retribution for this act, Ao banished all of the gods from their outer-planar domains (except for Helm who guards the Outer Planes). The Gods were forced to assume the forms of mortal Avatars until the end of the Time of Troubles, when the tablets were returned to their rightful owner. During the crisis, Mystra's (god of magic) and Myrkul's (god of the dead) avatars were killed, Bane (god of evil and tyranny) was destroyed fighting Torm, and the human Cyric killed Bhaal (god of murder and assassins) in an epic struggle while competing for Bane's portfolio. After the dust settled, Cyric (death, evil, and madness) ascended to new godhood.

Gods may become mortal, and mortals may become Gods. Such is life in the Realms. - Elminster

TIME KEEPING IN BALDUR'S GATE II

A game round in Baldur's Gate is six seconds long in real time. The round in the AD&D game is sixty seconds, hence time in Baldur's Gate is compressed about ten-fold when compared to the standard AD&D rule set. A turn is ten rounds, that is, sixty seconds. This term is used in some of the spell descriptions on pages 110-217. A game day (representing 24 hours in the game, dawn to dusk to dawn again) is just over 2 hours long in real time, again about a ten-fold reduction in time in the game. Each time the party rests eight hours passes (the equivalent of about 45 minutes of game time were the game to be left running).

PART 2: THE RULES

AD&D RULES: AN INTRODUCTION

Well friends, the world that you are adventuring in is a strange one. There are many things to learn, particularly if you haven't been here before, and perhaps the best way is to start exploring some of the scrolls that various sages have put together over the ages, which in the interests of saving my own time I have compiled and loosely edited for your reading pleasure below. However, research and editing can be dry work indeed, so dry that I feel a need to quench my thirst... I'll be back in a short while after I pay a visit to the Helm and Cloak for a drop of Saerloonian glowfire. In the meantime, read and enjoy! – Volo

ABOUT THE AD&D GAME

The Advanced Dungeons & Dragons game is a role playing system that allows players to explore worlds of fantasy and high adventure – one of the myriad of AD&D worlds is the Forgotten Realms, the world in which Baldur's Gate II takes place. The world you are entering is a complex one, but it is said that artificial assistants called computers, in other worlds, have been invoked at times to simplify things. Defining such a vast world in even a series of intricate tomes would be difficult, but for the sake of brevity we have summarized things in the span of a few pages. This is by no means easy, but we outline some of the major features of the rules and how they may have been interpreted by the computer scribes below. You don't have to know much about the AD&D game rules to play Baldur's Gate II (the computer takes care of that for you), but it is helpful. Accordingly, most of the AD&D rules have been summarized and in places explained how they may have been revised slightly to apply to the game of Baldur's Gate.

HOW BALDUR'S GATE II USES AD&D RULES

Baldur's Gate II uses the same weighting system for spells and weapons as in the Advanced Dungeons & Dragons game. In addition, we have applied the same concept of the initiative round to the individual monster and character rather than to the party. That is, instead of a group based turn, when first one side then the other performs all actions, everyone is always in real time mode, but on a personal initiative round. The personal initiative round is six seconds long, and this represents a ten to one reduction in the time of the round in the AD&D rules (which is 60 seconds long). This is consistent with movement rates (we have balanced these such that a character moving at sixty feet per round, which is the average humanoid movement rate in the AD&D rules, can travel the screen in approximately one round), and with the reduction in global game time. Most importantly, you can pause (or unpause) the action at any time. This is achieved by hitting the space bar or by L-clicking on the clock. When you are paused, you can assign any action to any character, and then resume the game by unpausing. This pause feature allows fans of turn-based combat to effectively play the game that way. Note: There are also options to have the game pause automatically when certain events occur in order that you don't miss them.

CHARACTER ACTIONS

The basic actions you can perform in the Realms are simple. You can wander the landscape, speak with the denizens and occasionally swing a sword or two. The basic actions you can perform are described below, along with a few effects that may modify these basic actions.

MOVEMENT

There is one constant movement rate in Baldur's Gate – this is approximately equivalent to 60' in AD&D game terms. Your characters can move more quickly if you cast a Haste spell on them. You can group select characters and easily move them into various formations (This is discussed in more detail in the other manual under the interface descriptions. See page 15 in the Game Guide)

DIALOGUE

Killing everything you meet eventually leads to problems. First, you'll never finish the quests in the game if you kill everything – no one will be left to talk to in order to find out what you need to do. Second, at some point your reputation will fall to the level that you will be

attacked on sight by every guard in the game. You won't survive this. Sometimes the best thing to do is talk, whether it's casual conversation, hardball negotiation, jovial rumor swapping, or intimidating threats. Not everything you meet, human or otherwise, is out to kill your character. Help often appears in the most surprising forms. Thus, it often pays to take the time to talk to people (or creatures...).

Dialoguing with strangers is a large part of my research... though occasionally my conversations take a turn for the worse. – Volo

FIGHTING

There are times when you don't want to or can't run away (running all the time is not that heroic) and there are times when you know talking is not a good idea. Sooner or later, your character(s) will have to fight. The real trick is knowing when to fight, talk or run.

EFFECTS OF FATIGUE

Your characters have to rest every so often, both to memorize spells as well as to gain back their strength. If your characters start complaining that they are tired, it would be prudent to stop and make camp for the night. Go to all characters' priest or mage spell pages, and after configuring any spells that you want to memorize, click on the "rest" icon. You will rest for eight hours, unless your sleep is interrupted, and awaken refreshed. If your party was injured, party members will gain a few hit points every time they rest.
Note: If you have the "rest and heal" option turned on, you will gain full hit points and rest longer.

A character can continue to operate at peak efficiency for 24 hours game time (2 hours real time). After this time, the characters will start to complain of fatigue and for every 4 hours beyond this 24 hour mark the player will receive a -1 luck penalty (-1 to all of their rolls). As soon as the characters rest, all of their penalties will be removed.
Note: Characters resting in rented rooms while visiting an Inn will heal more or less based on the quality of the room. Also, characters with high constitution will have to rest less often than characters with low constitution.

EFFECTS OF ENCUMBERANCE

Each character has a certain number of slots free, along with a number of slots associated with a paper doll representation of the character. One item may be placed in each slot. In addition, how much weight a character may carry is based on the Strength of that particular character. The weight allowances for your characters are listed in the tables at the end of this manual.

EFFECTS OF INTOXICATION

All the better inns serve a variety of intoxicants and drinking to excess will, of course, impair your character's ability to function in combat. Sufficient drink bolsters the morale, but the trade off in effectiveness hardly makes it worth it. The number of drinks you can have before suffering penalties is closely related to your constitution, though recovery is uniform. A character with a Constitution of 3 will find himself quite tipsy after one drink, though regardless of the amount, a good night's sleep will negate all effects.

EFFECTS OF POISON

Poison is an all-too-frequent hazard faced by characters. Bites, stings, deadly potions, drugged wines and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters and incompetent innkeepers. Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. Note that Cure spells do not negate the progress of a poison; Though they will heal damage taken.

EFFECTS OF REPUTATION AND ALIGNMENT
REPUTATION

The party has a reputation, which influences the manner in which Non-Player Characters (NPC's) associate with the party. The player begins with a reputation based on the alignment of the lead character. The reputation chart consists of 20 levels. Each level changes how NPC's interact with the party. See the table on page 239 for actions

that change reputation, either positively, or negatively, based on the current reputation of the party. Be warned, evil-doing parties are likely to become the targets of bounty hunters and guards.

*Occasionally, one develops an unsavory reputation through
no fault of their own. – Volo*

No comment. – Elminster

ALIGNMENT

Alignment has less affect on actual game play than reputation does. A character's starting alignment determines a starting reputation. Alignment is the backbone of who your character is and what he or she represents, and reputation is the practical application of those beliefs. If your reputation does not match with your alignment, your character may suffer consequences. Characters who join your party may or may not agree with the current reputation of the party based on their alignment, or may decide they are unhappy with the party reputation while you are playing. A player who starts with a paladin or a ranger has to watch his reputation very carefully. If at any time the party's reputation falls below 6, the character will lose his status as a paladin; or in the case of a ranger, the loss of abilities will occur at a reputation of 4. In either case, if the reputation of the party falls below the acceptable level, that character will become a fighter. A paladin or ranger who loses that status cannot regain it.

ENCOUNTER ADJUSTMENTS

Whenever the party encounters an NPC, a reaction roll will be made. This will be a simulated roll of two 10-sided dice. Modifiers will be applied according to the party leader's Charisma and the reputation of the party. The specific NPC may also have a modifier to the encounter adjustment. Encounter adjustments affect how people that you are talking to perceive you. It will affect whether they are willing to give you much information and will improve prices of items in stores, if you purchase them when you have a good encounter adjustment.

Note to the unwary: Some spells improve the Charisma of your party relative to others – for example, the Charm spells. When these spells wear off your Charisma will be greatly lowered in the eyes of those whom you have recently charmed!

REPUTATION EFFECTS ON PARTY MEMBERS

Each party member has five different states determined by their alignment. These states are happy, neutral, unhappy, angry, and breaking point. Each of these states correspond to the four different verbal dialogue cues that a character has (that is, a character won't complain if he or she is happy, but if the character is in an unhappy state, complaints will be heard).

COMBAT IN BALDUR'S GATE II

As discussed above, Baldur's Gate II follows the AD&D rule system closely. The main difference lies in the real-time adaptations to the personal initiative rounds. The computer takes care of most of the underlying rules, to allow you to become more immersed in the story and the world of the game.

MORE THAN JUST HACK AND SLASH

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring – every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat here. In addition to explaining the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, poison, heroic feats and more. Remember that we follow a modified round based system – as described below. Everyone (characters, NPC's, monsters) is on their own personal initiative rounds. Any time you want you can pause the game (click on the clock or hit the space bar) and assign commands – then restart the game by unpausing, in the same way.

*A few moments of careful deliberation to plan and prepare can often mean the
difference between victory and defeat. – Elminster*

PERSONAL INITIATIVE ROUNDS, SPEED FACTORS AND CASTING TIMES

In Baldur's Gate II, to allow for the realtime based combat and movement, each character and monster is on an independent personal initiative round, which is six seconds long. Within the personal initiative round, all of the rules of the AD&D game are used, including speed factors for weapons and casting time for spells. For higher level characters who can attack more than once per round with a given weapon, the speed factor of the weapon determines when exactly in the six second round the attacks will occur.

Speed Factors are numbers between 1 and 10 (indicating 1/10 of a round and 10/10ths of a round respectively for a character that can attack once per round with a weapon).

Casting Times for priests and wizards are exactly the same as speed factors of weapons — the casting times are between 1 and 10 and represent how quickly a mage or priest can release a spell (the lower the number, the faster the cast, just as for speed factors).

Initiative is determined by a combination of ability, situation and chance. In Baldur's Gate II initiative is used as a random variation on how quickly characters can initiate their attacks or spells. It adjusts the speed factor of a spell or weapon slightly.

Armor Class (AC) is the protective rating of a type of armor. Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is no small task. Armor Class is measured on a scale from 10, the worst (no armor), to less than zero. The lower the number, the better (armor classes less than -10 occur only with very powerful magical armors). Shields and helmets can also improve the AC of a character. Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example.

THAC0 is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an Armor Class 0 target successfully. THAC0 depends on a character's class and level. The THAC0 number can be used to calculate the number needed to hit any Armor Class.

At the heart of the combat system is the **Attack Roll**, the die roll that determines whether an attack succeeds or fails. The number a player needs in order to make a successful attack roll is also called the "to hit" number, which is determined by the computer by taking a character's THAC0 and adjusting according to the Armor Class of the target. Attack rolls are used for attacks with swords, bows, rocks and other weapons, as well as blows from fists and other hand-to-hand attacks. In Baldur's Gate II the "to hit" roll is done behind the scenes for you — if your character is successful, he hits — if not, he swings and misses.

THE ATTACK ROLL

When an attack is made, the Armor Class of the opponent being attacked is subtracted from the THAC0 of the attacker. The resulting number is the what the attacker must "roll" in order to hit the opponent. This "roll of the die" is done with a d20, or twenty sided die, resulting in a number between 1 and 20. If the attacker rolls the number necessary or higher, then the attack is successful, and damage is done. If the attack is unsuccessful, then the attacker missed completely, or was unable to penetrate the opponent's armor. For example, a 3rd-level fighter fighter has a THAC0 of 18. He is attacking a hobgoblin with an AC of 5. The AC of the hobgoblin is subtracted from the THAC0, giving a "to hit" number of 13. If the fighter rolls a 13 or higher on the twenty-sided die, he hits successfully and does damage

CRITICAL HITS AND MISSES

If a character rolls a "natural" 20 to hit (that is, the attack roll before modifiers are applied is a 20) then a critical hit occurs and damage for that attack will be doubled. A roll of "natural" 1 is considered a critical miss and imposes a time penalty on the character to recover. Regardless of Armor Class, a "natural" 20 always hits, a "natural" 1 always misses.

IMPROVING THE ODDS IN COMBAT

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

Strength Modifiers: A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a dagger or an axe).

Magical items: The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a sword +1 improves a character's chance to hit by one and inflicts +1 damage if the attack is successful. A suit of chain mail +1 improves the Armor Class of the character by one beyond normal, "non-magical" chain mail (which means you subtract one from the character's AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class. There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

DEXTERITY MODIFIERS FOR MISSILE WEAPONS

Dexterity affects the character's ability to attack with a missile weapon. Like Strength modifiers, higher Dexterity will increase the chances to hit, lower Dexterity will lessen the chances of attacking effectively. Dexterity only affects the chances to hit and does not affect the amount of damage inflicted by a missile weapon.

MISSILE WEAPONS IN COMBAT

Bows, crossbows and many other missile weapons have different rates of fire (ROF) – the number of missiles they can shoot in a single round. Arrows can be notched and let loose at a rate of up to two shots per round. Some weapons (such as heavy crossbows) take a long time to load and can be fired only once every round. Darts can be hurled at a rate of several per round. Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative.

Stock up on arrows, darts and sling bullets. There is no shame in conducting combat from a safe distance... and it's useful for disrupting the spells of enemy wizards, as well. – Volo

CASTING SPELLS

Mages, Sorcerers and priests use the same rules for casting spells. To cast a spell, the character must first have the spell memorized. If it is not memorized, the spell cannot be cast. The caster must be able to speak (not under the effects of a Silence spell or gagged) and have both arms free (not paralyzed, for example). If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a Fireball 150 feet ahead into the darkness; the caster must be able to see the point of explosion and the intervening distance. Once the casting has begun, the character must stand still. (If you choose not to have a spell caster cast a spell after you have selected the spell, but before you have selected a target, you can R-click to cancel the spell and it will not be lost from memory.)

SPELL DISRUPTION

If the spellcaster is struck by a weapon or fails to make a saving throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be re-memorized. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

SAVING THROWS

Saving Throws are measures of a character's resistance to special types of attacks – poisons, magic and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level. If a saving throw is made, this may reduce damage or prevent the effects of a spell or attack entirely. Some spells (e. g. the Protection spells) greatly improve saving throws against different types of attacks.

Save vs. Paralyzation, Poison, and Death Magic: This is used whenever a character is affected by a paralyzing attack (regardless of source), poi-

son (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their descriptions).

Save vs. Rod, Staff, or Wand: As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

Save vs. Petrification or Polymorph: This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand).

Save vs. Breath Weapon: A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon. (Perhaps the character rolls out of the way or manages to hide behind something.)

Save vs. Spell: This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of saving throw is specified. This save can also be used to resist an attack that defies any other classification.

MODIFYING SAVING THROWS

Saving throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful saving throw.

Magical items like cloaks and rings of protection give bonuses to a character's saving throw.

Magical armor allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical.

Specific spells and magical items have effects, both good and ill, on a character's saving throws. Some spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. (Specific information can be found in the spell descriptions below.)

MORALE

Each creature has a base morale level that affects whether it fights or runs during a battle. The only character that is unaffected by morale is the first character you create — other characters joining your party have morale dialogue and scripts. Every creature is scripted to react somewhat differently when morale breaks — and often they will break at different levels of morale, or choose different types of attack depending on what the current morale level is (melee if morale is high, ranged attacks if morale is lower, for example). Each creature has a recovery time which indicates how long it takes for that creature's morale to return to its base level — if someone's morale fails, it will slowly creep back to the baseline. If someone in your party fails a morale check their selection circle will turn yellow (from green). Morale is positively influenced by having a leader (the topmost character in the portraits) with high Charisma, by the environment that the creature is located in (e. g. kobolds and drow like being underground more than they do wide open spaces outside), by some spells (e. g. Remove Fear), and by the type of enemies that are visible (easy enemies will raise morale). Morale is negatively influenced by factors such as being attacked by powerful magic, by seeing someone in the party killed or knocked unconscious, by losing a lot of hit points, or by spotting a difficult foe.

COMBAT EFFECTS AND RECOVERY

Damage, wounds and death are what can happen to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid and by trying anything even remotely dangerous in the real world. Damage from most attacks is measured in hit points (hp). Each character has a current hit point total and a maximum hit point total. Each time a character is hit, he suffers points of damage. These points are subtracted from the character's current hit point total. When this reaches 0, the character is dead. If one of your characters suffers massive damage, he or she will be forever dead, beyond hope of resurrection.

HEALING AND HIT POINTS

Once a character is wounded, the player should naturally want to get him healed. Characters can heal either by natural or magical means.

Natural healing is slow, but it's available to all characters, regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of spellcasters or magical devices. The only limit to the amount of damage a character can recover through healing is the maximum hit points the character has.

(Note: some necromantic spells can improve maximum hit points, but only for a limited period of time.)

NATURAL HEALING

Characters heal naturally at a rate of several hit points per period (eight hours) of rest. Rest is defined as low activity. If a character rests in a comfortable room in an inn, he or she will recover progressively more hit points the better the room — but of course this costs more. Camping in the wilds will allow for memorization of spells, but will not allow many hit points to be regained. Resting is only possible when there are no enemies within visible range of your party — if there are, you must move away, or make them your friends (Charm, dialogue, etc.) before you can rest. Some creatures may attack your party while resting; if this happens, you will not heal or memorize spells.

MAGICAL HEALING

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions below. By using these methods, wounds close instantly and vigor is restored. The effects are immediate. Magical healing is particularly useful in the midst of combat or in preparation for a dangerous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the characters — an evil high priest is likely to carry healing spells to bestow on his own followers and guards. Healing occurs to the maximum hit point total for a given character only, never beyond this.

Note: If you select the "Rest Until Healed" Option on the options page, your character will rest until healed, casting their healing spells in the process.

RAISING THE DEAD

Curative and healing spells have no effect on a dead character — he can only be returned to life with a Raise Dead or Resurrection spell (or a device that accomplishes one of these effects). Each time a character is returned to life, he must make a system shock roll based on his current Constitution. If the die roll is successful (i.e., the character rolls equal to or less than his system shock percentage), the character is restored to life in whatever condition is specified by the spell or device.

PARALYSIS

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move in any manner.

POISON

A character or creature that is attacked with a poisoned weapon or by a venomous creature must make a saving throw vs poison. Depending on the type of poison, this saving throw will either negate the effects of the poison or lessen them. Poisons are usually deadly within hours, so finding quick treatment is recommended.

EXPERIENCE AND GAINING LEVELS

Every time a character goes on an adventure he learns something. He may learn a little more about his physical limits, encounter a creature he has never seen before, try a spell as yet unused, or discover a new peculiarity of nature. A character also improves by increasing his power — as levels are gained, new hit points, more spells, or a better chance to hit with an attack can be achieved. These gains are made by earning experience points (XP). An experience point is a concrete measure of a character's improvement. It represents a host of abstract factors: increased confidence, physical exercise, insight and on-the-job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into a measurable improvement in the abilities of the character. Just what areas improve and how quickly improvement occurs all depend on the character's class.

GROUP EXPERIENCE AWARDS

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters on an adventure receive some experience points for overcoming their enemies or obstacles. The experience gained for slaying monsters and finishing quests is shared equally between the characters in your party. Wizards gain some experience when they learn new spells and thieves gain experience when they successfully use their thieving abilities.

EXPERIENCE POINTS FOR MULTI AND DUAL CLASSED CHARACTERS

Multiclassed characters (non humans) have multiple classes that are defined when they are created. They gain in levels in either two or three classes for their entire careers and can use the abilities of any of their classes at any time. Experience points are evenly divided among all of their classes and they gain in levels according to the experience point tables for each class. Dual-classed characters choose to focus on a second career at some point. At this point they stop gaining levels in their original class, and start gaining levels in a new class. They cannot, however, use any of the abilities of their old class until they have gained at least one more level in their new class than in their old class. After this point, they can choose freely between the abilities of each class. The available abilities for both multi- and dual classed characters are shown by the available buttons at the bottom of the main interface screen when that character is selected. There is one proviso for both multi- and dual-classed characters, however — if they are wearing armor or using weapons that are not allowed by one of their classes, their abilities in that class are disabled (dimmed) until they stop wearing that armor or using that weapon.

EXPERIENCE POINT CAP

In Baldur's Gate II there is an experience point cap of 2950000 XP. This means that characters can never earn more than 2950000 XP during the course of the game. Below is a list of the levels that specific classes can achieve with 2950000 XP:

Fighter: 19th
Paladin: 17th
Ranger: 17th
Wizard: 17th
Cleric: 21st
Druid: 14th
Thief: 23rd
Bard: 23rd
Sorcerer: 17th
Monk: 21st
Barbarian: 19th

You can become truly powerful, indeed! — Volo
Yet there is always another with greater power than your own. — Elminster

CHARACTER ATTRIBUTES

Every person in the Realms has defining traits which set them apart from all others. The most pronounced differences will be in the areas of Race, Class, and Abilities.

Race

Race defines the characters species: human, elf, dwarf, gnome, half-elf, halfling, or half-orc. Race puts some limitations on the character's Class.

Human: Humans are the predominant race in Faerûn. Humans rule most of the significant empires and kingdoms in the Forgotten Realms. They are the most social and tolerant of races, excepting perhaps the halflings. The only special ability that a human possesses is that they may advance as any class, and advance to any level.

Dwarves: Dwarves are short stocky fellows, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. Dwarves have a natural resistance to magic and poison. They possess infravision, which allows them to see in the dark. They gain a bonus to their Constitution, but incur a penalty to their Charisma.

Elves: Elves tend to be shorter and slimmer than normal humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. Elves have a natural resistance to charm and sleep magics. They can see in the dark with infravision and they are very skilled in the use of the bow and long sword. They have a bonus to their Dexterity, but incur a penalty to their Constitution.

Gnomes: Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair and rather large noses. Gnomes have natural resistance to magic. They can see in the dark with infravision. They gain a bonus to their Intelligence scores, but incur a penalty to their Wisdom.

Halflings: Halflings are short, generally plump people, very much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly and the tops of their feet are covered with coarse hair. Halflings are highly resistant to poisons and magic. They are naturally skilled with slings as weapons and have a limited ability to see in the dark. They receive a bonus to their Dexterity and incur a penalty to their Strength.

Half-Elves: Half-elves are a mix of human and elven blood. They are handsome folk, with good features of each of their races. A half-elf has the curiosity, inventiveness and ambition of their human ancestors and the refined senses, love of nature and artistic tastes of their elven ancestors. Half-elves have a limited resistance to Charm and Sleep spells. They can see in the dark with infravision.

Half-Orcs: Half-orcs are born from the union of human and orc parents. They are as tall as humans, but a little heavier due to their muscular builds. Their greenish pigmentation, sloping forehead, jutting jaw, prominent teeth and coarse body hair make their lineage plain for all to see. In the lands of Amn, half-orcs are tolerated, unlike in the north where the people of Amn haven't had centuries of warfare with orc kind. Half-orcs are known for their great strength. They receive a bonus to their strength and constitution, but a penalty to intelligence and charisma.

Half-orcs make excellent fighters... though they aren't much for conversation. – Volo

ABILITY SCORES

Ability scores are the six natural traits that represent the basic definition of a character. See Tables on pages 225-226 for ability bonuses and penalties.

Strength: Strength measures a character's muscle, endurance and stamina. It is the prime requisite of warriors.

Constitution: Constitution measures a character's fitness, health and physical resistance to hardship, injury and disease.

Dexterity: Dexterity measures a character's hand-eye coordination, agility, reflexes and balance. It is the prime requisite of the thief.

Intelligence: Intelligence measures a character's memory, reasoning and learning ability. It is the prime requisite of the mage.

Wisdom: Wisdom measures a character's enlightenment, judgement, and common sense. It is the prime requisite of priests.

Charisma: Charisma measures a character's persuasiveness, personal magnetism and ability to lead. This ability is important to the druid, bard and paladin.

CLASS

A character's class is similar to a profession or career. It is what your character has worked and trained at while growing up. The character classes are divided into four groups according to general occupations: warrior, wizard, priest, and rogue. Within each group are several similar character classes. Multiclassed characters are available to non-humans only. Human characters can choose to become dual class later in the game.

WARRIORS
FIGHTER

The fighter is a champion, swordsman, soldier, and brawler. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. A good fighter needs to be strong and healthy if he hopes to survive. Special Abilities: Advanced Weapon Specialization Restrictions: None

BERSERKER (Fighter Kit)

This is a warrior who is in tune with his animalistic side and, during combat, can achieve an ecstatic state of mind that will enable him to fight longer, harder and more savagely than any human has a right to. Berserkers tend to be barbarian-like in nature, but not always. Sometimes it is a conscious choice that a warrior in training makes.

Special Abilities: Berserker rage.
Restrictions: Cannot specialize in ranged weapons.

WIZARD SLAYER (Fighter Kit)

This warrior has been specially trained by his sect to excel in hunting and attacking spellcasters of all kinds.
Special Abilities: Magic resistance, spell disruption.
Restrictions: May not use any magic items except for weapons and armor

KENSAI (Fighter Kit)

This class is also known as the "Sword Saint", and consists of a warrior who has been specially trained to be one with his sword. They are deadly, fast and trained to fight without encumbrance.
Special Abilities: High combat bonuses, master of one-on-one combat.
Restrictions: Cannot wear armor, gauntlets or bracers. Cannot use missile weapons.

RANGER

The ranger is a hunter and a woodsman. He is skilled with weapons and is knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. A ranger needs to be strong and wise in the ways of nature to live a full life.
Special Abilities: Weapon Specialization, Racial Enemy, Stealth, charm person/mammal
Restrictions: Human Elf or Half-Elf only, must be of Good alignment

ARCHER (Ranger Kit)

The archer is the epitome of skill with the bow. He is the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor.
Special Abilities: Bonuses when using missile weapons. Called shots.
Restrictions: Cannot wear metal armor. Can only be proficient in melee weapons.

STALKER (Ranger Kit)

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are the spies, informants and

interrogators and their mastery of stealth makes them deadly opponents.
Special Abilities: Can backstab like a thief. Has access to a small amount of mage spells.
Restrictions: Cannot wear armor greater that studded leather.

BEAST MASTER (Ranger Kit)

This ranger is a wanderer and is not comfortable in civilized lands. He maintains a natural affinity for animals; they are his friends and comrades-in-arms, and the Beast Master has a limited form of telepathic communication with them.
Special Abilities: Can summon natural animals to his aid.
Restrictions: Cannot use metal weapons.

PALADIN

A paladin is a warrior bold and pure, the exemplar of everything good and true. Like the fighter, the paladin is a man of combat. However, the paladin lives for the ideals of righteousness, justice, honesty, piety and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions.
Special Abilities: Weapon Specialization, Lay Hands, Turn Undead, +2 all Saving Throws, Protection from Evil, Detect Evil
Restrictions: Human only, must maintain Lawful Good alignment

CAVALIER (Paladin Kit)

This class represents the most common picture of the knight; the gentleman warrior who epitomizes honor, courage and loyalty. He is specialized in battling "classical" evil monsters such as demons and dragons.
Special Abilities: Bonus to hit demons and dragons, immune to fear and poison. 20% resistance to fire/acid.
Restrictions: Cannot use missile weapons.

INQUISITOR (Paladin Kit)

The Inquisitor has dedicated his life to finding and eliminating practitioners of evil magic and defeating the forces of darkness and his god has provided him with special abilities towards that end.
Special Abilities: Immune to hold and charm. True sight, dispel magic.
Restrictions: May not use 'lay on hands' ability, may not cast priest spells, may not turn undead, may not use 'cure disease' ability.

UNDEAD HUNTER (Paladin Kit)

This holy avenger has honed his abilities towards the destruction of the undead and other unnatural creatures and is immune to many of their more devastating abilities.
Special Abilities: Immune to hold and level drain. Bonus to hit and damage vs undead.
Restrictions: May not use lay on hands

BARBARIAN

A barbarian can be an excellent warrior. While not as disciplined or as skilled as a normal fighter, the barbarian can willingly throw himself into a berserker rage, becoming a tougher and stronger opponent.
Special Abilities: Fast movement, berserker rage, high hit points.
Restrictions: Cannot wear full plate, plate mail. Cannot specialize past normal specialization.

Many different names, one basic function. I prefer to avoid violence, myself. – Volo

Perhaps because everyone you meet tries to direct their violence in your direction.
– Elminster

PRIESTS
CLERIC

The cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. He is both protector and healer. He is not purely defensive, however. When evil threatens, the cleric is well suited to seek it out on its own ground and destroy it.
Special Abilities: Turn Undead, Spell Casting
Restrictions: Can not use bladed or piercing weapons.

SPECIALTY PRIEST OF TALOS (Priest Kit)

Talos is the evil god of storms, destruction and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.
Special Abilities: Casts Lightning bolt, Stormshield

Restrictions: None.

SPECIALTY PRIEST OF HELM (Priest Kit)

Followers of the neutral God of Watchers and Protectors are warriors in their own right and are often seen as defenders of the innocent.
Special Abilities: Casts True sight, Seeking sword.
Restrictions: None.

SPECIALTY PRIEST OF LATHANDER (Priest Kit)

Lathander is the good god of renewal, creativity and youth, and is celebrated nearly everywhere. His followers are very popular throughout the Realms and there are numerous wealthy temples devoted to Him.
Special Abilities: Casts Hold undead, Boon of Lathander.
Restrictions: None.

DRUID

The druid serves the cause of nature and neutrality; the wilderness is his community. He uses his special powers to protect it and to preserve balance in the world.
Special Abilities: Shape Change, Spell Casting
Restrictions: Human or Half-Elf only; leather armor and bucklers only; can only wield clubs, darts, spears, daggers, slings, and staffs.

TOTEMIC DRUID (Druid Kit)

This druid closely identifies with a particular animal, an animal that he feels represents his spirit. This grants him a special connection to the animal kingdom and he is able to call upon their spirits to aid him.
Special Abilities: Summon spirit animal.
Restrictions: Cannot shapeshift.

SHAPESHIFTER (Druid Kit)

This druid is not called Shapeshifter because he has access to a great variety of forms, rather because of his complete dedication to a single alternate form. This druid has willingly allowed himself to become infected with Lycanthropy, but due to intense study and training he has the ability to control his affliction. The creature he becomes is that of the Werewolf, the most famous of the lycanthrope shape changers.
Special Abilities: Shape change into werewolf

Restrictions: Cannot wear armor, cannot shapechange into any other forms.

AVENGER (Druid Kit)

A member of a special sect within the Druidic order, a druid of this type is dedicated to fighting those who would defile nature. Avengers have powers the average druid does not; additional abilities that have been earned through extensive rituals, a process that is very physically draining.
Special Abilities: May shapechange into normal forms, as well as those of sword spider, baby wyvern and lesser basilisk. May cast a limited selection of mage spells.
Restrictions: -2 to strength and constitution.

MONK

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile fighters, especially skilled in combat without weapons or armor. Though monks cannot cast spells, they have a unique magic of their own. They channel a subtle energy, called ki, which allows them to perform amazing feats. The monk's best known feat is their ability to stun an opponent with an unarmed blow.
Special Abilities: Martial arts, magic resistance, fast movement, lay on hands, thief abilities (stealth and detect traps).
Restrictions: Cannot wear armor, cannot use two handed weapons.

ROGUES
THIEF

To accomplish his goals, for good or ill, the thief is a skilled pilferer. Cunning, nimbleness and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the thief to make. There are seven thief abilities in Baldur's Gate II. At first level a thief character will receive 30 points to allocate among his abilities. Every level thereafter he will gain an extra 20 points. See Table 2 on pg 138 to see how a thief's abilities are modified according to race and dexterity.
Special Abilities: Open locks, find traps, pick pockets, move silently, hide in shadows, detect illusions and set traps.

Restrictions: Cannot be of Lawful Good alignment; cannot wear any armor other than leather or studded leather; cannot use any shield except for bucklers; can only wield clubs, daggers, darts, crossbows, short bows, slings, long swords, short swords and quarterstaffs.

ASSASSIN (Thief Kit)
This is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform his task.
Special Abilities: Use poison, combat bonuses
Restrictions: Penalty to thief skills

BOUNTY HUNTER (Thief Kit)
This is a hunter of men, skilled in tracking quarry and bringing them back alive - whether for lawful authorities or underworld masters. Bounty Hunters are specially trained at their task and make fearsome opponents. They have honed their trap making abilities well beyond that of the average thief.
Special Abilities: Special trap setting
Restrictions: Penalty to thief skills

SWASHBUCKLER (Thief Kit)
This rogue is part acrobat, part swordsman and part wit: the epitome of charm and grace.
Special Abilities: Combat bonuses
Restrictions: Cannot backstab

BARD
The bard is also a rogue, but he is very different from the thief. His strength is his pleasant and charming personality. With it and his wits he makes his way through the world. A bard is a talented musician and a walking storehouse of gossip, tall tales and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all- trades but master of none. While many bards are scoundrels, their stories and songs are welcome almost everywhere.
Special Abilities: Pick Pockets, Bard Songs, Spell Casting, High Lore ability.
Restrictions: Human and Half-Elf only; must be of partially Neutral alignment; cannot use a shield or armor heavier than chainmail.

BLADE (Bard Kit)
The Blade is an expert fighter and adventurer whose bardic acting abilities make him appear more intimidating and fearsome. His fighting style is flashy and entertaining, but is also quite deadly.
Special Abilities: Offensive spin, defensive stance.
Restrictions: Only has one-half normal lore value, only has one-half pick pockets percentage, bard song does not become better with levels.

JESTER (Bard Kit)
This bard is well versed in the arts of ridicule and hilarity, and uses his abilities to distract and confuse his enemies, cavorting madly during combat. Do not mistake him for a true fool, however, as he can also be quite deadly.
Special Abilities: Song will confuse enemies instead of giving bonuses to allies.
Restrictions: None.

SKALD (Bard Kit)
This Nordic bard is also a warrior of great strength, skill and virtue. His songs are inspiring sagas of battle and valor and the Skald devotes his life to those pursuits.
Special Abilities: +1 to hit and damage. Song gives combat bonuses to allies.
Restrictions: Weaker pick pockets ability.

WIZARDS
MAGE
The mage strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts and devotes much of his time to magical research. A mage must rely on knowledge and wit to survive. Mages are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are different types of mages. The generalist mage studies all types of magic and learns a wide variety of spells. His broad range makes him well suited to the demands of adventuring.
Special Abilities: Spell Casting.

Restrictions: cannot wear armor, can only wield daggers, staffs, darts, and slings.

SPECIALIST MAGES

Mages that specialize in a specific school of magic are allowed to memorize an extra spell of each level (once they are able to use spells of the appropriate level). They are prohibited from learning spells in their opposition schools, and cannot be combined in a multi-class character (though gnomish characters can become Fighter/Illusionists). Human specialist mages can dual class if they wish. See Table 4 on pg 139 for opposition schools. Abjurer: A mage who specializes in protective magics. Conjurer: A mage who specializes in creating creatures and objects to assist him. Diviner: A mage who specializes in detection and divining magics. Enchanter: A mage who specializes in manipulating the minds of sentient beings. Illusionist: A mage who specializes in creating illusions to confuse and mislead. Invoker: A mage who specializes in Invocation/Evocation magic. Necromancer: A mage who specializes in magic dealing with death. Transmuter: A mage who specializes in magic that alters physical reality.

SORCERER

Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking in humanoid form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than mages, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic the way mages do. Other than these differences, a Sorcerer is very similar to the mage.
Abilities: Spell Casting, doesn't need to memorize spells.
Restrictions: cannot wear armor, can only wield daggers, staffs, darts, and slings. Cannot learn new spells from scrolls.

The mage, in my humble opinion, is the noblest of professions.
Practitioners of magic are respected throughout the Realms.
— Volo

Generally true; however, there are some notable exceptions. - Elminster

MULTI-CLASSED CHARACTERS

Fighter/Thief: This character can use the abilities of a thief and a fighter, though they cannot use their thieving skills while wearing more than studded leather armor.

Fighter/Cleric: This character can use the abilities of a fighter and a cleric, though weapons are restricted to only those allowed by the cleric's ethos.

Fighter/Druid: This character can use the abilities of a fighter and druid, though weapons are restricted to only those allowed by the druid's ethos.

Fighter/Mage: This character can use the abilities of a fighter and a mage, though they cannot cast spells while wearing armor. Gnomes can choose this multi-class, but become fighter/illusionists by default. Gnomes are the only race that can combine a specialist mage class in a multi-class.

Fighter/Mage/Cleric: This character can use the abilities of a fighter, mage, and cleric, though they cannot cast spells while wearing any armor, and are restricted to weapons allowed by the cleric's ethos.

Fighter/Mage/Thief: This character can use the abilities of a fighter, mage, and thief. They cannot use their thieving skills while wearing studded leather, and cannot cast spells while wearing any armor at all.

Mage/Cleric: This character can use the abilities of a mage and a cleric, though weapons are restricted to only those allowed by the clerics ethos, and mage spells cannot be cast while wearing armor...

Mage/Thief: This character can use the abilities of a mage and thief, though weapons are restricted to only those mage spells cannot be cast while wearing armor.

Cleric/Ranger: This character can use the abilities of a cleric and ranger, though weapons are restricted only those allowed by the cleric's ethos.

Thief/Cleric: This character can use the abilities of a thief and cleric, though weapons are restricted to only those allowed by the cleric's ethos.

ALIGNMENTS

Alignment reflects a character's basic attitude toward society and the forces of the universe. There are nine different alignments as described below:

Lawful Good: Characters of this alignment believe that an orderly, strong society with a moral government can work to make life better for the majority of the people. When people respect the laws and try to help one another, society as a whole prospers. Therefore, lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. Lawful good characters keep their word.

Neutral Good: These characters believe that a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value to them.

Chaotic Good: Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do." Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Lawful Neutral: Order and organization are of paramount importance to characters of this alignment. They believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. Laws must be created and obeyed. The benefits of organi-

zation and regimentation far outweigh any moral questions raised by their actions. An oath is binding, regardless of consequences. A completely impartial magistrate, or a soldier who never questions his orders are good examples of lawful neutral behavior.

(True) Neutral: True neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention. True neutral characters sometimes find themselves forced into rather peculiar alliances. To a great extent, they side with the underdog, sometimes even changing sides as the previous loser becomes the winner. A true neutral druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls were brought to the brink of destruction.

Chaotic Neutral: Chaotic neutral characters believe that there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die. They are extremely unreliable.

Lawful Evil: These characters believe structure and organization elevate those who deserve to rule. They prefer a clearly defined hierarchy between master and servant. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment or pride of power. Because they honor any contract or oath they have made, lawful evil characters are very careful about giving their word. Once given, they break their word only if they can find a way to do it legally, within the laws of the society.

Neutral Evil: Neutral evil characters are primarily concerned with themselves and their own advancement. Their only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it.

Although neutral evil characters do not have money, which makes them quite receptive to bribes.

Chaotic Evil: Chaotic evil characters are motivated by the desire for personal gain and pleasure. The strong have the right to take what they want and the weak are there to be exploited. When chaotic evil characters band together, they are not motivated by a desire to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take his position away from him by any method.

WEAPON PROFICIENCIES

Weapon proficiency represents a character's knowledge and training with a specific weapon. When a character is created, he or she has a few initial slots which must be filled immediately before the character embarks on his first adventure. A character can assign weapon proficiency slots only to those weapons allowed by his or her character class. As a character reaches higher experience levels, he also earns additional weapon proficiency points that can be assigned. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, learn to handle a great number of weapons. They gain weapon proficiencies quickly. Wizards, who spend their time studying magical arts, have little time to practice with weapons. They gain additional weapon proficiencies very slowly. A character who has a specific weapon proficiency is skilled with that weapon and familiar with its use. Hence, if you have assigned one proficiency point to a character, he or she can attack without penalty using that weapon. If you equip a character with a weapon that he or she is not proficient with, a -1 to hit and -1 damage penalty applies.

PROFICIENCIES

Proficiencies are a character's trained abilities with weapons. If a character lacks a proficiency with a type of weapon, they receive penalty when using it. Warrior characters can specialize in weapons, which allow them bonuses when using weapons of that type. Characters can also specialize in fighting styles. There are four types of fighting styles: two handed weapon styles, two weapon style, single weapon style and weapon and shield style.

Note: To fight with two weapons at the same time, simply place a second weapon into your shield slot. If your character does not have "two weapon style" as a proficiency they will incur penalties to hit with the second weapon.

SPECIAL ABILITIES

BERSERKING

This ability can be used by both Berserkers and Barbarians. The ability can be selected from the special abilities bar. When it is used the character will gain large combat bonuses and become immune to most mind affecting spells.

CALLED SHOT

This ability is used by the Archer. The ability can be selected from the special abilities bar. When it is activated, his next few arrows will do more to the Archer's target than just damage. What extra effects are applied to the Archer's arrow are determined by the Archer's level.

DEFENSIVE SPIN

This is ability used by Blades. The ability can be selected from the special abilities bar. When this ability is used, the Blade becomes rooted to the spot and uses his weapons to parry all attacks being directed at him. Because of this, his armor class becomes superior, though he cannot attack while in this mode.

DETECTING SECRET DOORS

Each character has their secret door detection ability on at all times. Their chances are calculated using the following: Mage: 5% Thief: 15% Fighter: 10% Cleric: 10% Depending on Race, they also get a bonus: Elf: 20% Dwarf: 10% Halfling: 5% When a thief has his find traps ability on, he has a 100% chance to detect secret doors.

DETECTING ILLUSIONS

Thieves can become proficient in detecting illusions. When the thief selects find traps mode, he will also be checking for illusions (if he has points in detecting illusions). Whenever he detects an illusion, he immediately points in out to the rest of the party and the illusion is dispelled.

FIND TRAPS

Thieves can select the find traps mode and they will continually look around for traps. The traps have a random chance of being found by the thief at any time, so moving slowly can make finding more likely. If a thief chooses any other action, he is unable to find traps until this mode is reselected.

You should always be on the watch for traps in dundeons, friend! – Volo

HIT DICE

As characters go up levels, their number of hit points increase based on their Hit Dice. Each class has a different hit die which reflects their ability to avoid damage in combat. For example, fighters have a d10, which indicates that they gain between 1 and 10 hit points when going up a level. A mage, on the other hand, being a poor fighter, gains only 1 to 4 hit points when going up a level.

IDENTIFY ITEMS

Whenever you R-click on an item, the lore skill of your character is compared to the lore value of the item under consideration. If the lore skill is high enough, you successfully identify the item so that you can see what it does. If you cannot identify an item with any of your characters you can always cast the Identify item spell or take the item to a store or temple and have it identified (for a price!).

INFRAVISION

Infravision allows you to see more clearly in the dark by revealing the heat generated by bodies. All warm blooded creatures appear as red shapes if they are in the dark, at night. Undead, or cold blooded creatures, are not affected by this spell or ability. Elves, half-elves, gnomes and dwarves use this ability automatically at night or in dark conditions. Mages can cast it as a spell.

KAI SHOT

This ability is used by the Kensai. The ability can be selected from the special abilities bar. When it is activated, his next few attacks will do full damage.

LAY HANDS

A paladin can heal himself or others by laying his hands upon them. A paladin can heal 2 hit points per experience level in this manner. This ability is usable once per day.

LORE

Each character has a lore rating. Every item has a lore value. If a character's lore rating is equivalent or higher than an item's lore value, then he may identify that item. As characters gain levels, they are able to identify items based on their experience. This is listed in the table below:

Bard: 10 lore rating per level.
Thief: 3 lore rating per level.
Mage: 3 lore rating per level.
All other classes: 1 lore rating per level.

The player receives bonuses and penalties to their lore based on their Intelligence and Wisdom. The modifier is not cumulative with each level, but each ability bonus is applied separately. It is a one time bonus at character creation. See the tables in back of manual for ability bonuses and modifiers. (E. g. A character with 18 Wisdom (+10) and 15 Intelligence (+5) would have +15 to Lore.)

MAGIC RESISTANCE

Magic resistance enables a creature to ignore the effects of spells and spell-like powers. If a creature fails to avoid a spell due to magic resistance, he or she can still make a saving throw against that spell to avoid the effects.

OFFENSIVE SPIN

This is an ability used by Blades. The ability can be selected from the special abilities bar. When this ability is activated the Blade goes into an intricate dance like attack, where he receives more attacks per round.

POISON WEAPON

This ability is used by Assassins. The ability can be selected from the special abilities bar. When it is used, the Assassin coats his weapon in poison, so that his next attack will poison his target. The lethality of the poison improves as the Assassin goes up in levels.

PROTECTION FROM EVIL

Paladins have an innate ability to provide protection from the forces of evil. They can use this ability at will through the Special Abilities button.

The effect is identical to the 1st-level wizard spell Protection from Evil.

RACIAL ENEMY

Rangers tend to focus their efforts against one particular type of creature. When the ranger encounters that enemy, he gains a +4 bonus to his attack rolls. However, the Ranger suffers a -4 penalty to all encounter reactions with these creatures as well.

SPECIALIZATION

Fighters, paladins and rangers can train and hone their weapons skills to higher levels than other classes. This is accomplished by assigning more proficiencies to a single weapon. The effects of specialization are shown below:

Level of Proficiency	Points Spent	Bonus to Hit	Bonus to Damage	Attacks per round
Proficient	1	0	0	1
Specialized	2	+1	+2	3/2
Master	3	+2	+2	3/2
High Master*	4	+2	+2	3/2
Grand Master	5	+2	+3	3/2

*Moving from Master level to High Master improves the speed factor of the specialized weapon.

SPELL CASTING

See Magic and the Spell System

STEALTH

Thieves can choose to enter the stealth mode — effectively becoming invisible for a time — by selecting the stealth mode. Once invisible, their next attack is a backstab for either 2x, 3x, or 4x damage — depending on the level of the thief. Moving around risks detection. As well, once a thief attacks, the stealth mode is ended until successfully reselected. The thief must be out of his enemy's direct line of sight before he can hide once more.

THIEVING (Pick Pockets, Open Locks, Remove Traps)

Thieves can pick pockets (random chance of an item carried by the hapless victim), pick locks, and remove traps as well. This is achieved by selecting the thieving button and clicking on the target.

TURN UNDEAD

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead. Druids cannot turn undead. Through the priest or paladin, the deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured. This ability is a mode selection for that character — nothing else can be attempted while he or she is attempting to turn undead. Good priests and paladins can turn undead so they lose morale and run away, or (less often) destroy them outright. Evil priests can sometimes gain control of undead, who can then perform actions for the priest.

SETTING TRAPS

A thief can set traps with this ability. He can select his trap setting from his special abilities bar (accessed through the star button on the bottom right of the main screen). The traps that the thief sets become more powerful as he advances in levels. A trap will not go off when another party member walks over it.

MAGIC AND THE SPELL SYSTEM

Some of the most powerful weapons player characters have at their disposal in the AD&D game are magical spells. Through spells a player character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten. Not every character is capable of casting spells, however. Mages (including specialists) and priests (or their cousins, the druids) can cast Mage and Priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of their source, all spells fall into the categories of Mage or Priest.

WIZARD SPELLS

Wizard spells range from spells of simple utility to great and powerful magics. Although characters can use spells, the workings of magic are dimly understood at best. For the most part, it is enough to know that "when you do this, that happens." Casting a Mage spell is a complicated ordeal. First, a Mage can only use spells from his spell book. Beginning Mages start with only a few basic spells; over time, they obtain spell scrolls to add to their magical knowledge. (To add the spell found on a scroll to his spell book, the Mage must scribe it into the book — this is done from the Item Information page, which is brought up by R-clicking on a spell scroll from the inventory page). A Mage's mind can comprehend only a certain number of spells. The number of spells he can have in his book is limited by his Intelligence. Ultimately, it is daily spell memorization that is most important. Every day, the Mage must memorize spells from his spellbook. To draw on magical energy, the Mage must shape specific mental patterns in his mind. He uses his spell book to force his mind through mental exercises, preparing it to hold the final twisted patterns. This process is called memorization. Once a Mage memorizes a spell, it remains in his memory (as potential energy) until he uses the prescribed words, motions, and components to trigger the release of the energy. Upon casting, the energy of the spell is spent, wiped clean from the Mage's mind — lost until the Mage studies and memorizes that spell again. The number of spells a Mage can memorize is given by his level; he can memorize the same spell more than once, but each memorization counts as one spell toward his daily memorization limit. Memorization is not a thing that happens

immediately. The Mage must have a clear head gained from a restful night's sleep and then must spend time studying his spell book. Spells remain memorized until they are cast or wiped from the character's mind at the spell memorization screen.

PRIEST SPELLS
The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different. The priest's role, more often than not, is as defender and guide for others. Thus, the majority of his spells work to aid others or provide some service to the community. Few of his spells are truly offensive, but many can be used cleverly to protect or defend. The knowledge of what spells are available to the priest becomes instantly clear as soon as he advances in level. This knowledge and the power for the spells themselves are bestowed by the priest's deity. Priests memorize their spells in a similar way to Mages, but they do not have to use a spell book. Instead, once they gain access to a level of spells granted by the powers they worship, they can memorize any spells from the priest spells in this level, up to their maximum memorizable number of priest spells. Priests must pray (this is done when the party rests, much as a Mage memorizes spells when the party rests) to obtain spells.

SCHOOLS OF MAGIC
Although all Mage and priest spells are learned and memorized the same way, they fall into nine different schools of magic. A school of magic is a group of related spells.

Abjuration
Spells are specialized protective spells.

Alteration
Spells cause a change in the properties of some already existing thing, creature or condition.

Conjuration/Summoning
spells bring something to the caster from elsewhere. Conjuration normally produces matter or items from some other place. Summoning enables the caster to compel living creatures and powers to appear in his presence or to channel extraplanar energies through himself.

Enchantment/Charm
Spells cause a change in the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behavior of beings.

Divination
Spells enable the wizard to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

Illusion
Spells deceive the senses or minds of others.

Invocation/Evocation
Spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.

Necromancy
One of the most restrictive of all spell schools, necromancy deals with dead things or the restoration of life, limbs or vitality to living creatures.

Note:
Offensive spell icons are red, defensive spell icons are blue, and information spell icons are white.

SPELLS BY LEVEL

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells are arranged alphabetically. At the start of each spell description is the following important game information:

Name: Each spell is identified by name. In parentheses after the name is the school to which that spell belongs. When more than one is listed, that spell is common to all schools given.

School: In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization. For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to. The spells of a given school have similar colors and casting effects — so you can gauge what an enemy is casting by the color and appearance of the effects as he casts it.

Range: This lists the distance from the caster at which the spell effect occurs or begins, in feet. A "O" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on others if he can physically touch them (that is, score a successful to hit roll).

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a dispel magic. Some spells have a variable duration.

Casting Time: This represents a fraction of the spell caster's six second personal initiative round which is used performing the chants and motions necessary to cast the spell. This time is exactly equivalent to the speed factor of a weapon. The spell casting time is varied by an initiative roll that is performed each time a spell is cast.

Area of Effect: This lists what is affected by the spell, be it an area, or a group of creatures. Some spells (such as bless) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast.

Saving Throw: This lists whether the spell allows the target a saving throw and the effect of a successful save: "Neg." results in the spell having no effect; "1/2" means the character suffers half the normal amount of damage; "None" means no saving throw is allowed.

Spell Description: The text provides a complete description of how the spell functions.

Wizard Spells - Level 1

Armor (Conjuration)

Range: 0
Casting Time: 1 round
Duration: 10 turns

Saving Throw: None
Area of Effect: The caster

By means of this spell, the wizard creates a magical field of force that serves as if it was scale mail armor (AC 6). Its effects are cumulative with Dexterity and, in the case of fighter/mages, with the shield bonus. The Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until successfully dispelled or until the duration runs out.

Blindness (Illusion/Phantasm)

Range: Sight of caster
Casting Time: 2
Duration: 10 turns

Saving Throw: Neg.
Area of Effect: 1 creature

This spell blinds its target. A saving throw is allowed, and if successful there are no harmful effects. If a victim is blinded, he receives −4 to hit on his attack rolls, and has a 4 point Armor Class penalty.

Burning Hands (Alteration)

Range: 0
Casting Time: 1
Duration: Instant

Saving Throw: 1/2
Area of Effect: The caster

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. The burning hands send out flame jets of five-foot length in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 hit points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3 + 20 points of fire damage. Those successfully saving vs. spell receive half damage.

Charm Person (Enchantment/Charm)

Range: Sight of caster
Casting Time: 1
Duration: 5 rounds

Saving Throw: Neg.
Area of Effect: 1 person

This spell affects any single person it is cast upon. The term "person" includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom. A recipient who fails a saving throw vs. spell regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out as quickly as possible. If the caster harms, or attempts to harm, the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the Charm Person spell is broken. If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed. No charmed creatures may leave the area or attack non-hostile targets.

Chill Touch (Necromancy)

Range: 0
Casting Time: 1
Duration: 1 turn

Saving Throw: Neg.
Area of Effect: The caster

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must make a saving throw vs. spell or suffer 1-8 points of damage and receive a −2 THAC0 modifier.

Chromatic Orb (Evocation)

Range: Sight of caster
Casting Time: 1
Duration: Special

Saving Throw: Neg.
Area of Effect: 1 creature

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The effect the orb has upon the target varies with the level of the mage who cast the spell. A 1st-level sphere inflicts 1-4 damage and blinds the target for one round. A 2nd-level sphere inflicts 1-6 damage and inflicts pain upon the victim. A 3rd-level sphere deals 1-8 damage and burns the victim. A 4th-level sphere deals 1-10 damage and blinds the target for 1 turn. A 5th-level sphere deals 1-12 damage and stuns the target for 3 rounds. The 6th-level sphere deals 2-16 damage and causes weakness in the victim. The 7th-level sphere deals 2-16 damage and paralyzes the victim for 2 turns. A save against this spell negates both the damage and the other effects.

Color Spray (Alteration)

Range: 0
Casting Time: 1
Duration: Instant

Saving Throw: Neg.
Area of Effect: 5' x 20' x 20' wedge

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures in the area must make a saving throw vs. spells or be rendered unconscious.

Find Familiar (Conjuration/Summoning)

Range: 0
Casting Time: 1 round
Duration: Special

Saving Throw: Special
Area of Effect: 1 familiar

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, and he has no control over what sort of creature answers the summoning, if any come at all.

(Note: This spell may only be cast by the protagonist.)

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard has an empathic link with the familiar and can issue it mental commands.

The caster receives half the familiar's total hit points as bonus hit points. However, the caster must take care to treat his familiar good, for if the familiar should die, the caster loses the bonus hit-points and half the familiar's hit-points again as damage. The caster also loses 1 point of constitution permanently.

Example: A mage has 12 hit points and casts Find Familiar. The imp summoned has 18 hit points, so the caster gets a bonus of 9 hit points. If the familiar dies, the caster loses those 9 points bringing him back to 12. The caster takes 9 damage and loses a point of constitution permanently, and any hit points gained from it..

Friends (Enchantment/Charm)

Range: 0
Casting Time: 1
Duration: 1d4 rounds + 1 round/level

Saving Throw: Special
Area of Effect: The caster

A Friends spell causes the wizard to temporarily gain 2d4 points of Charisma. Those who view the caster tend to be very impressed with the spell caster and make an effort to be his friends and help him, as appropriate to the situation. Officious bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking him captive instead.

Grease (Conjuration)

Range: 10 yards
Saving Throw: Special
Casting Time: 1
Area of Effect: 15-foot radius
Duration: 3 rounds + 1 round/level

A Grease spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip and skid, unable to move. Those who successfully save can reach the nearest non-greased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area.

Identify (Divination)

Range: 0
Saving Throw: None
Casting Time: Special
Area of Effect: 1 item
Duration: 1 round/level

When an Identify spell is cast, the magical item subsequently touched by the wizard can be identified. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.

Infravision (Divination)

Range: 0
Saving Throw: None
Casting Time: Special
Area of Effect: 1 creature
Duration: 10 turns

The recipient of this spell gains the ability to see with infravision, just as an elf or dwarf.

Larloch's Minor Drain (Necromancy)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: Instant

With this spell, the wizard drains the life force from a target and adds it to his own. The target creature suffers 1-4 damage, while the wizard gains 1-4 hit points. If the wizard goes over his maximum hit point total with this spell, he loses them after 1 turn.

Magic Missile (Evocation)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: Instant

Use of the Magic Missile spell, one of the most popular 1st-level spells, creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. Each missile inflicts 1d4+1 points of damage. For every two extra levels of experience, the wizard gains an additional missile — he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level.

Protection from Evil (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 1
Area of Effect: The Caster
Duration: 10 rounds

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Protection from Petrification (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: 3 rounds/level

This spell grants the recipient immunity to all petrification attacks. This includes basilisk and medusa gaze, cursed scrolls of petrification, etc.

Reflected Image (Illusion/Phantasm)

Range: 0
Saving Throw: None
Casting Time: 1
Area of Effect: The Caster
Duration: 3 rounds + 1 round/level

Upon casting this spell the wizard creates 1 image of himself that will travel along beside him. The image will perform all of the actions that the

wizard does so that if any enemies are trying to attack the wizard they will not know which one is real. The image will disappear with a successful dispel magic, when attacked or when the spell duration runs out.

Shield (Evocation)

Range: 0
Casting Time: 1
Duration: 5 turns
Saving Throw: None
Area of Effect: The Caster

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the caster's Armor Class to 4 against normal weapons, and 2 against missile weapons.

Shocking Grasp (Alteration)

Range: Touch
Casting Time: 1
Duration: Special
Saving Throw: None
Area of Effect: 1 creature

When the wizard touches a creature while this spell is in effect, an electrical charge will deal 1-10 damage to the creature. The wizard only has one charge, and once an opponent has been touched the spell's energies have been used. The spell always hits unless the mage is disrupted.

Sleep (Enchantment/Charm)

Range: Sight of caster
Casting Time: 1
Duration: 5 rounds/level
Saving Throw: Neg.
Area of Effect: Special

When a wizard casts a Sleep spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the Sleep spell must be within 30 feet of each other. Creatures in the area of effect must make a saving throw at a −3 penalty or fall asleep. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. Magically sleeping opponents can be attacked with substantial bonuses.

Spook (Illusion/Phantasm)

Range: 30 feet
Casting Time: 1
Duration: 3 rounds
Saving Throw: Neg.
Area of Effect: 1 creature

A Spook spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical which then appears to advance upon it in a threatening manner. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

Wizard Spells – Level 2

Agannazar's Scorcher (Evocation)

Range: 20 yards
Casting Time: 3
Duration: Instant

Saving Throw: None
Area of Effect: 2-foot
by 60-foot jet.

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target is hit by this flame for 3-18 points of damage, as is anyone who stands in the path of the flame. There is no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage.

Blur (Illusion / Phantasm)

Range: 0
Casting Time: 2
Duration: 3 rounds + 1 round/level

Saving Throw: None
Area of Effect: The Caster

When a Blur spell is cast , the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with –3 penalties. The wizard also gains a +1 to all of his saving throws.

Deafness (Illusion / Phantasm)

Range: 60 yards
Casting Time: 2
Duration: Special

Saving Throw: Neg.
Area of Effect: 1 creature

The deafness spell causes the recipient to become totally deaf. The victim is allowed a saving throw vs. spell. Deafened spellcasters have a 50% chance to miscast any spell. This deafness can be done away with by means of a dispel magic spell or a cure disease spell.

Detect Invisibility (Divination)

Range: 10 yards/level
Casting Time: 2
Duratio.1: 4 turns

Saving Throw: None
Area of Effect: Special

When the wizard casts a Detect Invisibility spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (e. g., thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Note: if an invisible creature enters the area of effect after the spell has already been cast, the creature will remain invisible.

Ghoul Touch (Necromancy)

Range: 0
Casting Time: 3
Duration: 5 rounds

Saving Throw: Neg.
Area of Effect: The caster

When the caster completes this spell, a green glow encompasses his hand. When the wizard makes a successful melee attack against a creature, that creature is paralyzed by the negative energy. The touched creature must make a saving throw vs. spell or be paralyzed for 5 rounds.

Glitterdust (Conjuration / Summoning)

Range: 10 yards
Casting Time: 2
Duration: 4 rounds

Saving Throw: Special
Area of Effect: 10-foot radius

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 4 rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 4 rounds.

Horror (Necromancy)

Range: Sight of caster
Casting Time: 2
Duration: 1 turn

Saving Throw: Neg.
Area of Effect: 15-foot radius

All enemies within the area of effect must save vs. spell or flee in terror. Certain creatures are immune to the effects of fear, including all undead.

Invisibility (Illusion/Phantasm)

Range: Touch
Saving Throw: None
Casting Time: 2
Area of Effect: 1 creature
Duration: Special

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus the invisible being can walk around and cast defensive spells, but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

A most useful spell when cast on a scout exploring unknown areas... though not all creatures are fooled by the enchantment. - Elminster

Knock (Alteration)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: Special
Duration: Special

The Knock spell opens locked, held or wizard locked doors. It opens secret doors, as well as locked boxes or chests. It does not raise barred gates or similar impediments.

Know Alignment (Divination)

Range: 10 yards
Saving Throw: Neg.
Casting Time: 1 round
Area of Effect: 1 creature
Duration: Instant

A Know Alignment spell enables the mage to exactly read the aura of a creature. The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the Know Alignment spell. Evil creatures will glow red, neutrals blue, and friendly creatures will glow green for a brief period.

Luck (Enchantment/Charm)

Range: 10 yards
Saving Throw: None
Casting Time: 2
Area of Effect: 1 creature
Duration: 3 rounds

The recipient of this spell is lucky in every thing that he does for the next 3 rounds. He receives a +1 bonus to any of his actions. This includes saving throws, to hit chances, thieving skills, etc.

Melf's Acid Arrow (Conjuration)

Range: Sight of caster
Saving Throw: Special
Casting Time: 2
Area of Effect: 1 creature
Duration: Special

By means of this spell, the wizard creates a magical arrow that speeds to its target unerringly. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage. There is no splash damage. For every three levels that the caster has achieved, the acid lasts for another round, unless somehow neutralized, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds, at 6th-8th level, the acid lasts for three rounds, etc.

Useful for keeping trolls from rising up after you have killed them the first time. - Volo

Mirror Image (Illusion/Phantasm)

Range: 0
Saving Throw: None
Casting Time: 2
Area of Effect: 6-foot radius
Duration: 3 rounds/level

When a Mirror Image spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack,

magical or otherwise, it disappears, but any other existing images remain intact until struck. Each time an attack is made, there is a percentage chance of hitting the mage.

Power Word Sleep (Conjuration / Summoning)

Range: 30 yards
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: 5 rounds

When a wizard calls upon a Power Word Sleep spell, he causes a comatose slumber to come upon one creature (other than undead and certain other creatures specifically excluded from the spell's effects). The creature targeted must have less than 20 hit points and gets no saving throw. Magically sleeping opponents can be attacked with substantial bonuses. The sleep effect will last for 5 rounds. This spell has no effect on creatures with more than 20 hit points.

Ray of Enfeeblement (Enchantment / Charm)

Range: Sight of caster
Saving Throw: Neg.
Casting Time: 2
Area of Effect: 1 creature
Duration: 1 round/level

By means of a Ray of Enfeeblement, a wizard weakens an opponent, reducing its Strength and, thereby, the attacks that rely upon it. The victim is reduced to a Strength of 5 for the duration of the spell, unless a save vs. spell is made. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally. However, the target receives all of the penalties for a 5 strength such as attack and damage penalties as well as lower weight allowance.

Resist Fear (Abjuration)

Range: 10 yards
Saving Throw: Special
Casting Time: 1
Area of Effect: 1 creature
Duration: Special

This mage spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this spell is negated.

Stinking Cloud (Evocation)

Range: Sight of caster
Saving Throw: Special
Casting Time: 2
Area of Effect: 20-foot radius
Duration: 1 round/level

The Stinking Cloud spell creates a billowing mass of nauseous vapors up to 30 yards away from the wizard. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea, for 1d4 + 1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic.

Handy for incapacitating a group of enemies... but watch you don't catch your friends in the cloud! –Volo

Strength (Alteration)

Range: Touch
Saving Throw: None
Casting Time: 1 turn
Area of Effect: 1 person
Duration: 1 hour/level

Application of this spell increases the Strength of the character to 18/50. The character receives any Strength bonuses appropriate. If a character has higher than 18/50 Strength, then this spell will actually lower the Strength of the recipient.

Vocalize (Alteration)

Range: Touch
Saving Throw: None
Casting Time: 2
Area of Effect: 1 spell caster
Duration: 5 rounds

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the Vocalize spell. Only the verbal requirement of spells is deleted. This spell has no effect on other noises or speech — it simply removes a spell's verbal component. This spell is of great use when quiet is desired in spell casting or the individual has been magically silenced.

Web (Evocation)

Range: 5 yards/level
Casting Time: 2
Duration: 2 turns/level

Saving Throw: 1/2
Area of Effect: Special

A Web spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers. Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Half strength webs allow for a person to make his way out of the web. He may not make any physical attacks while caught within the web.

Wizard Spells – Level 3

Clairvoyance (Divination)

Range: Special
Casting Time: 3
Duration: 1 round

Saving Throw: None
Area of Effect: Special

The Clairvoyance spell empowers the wizard to see in his mind the confines of whatever area he's in. This spell does not work indoors,

Detect Illusion (Divination)

Range: 0
Casting Time: 3
Duration: Instant

Saving Throw: None
Area of Effect: 20-foot radius

When cast at a point designated by the wizard this spell will cancel all illusion/phantasm spells of 3rd level and lower in the area. The spells that are affected by this are reflected image, invisibility, mirror image and non-detection. It is important to note that this spell indiscriminately dispels illusion/phantasm spells of 3rd level and lower so this includes the caster and any friendly creatures in the area as well as enemies. The area of effect is roughly a 20' radius around the target. The target's magic resistance, if any, does not come into effect with this spell.

Dire Charm (Enchantment/Charm)

Range: 20 yards
Casting Time: 3
Duration: 10 rounds

Saving Throw: Neg.
Area of Effect: 1 creature

This spell works in a manner very similar to the Charm Person spell. However, the affected creature goes into a berserk state, wanting no one to harm his master (the spell caster). Thus, the creature will fight enemies of the caster, even former allies. The spell is limited in the same manner as the Charm Person Spell.

Dispel Magic (Abjuration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 30-foot cube
Duration: Instant

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions and certain magical items. It does not, however, affect magical items themselves. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. If the caster is higher level than the creator of the effect to be dispelled, 5% per level is added to the chance of success. If the caster is lower level, 10% per level is subtracted from the chance of success.

A most useful spell for freeing oneself and one's friends from the effects of undesirable enchantments. - Elminster

Fireball (Evocation)

Range: Sight of caster
Saving Throw: 1/2
Casting Time: 3
Area of Effect: 20-foot radius
Duration: Instant

A Fireball spell is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it: 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The wizard points his finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their saving throws suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, receiving half damage.

Flame Arrow (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: Special
Duration: 1 round

This spell enables the caster to hurl fiery bolts at an opponent within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.).

Ghost Armor (Conjuration)

Range: Touch
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: 10 turns

By means of this spell, the wizard creates a magical field of force that serves as if it were plate armor (AC 2). It is cumulative with Dexterity effects and, in the case of fighter/mages, with the shield bonus. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until dispelled or until the duration runs out.

Haste (Alteration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 20-foot radius
Duration: 3 rounds + 1 round/level

When this spell is cast, each affected creature functions at double its normal movement and a hasted creature gains a -2 initiative bonus. In addition the hasted creature receives an extra attack each round. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up. All affected by haste must be in the designated area of effect. Note that this spell negates the effects of a slow spell. Also, due to the energy expended during the duration of this spell the creature in effect loses a day. This will have an effect on the fatigue levels of the creature. This spell is not cumulative with itself or with other similar magic.

Hold Person (Enchantment/Charm)

Range: Sight of caster
Saving Throw: Neg.
Casting Time: 3
Area of Effect: special
Duration: 1 round/level

This spell holds 1-4 humans, demihumans, or humanoid creatures rigidly immobile and in place for five or more rounds. The Hold Person spell affects any bipedal human, demihuman, or humanoid of man-size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not. The effect selects the enemies closest to the target and holds them. Enemies making their saving throws are totally unaffected by the spell. Undead creatures cannot be held. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease or poison.

Hold Undead (Necromancy)

Range: Sight of caster
Saving Throw: Neg.
Casting Time: 3
Area of Effect: Special
Duration: 2 rounds/level

This spell holds 1d4 undead creatures rigidly immobile and in place for five or more rounds. The effect is centered on the victim selected by the caster. Every enemy within 5 feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds.

Invisibility 10' radius (Illusion/Phantasm)

Range: 0
Saving Throw: None
Casting Time: 1 round
Area of Effect: 10-foot radius
Duration: Special

This spell causes all creatures within 10' of the caster to vanish from

sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can walk around and cast defensive spells, but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

Lightning Bolt (Evocation)

Range: Sight of caster
Saving Throw: 1/2
Casting Time: 3
Area of Effect: Special
Duration: Instant

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect (maximum damage of 10d6). A successful saving throw vs. spell reduces this damage to half (round fractions down). When the lightning bolt intersects with a wall it will rebound until it reaches its full length — hitting the same enemy multiple times, or even members of your own party.

Melf's Minute Meteors (Evocation, Alteration)

Range: 70 yards
Saving Throw: None
Casting Time: 3
Area of Effect: 1 target/meteor
Duration: Special

This spell enables the wizard to cast small globes of fire (one for each experience level she has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +5 bonus to the attack rolls and with no penalty for range. Each meteor inflicts +3 damage, and an additional +3 fire damage. The wizard may discharge up to five missiles per round.

Minor Spell Deflection (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 3
Area of Effect: The caster
Duration: 3 rounds/level

This spell is similar to the 6th-level Spell Deflection, which causes the spells cast against the wizard to be absorbed and consumed. This affects a total of 4 spell levels. This includes spells cast from scrolls and innate spell-like abilities, but excludes area effects that are not centered directly upon the wizard as well as area effects that are stationary such as cloud kill and stinking cloud. As long as the spell is cast directly at the wizard, it will be absorbed. This spell will only affect up to 7th level spells, but if it tries to absorb a spell that goes over its limit, it will fail and be canceled. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will NOT be absorbed while canceling the spell deflection.

Monster Summoning I (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 4
Area of Effect: Special
Duration: 3 rounds + 1 round/level

Within one round of casting this spell, the wizard magically conjures 8 Hit Dice of monsters. These appear within spell range and attack the caster's opponents, until the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

Non-detection (Abjuration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 1 creature
Duration: 20 turns

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as Clairaudience, Clairvoyance, Locate Object, ESP, and detect spells. It also prevents location by such magical items as crystal balls and ESP medallions. It does not affect the Know Alignment spell.

Protection From Cold (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 3
Area of Effect: 1 Creature
Duration: Special

The effect of a Protection From Cold spell differs according to the recipient of the magic - either the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level. When the spell is cast, it confers complete invulnerability to normal cold attacks and to exposure to magical cold such as icy dragon breath, spells such as Cone of Cold, Wand of Frost, etc., absorbing 50% of all the damage dealt by such magical sources.

Protection From Fire (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 6
Area of Effect: 1 Creature
Duration: 3 rounds + 1 round/level

The effects of a Protection From Fire spell last no longer than three rounds plus one round per caster level. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as fiery dragon breath, spells such as Burning Hands, Fireball, Fire Seeds, Fire Storm, Flame Strike, Meteor Swarm, Hell Hound or Pyrohydra Breath, etc., absorbing 80% of all the damage dealt by such magical sources.

Protection from Normal Missiles (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 3
Area of Effect: 1 creature
Duration: 1 turn/level

By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Note, however, that this spell does not provide protection from such magical attacks as Fireballs, Lightning Bolts, or Magic Missiles.

Remove Magic (Abjuration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 30-foot cube
Duration: Instant

This is the combat version of dispel magic, it will only affect opponents. A remove magic dispels the magical effects upon any enemies within the area. This includes effects given from spells, potions and certain magical items such as wands. It does not, however, affect enchanted magical items. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of the dispel magic is above the original caster, his chance of success increases by 5%. For every level that the caster of dispel magic is below the original caster, his chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 1% chance of success or failure. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, there is only a 1% chance of failure. Similarly if the caster is 4 levels lower than the magic he is trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.
Note: While this spell dispels the individual effects of grease, web, stinking cloud and other such spells, it does not dispel the area of effect.
Note: This spell will ONLY affect ENEMIES.

Skull Trap (Necromancy)

Range: 20 yards
Saving Throw: None
Casting Time: 3
Area of Effect: 30-foot radius
Duration: Until triggered

Upon casting this spell, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 20 feet of it. When this happens, the skull is triggered and explodes, damaging everyone within a 30 foot radius. The damage inflicted is equal to 1-6 hit points per level of the caster. When casting this spell it is wise to set it far away from the party, lest they set it off accidentally.

Slow (Alteration)

Range: Sight of caster
Saving Throw: Neg.
Casting Time: 3
Area of Effect: 40-foot cube
Duration: 10 rounds

A Slow spell causes creatures to move and attack at 1/2 of their normal rates. It negates Haste, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of +4 to AC, and an attack penalty of −4. Creatures save at −4 vs. the spell.

Spell Thrust (Abjuration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 1 Creature
Duration: Instant

When this spell is cast at a target creature it will dispel all of the spell protections of 5th level and lower. The spells that fall under this category are Minor Spell Deflection, Minor Globe of Invulnerability, Spell Immunity and Minor Spell Turning. The target's magic resistance, if any, does not affect this spell.

Vampiric Touch (Necromancy)

Range: Touch
Saving Throw: None
Casting Time: 3
Area of Effect: 1 creature
Duration: Instant

When the caster successfully touches an opponent in melee, the opponent loses 1-6 hit points for every two caster levels, to a maximum drain of 6-36 for a 12th-level caster. These hit points are added to the caster's total, with any hit points over the caster's normal maximum total treated as temporary additional hit points. The temporary hit points last for 5 turns.

Wizard Spells – Level 4

Confusion (Enchantment/Charm)

Range: Sight of caster
Casting Time: 4
Duration: 2 rounds + 1 round/level
Saving Throw: Special
Area of Effect: 30-foot radius

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of affect are allowed saving throws vs. spell with a -2 penalty, adjusted for Wisdom. Those successfully saving are unaffected by the spell. The spell lasts for two rounds plus one round for each level of the caster. Those who fail their saving throws will either go berserk, stand confused or wander about for the duration of the spell. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

Contagion (Necromancy)

Range: 30 yards
Casting Time: 4
Duration: Permanent
Saving Throw: Neg.
Area of Effect: 1 creature

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. The afflicted character is also slowed. These effects persist until the character receives a cure disease spell.

Emotion: Hopelessness (Enchantment/Charm)

Range: Sight of caster
Casting Time: 4
Duration: 2 rounds + 1 round/level
Saving Throw: Special
Area of Effect: 30-foot radius

When this spell is cast, the wizard can disturb the emotional state of those around him. The effect of this is to inflict a feeling of hopelessness upon the enemies within the visual sight of the caster. Upon a failed save vs. spell, the affected will lie down where they stand and give

over all their will to a higher power. Sometimes they can be heard to exclaim things such as "I lay down and die," or "I'm going home." This will last for the duration of the spell upon which they will return to normal.

The secondary effect of this spell is to instill upon the caster the feeling of courage. This will remove any effects of panic and restore his morale, as well as preventing the above from creeping forth into his psyche. There is no save vs. this and it will last for the duration of the spell. It will, however, be affected by magic resistance and other such things.

Enchanted Weapon (Enchantment/Charm)

Range: 0
Casting Time: 4
Duration: 1 day
Saving Throw: None
Area of Effect: Special

This spell conjures forth a magic weapon of the caster's choice. The weapon may be either a mace, axe, long sword or short sword. The weapon stays in existence for no longer than a day. The weapon created has an enchantment of +3.

Farsight (Divination)

Range: Special
Casting Time: 4
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: Special

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

Fireshield (Blue) (Evocation, Alteration)

Range: 0
Casting Time: 4
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: The Caster

The Blue Fireshield protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user 50% cold resistance, but also protects the caster from melee attacks. An opponent hitting the caster suffers cold damage.

Fireshield (Red) (Evocation, Alteration)

Range: 0
Saving Throw: None
Casting Time: 4
Area of Effect: The Caster
Duration: 3 rounds + 1 round/level

The Red Fireshield protects the user from fire damage by surrounding the caster with a shield of flame. This shield not only grants the user 50% fire resistance, but also protects the caster from melee attacks. An opponent hitting the caster suffers fire damage.

Greater Malison (Enchantment/Charm)

Range: Sight of Caster
Saving Throw: None
Casting Time: 4
Area of Effect: 30-foot radius
Duration: 2 rounds/level

The spell allows the caster to adversely affect all the saving throws of his enemies. The effect is applied to all hostile creature within the area of effect. Opponents under the influence of this spell make all saving throws at a penalty of -4.

A particularly potent way of ensuring your next few spells will have maximum effect. - Elminster

Ice Storm (Evocation)

Range: Sight of Caster
Saving Throw: None
Casting Time: 4
Area of Effect: Special
Duration: 4 rounds

When this spell is cast, great hail stones pound down for four rounds in a 40-foot-diameter area and inflict 2d8 points of damage to any creatures within the area of effect.

Improved Invisibility (Illusion/Phantasm)

Range: Touch
Saving Throw: None
Casting Time: 4
Area of Effect: 1 creature
Duration: 1 turn

This spell is similar to the Invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. However, telltale traces, a shimmering, allow an obser-

vant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's saving throws are made with a +4 bonus.

Minor Globe of Invulnerability (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 4
Area of Effect: The Caster
Duration: 1 round/level

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i. e. , the area of effect of any such spell does not include the area of the Minor Globe of Invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere and these pass from the caster of the globe to their subject without affecting the minor globe. Spells of the 4th-level and higher are not affected by the globe. The globe can be brought down by a successful Dispel Magic spell.

Minor Sequencer (Invocation/Evocation)

Range: 0
Saving Throw: None
Casting Time: 1 round
Area of Effect: Special
Duration: Permanent

This spell allows a mage to store spells and access them simultaneously from his special ability button. This ability, the sequencer, can store two spells, both of which must be of 2nd level or lower. A mage can only possess one minor spell sequencer at a time, and the sequencer may not be given to other players. Once the sequencer is used, the special ability icon disappears.

The sequencer spells can make a mage much more powerful... and dangerous. - Volo

Monster Summoning II (Conjuration/Summoning)

Range: Sight of caster
Casting Time: 4
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: Special

This spell is much like the 3rd-level Monster Summoning 1 spell, except that this spell summons 12 Hit Dice of monsters. These appear anywhere within the spell range and attack the caster's opponents, until the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

Otiluke's Resilient Sphere (Alteration)

Range: 0
Casting Time: 1
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: 1 creature

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature - if it fails to successfully save vs. spell. The resilient sphere will contain its subject for the duration of the spell. The sphere is completely immune to all damage, actually, the only method of removing the sphere is a Dispel Magic. Hence, the creature caught inside the globe is completely safe from all attacks, but at the same time is completely unable to affect the outside world.

Polymorph Other (Alteration)

Range: Sight of Caster
Casting Time: 4
Duration: Permanent
Saving Throw: Neg.
Area of Effect: 1 creature

The Polymorph other spell is a powerful magic that permanently alters the form of the creature affected. Mental attributes are not affected, and the target does not receive the special abilities of the new form. However most physical attributes are changed to adhere to the new form. This is a specific version of the spell in that the recipient will be transformed into a squirrel unless a save vs. petrification/polymorph is made successfully. The transformation is instant and permanent until a dispel magic is cast successfully upon the affected

creature. All clothes and equipment that the target was wearing will mold into the new form.

Polymorph Self (Alteration)

Range: 0
Casting Time: 4
Duration: 1 turn + 3 rounds/level
Saving Throw: None
Area of Effect: The Caster

When this spell is cast, the wizard is able to assume the form of another creature. The caster also gains the physical mode of locomotion and breathing as well. This spell does not give the new form's other abilities such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality.

When the spell is cast, for the duration of the spell the caster may transform into any of the new forms at any time, and as many times as he wishes. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the wizard remain the same; however, all the physical attributes are attained from the new form. Also, any natural protections that the new form offer are conferred to the wizard, such as the resistance to missile and blunt weapons possessed by the slime form.

The possible forms given by polymorph self are:

    (1) Gnoll: wields a magical halberd (+1 fire damage and strikes as an enchanted weapon +3)
    (2) Mustard Jelly: capable of slowing opponents (if they fail a save when hit)
    (3) Ogre: capable of causing massive damage with its fists
    (4) Spider: causes poison damage when it hits an opponent

In addition, the caster may choose the form of brown bear, black bear or wolf.

Remove Curse (Abjuration)

Range: Touch
Casting Time: 6
Duration: Permanent
Saving Throw: Special
Area of Effect: Special

Upon casting this spell, the Mage is usually able to remove a curse on

an object, on a person, or in the form of some undesired sending or evil presence. Note that the remove curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more.

Secret Word (Abjuration)

Range: Sight of Caster
Casting Time: 4
Duration: Instant

Saving Throw: None
Area of Effect: 1 Creature

When this spell is cast at a target creature, it will dispel one spell protection of 8th level and lower. The spells that are affected by this are minor spell turning, minor globe of invulnerability, spell immunity, spell deflection, spell turning, and spell shield. The target's magic resistance if any does not affect this spell.

Handy for penetrating a hostile wizard's
magical defenses! – Volo

Spider Spawn (Conjuration/Summoning)

Range: 40 yards
Casting Time: 6
Duration: 5 rounds + 1 round/level

Saving Throw: None
Area of Effect: Special

Upon casting this spell the wizard must throw several spider eggs (which is the material component) into the air while saying the final command word. The result is that the eggs morph into fully grown spiders that will remain under the wizards telepathic control. The type of spiders that appear depend upon the level of the wizard casting the spell.

7th : giant spider
9th : phase spider
12th+ : sword spider

When the spell is cast, there is a 20% chance that two spiders of the proper type will appear instead of just one. These spider(s) will remain under the wizards control until affected by a dispel magic, slain, or the spell duration expires.

Spirit Armor (Necromancy)

Range: Touch
Casting Time: 3
Duration: 10 turns

Saving Throw: None
Area of Effect: 1 creature

This spell is very similar to the 3rd level spell Ghost Armor in that it creates a corporeal barrier around the target's body for the duration of the spell. This spell taps in to the target's life force in order to create the barrier. The armor itself is weightless, and does not hinder movement or spell casting at all.

The spirit armor does not work cumulatively with any other armor, however, dexterity bonus' still apply as well as magic rings and a shield. While in effect, the AC (armor class) of the recipient will be 1, as if he was wearing plate mail. Also, due to the magical nature of the spell, he will also receive a +3 bonus to save vs. magical attacks.

There is a danger, however, as when the spell runs out the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target, unless the wizard makes a saving throw vs. spells.

Stoneskin (Alteration)

Range: 0
Casting Time: 1 round
Duration: 12 hours

Saving Throw: None
Area of Effect: The Caster

When a wizard casts this powerful spell upon himself, an outer skin of stone will move up from the ground completely covering him. This skin is, of course, magical and will hinder the wizard in no way. The effect of this is to protect the wizard from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster an additional skin is gained upon casting. For example, a 10th level wizard would receive 5 skins while a 20th level wizard would receive 10. For each skin the wizard possesses the spell will stop one attack, so a 10th level wizard would be protected from the first 5 attacks made against him, but the sixth would affect him normally. The skins will remain on the wizard until he is affected by a dispel magic, all of the skins are removed due to physical attacks or the spell duration expires. It is important to note that this will not protect the wizard from any magical attacks such as

fireball, however, it will protect him from physical magical attacks such as magic missile.

Teleport Field (Alteration)

Range: Sight of caster
Casting Time: 4
Duration: 1 turn
Saving Throw: Neg.
Area of Effect: 30-foot radius

With this spell, the wizard instigates a teleportation effect as far as the wizard can see. All creatures in this area are randomly teleported for the duration of the spell. This spell is best used against multiple enemies, serving to confuse them and allowing the wizard to concentrate on activating her defenses.

Wizard Eye (Alteration)

Range: 0
Casting Time: 1 round
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye can see with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a detect invisibility spell, for instance). Solid barriers prevent the passage of a wizard eye.

The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell.

Wizard Spells – Level 5

Animate Dead (Necromancy)

Range: 10 yards
Casting Time: 5 rounds
Duration: Instant
Saving Throw: None
Area of Effect: Special

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The caster can animate one skeleton or one zombie for each experience level he has attained.

Breach (Abjuration)

Range: Sight of caster
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

When this spell is cast at a creature, it breaches and dispels all of the specific and combat protections on a target creature. Here is a complete list of all the specific protection spells that are dispelled by breach: shield, protection circle, resist fear, protection from fire/cold, fireshield, protection from acid, protection from electricity, protection from magic energy, protection from the elements, and protection from energy. The combat protection spells dispelled by this spell are protection from normal missiles, protection from normal weapons, protection from magic weapons, stoneskins, armor, ghost armor, spirit armor, absolute immunity, mantle, and improved mantle. The target's magic resistance, if it has any, does not affect this spell.

Chaos (Enchantment/Charm)

Range: Sight of Caster
Casting Time: 4
Duration: 5 rounds + 1 round/6 level
Saving Throw: Special
Area of Effect: 30-foot radius

The effects of this spell are identical to the 4th level spell confusion in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking, either friend or foe. If the victim is 4th level or lower, he does not receive a saving throw versus the effects. However, if the victim is 5th level or higher, he receives a save vs. spell at -4. The spell lasts for the duration or until a successful dispel magic is cast.

Cloudkill (Evocation)

Range: 10 yards
Casting Time: 5
Duration: 1 round/level
Saving Throw: Special
Area of Effect: 20-foot radius

This spell generates a billowing cloud of ghastly, yellowish-green vapor that is so toxic as to slay any creature with fewer than 4+1 Hit Dice and cause creatures with 4+1 to 6 Hit Dice to roll saving throws vs. poison with -4 penalty or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

Be wary of casting this lethal spell on a windy day! - Elminster

Cone of Cold (Evocation)

Range: 0
Casting Time: 5
Duration: Instant
Saving Throw: 1/2
Area of Effect: Special

When this spell is cast, it generates a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone five feet long and one foot in diameter per level of the caster. It drains heat and causes 1d4 + 1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4 + 10 points of damage.

Conjure Lesser Air Elemental (Conjuration/Summoning)

Range: 15 yards
Casting Time: Special
Duration: 1 turn +1 round/level
Saving Throw: None
Area of Effect: Special

A caster who performs a conjure lesser air elemental spell summons an air elemental to do his bidding. The elemental is 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell duration expires or upon the elemental's death. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster upon which it will go berserk, attacking the mage who dared summon it. If it can't reach the summoner it will fight its way towards him. This berserking elemental will also remain until slain, banished or the spell duration expires. This spell requires rigid concentration after the casting in order to implant control in the summoned creature's psyche. The elemental is locked into a psychic contest with the caster for three rounds after being summoned. At the end of this time, if the caster has won, he has control of the elemental, however if he has lost the elemental goes berserk and tries to kill him. However, this does not prevent the use of other charm type spells cast afterwards if the contest was lost. It might be good to note that if charm spells are used before the contest is over they will have no effect on the outcome.

Conjure Lesser Earth Elemental (Conjuration/Summoning)

Range: 15 yards
Casting Time: Special
Duration: 1 turn +1 round/level
Saving Throw: None
Area of Effect: Special

This spell produces the same effects and hazards as Conjure Lesser Air Elemental above.

Conjure Lesser Fire Elemental (Conjuration/Summoning)

Range: 15 yards   Saving Throw: None
Casting Time: Special   Area of Effect: Special
Duration: 1 turn +1 round/level

This spell produces the same effects and hazards as Conjure Lesser Air Elemental above.

Domination (Enchantment/Charm)

Range: Sight of Caster   Saving Throw: Neg.
Casting Time: 5   Area of Effect: 1 creature
Duration: 9 rounds

The domination spell enables the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim. Unlike the 4th level priest spell mental domination, the target has no option for release, even if made to do something against his morals. This effect can only be reversed by dispel magic. The target gets a saving throw vs. spell at -2 in order to avoid the effect.

Feeblemind (Enchantment/Charm)

Range: Sight of Caster   Saving Throw: Neg
Casting Time: 5   Area of Effect: 1 creature
Duration: Permanent

Feeblemind causes the subject's intellect to degenerate. The subject remains in this state until a successful dispel magic is cast upon him. The victim must make a save vs. spell at -2 in order to avoid the effect.

I have met many individuals I am certain were afflicted with this spell. – Volo

Hold Monster (Enchantment/Charm)

Range: Sight of Caster   Saving Throw: Neg.
Casting Time: 5   Area of Effect: 30-foot radius
Duration: 1 round/level

This spell holds 1d4 creatures of any type rigidly immobile and in place for nine or more rounds, unless a save vs. spells is made with a -2 penalty. The effect is centered on the victim selected by the caster. Every enemy within 5 feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Lower Resistance (Abjuration/Alteration)

Range: Sight of Caster   Saving Throw: None
Casting Time: 5   Area of Effect: 1 creature
Duration: 1 round/level

When cast upon a target creature, this spell will lower the magic resistance of this creature by 10% + 1% per level of the caster. There is no saving throw vs. this spell and magic resistance is ignored. For example, if a creature has 60% magic resistance and this spell is cast on it by a 15th level mage then its magic resistance would be lowered by 25% automatically. This effect is cumulative for each casting of this spell. If this spell was cast upon this same creature again the creatures magic resistance would be 60% - 25% (initial casting) - 25% (current casting) which would leave the creature with 10% magic resistance after both spells have been cast. This spell will last until the spell duration expires. Something to note is that this spell is not affected by dispel magic, once it has been cast there is no way to cancel the effects until the spell expires.

Minor Spell Turning (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 5
Area of Effect: The caster
Duration: 3 rounds/level

This spell is similar to the 7th-level Spell Turning, which causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 4 spell levels. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard as well as area effects that are stationary such as cloud kill and stinking cloud. As long as the spell is cast directly at the wizard it will be reflected back upon the caster. This spell will only affect up to 4th level spells, but as long as there are levels remaining then the spell will be absorbed. For example if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the spell turning. This spell will not protect the caster from dispel magic, however it will not be affected by dispel magic either.

Monster Summoning III (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 5
Area of Effect: Special
Duration: 4 rounds + 1 round/level

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 16 Hit Dice of monsters. These appear within spell range and attack the caster's opponents, until the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

Oracle (Divination)

Range: Sight of caster
Saving Throw: None
Casting Time: 5
Area of Effect: 20-foot radius
Duration: Instant

When cast at a point designated by the wizard this spell will cancel all illusion/phantasm spells of 5th level and lower in the area. The spells

that are affected by this are reflected image, invisibility, mirror image, non-detection, improved invisibility, and shadow door. It is important to note that this spell indiscriminately dispels illusion/phantasm spells of 5th level and lower so this includes the caster and any friendly creatures in the area as well as enemies. The area of effect is roughly a 20' radius around the target. The target's magic resistance is ignored by this spell.

Phantom Blade (Evocation)

Range: 0
Saving Throw: None
Casting Time: 5
Area of Effect: Special
Duration: 3 rounds + 1 round/level

This spell creates a translucent, shadowlike, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. Its cutting edges inflict damage just as do those of a real sword. The caster wields the phantom blade as if proficient with this weapon, at her normal THAC0. The phantom blade acts as a +3 magical sword in terms of hit and damage bonuses as well as the type of creatures it can hit. However, due to its etheric nature, it causes an extra +10 damage against undead. This sword can only be used by the caster and remains in her hand for the duration or until dispelled.

Protection From Acid (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 6
Area of Effect: 1 Creature
Duration: 1 turn/level

Protection from Acid lasts no longer than one turn per caster level. When the spell is cast, it confers complete invulnerability to all acid based attacks whether magical or non-magical such as acid arrow or creature special attacks. This effect lasts for the duration of the spell or until dispelled.

Protection From Electricity (Abjuration)

Range: Touch
Casting Time: 5
Duration: 1 turn/level

Saving Throw: None
Area of Effect: 1 Creature

The effect of a protection from electricity spell lasts no longer than one turn per caster level. When the spell is cast it confers complete invulnerability to all electrical based attacks whether magical or none magical such as lightning bolt or breath weapons. This effect lasts for the duration of the spell or until dispelled.

Protection from Normal Weapons (Abjuration)

Range: Touch
Casting Time: 2
Duration: 1 round/level

Saving Throw: None
Area of Effect: 1 Creature

The effect of a protection from normal weapons spell lasts no longer than one round per caster level. When the spell is cast it confers complete invulnerability to all non-magical weapons. This does not include weapons that are blessed or enchanted. This spell may not be cast on someone who is protected from magical weapons. This effect lasts for the duration of the spell or until dispelled.

Shadow Door (Illusion/Phantasm)

Range: 10 yards
Casting Time: 2
Duration: 1 round/level

Saving Throw: None
Area of Effect: Special

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality he has darted aside and can flee, totally invisible, for the spell duration. A True Seeing spell, a gem of seeing, or similar magical means can discover the wizard.

Spell Immunity (Abjuration)

Range: 0
Casting Time: 5
Duration: 3 rounds + 1 round / level

Saving Throw: None
Area of Effect: Special

Casting this spell grants the wizard protection from one spell school of her choice. After the spell is cast another screen will appear and the caster chooses the school to be immune from. All spells of this school will not be able to harm or aid the caster for the duration of this spell.

A formidable defense often employed by high level wizards. – Volo

The knave shall reveal all of our secrets if we are not careful. - Elminster

Spell Shield (Abjuration)

Range: 0
Casting Time: 8
Duration: 3 rounds/level

Saving Throw: None
Area of Effect: The caster

When this spell is cast the wizard is protected from the next magical attack against him. The spells that this protects the wizard from are Spell Thrust, Secret Word, Breach, Lower Resistance, Pierce Magic, Ruby Ray, Warding Whip, Pierce Shield and Spellstrike. If one of these spells is cast at the wizard this spell activates and absorbs the attack. However, this only works once as this spell is consumed in the process. Otherwise it will last for the duration.

Sunfire (Evocation)

Range: Caster
Casting Time: 3
Duration: Instant

Saving Throw: 1/2
Area of Effect: 30-foot radius

A sunfire is like a fireball — an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it - 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 15d6). The wizard gestures with his hand and the entire area around him erupts in flames, striking all except for the caster. Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half.

Wizard Spells — Level 6

Carrion Summons (Conjuration / Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 7 rounds + 1 round / level
Saving Throw: None
Area of Effect: Special

There are two parts to this spell. When cast, the first part is to open up a small portal which will summon 1 or 2 carrion crawlers to a point designated by the wizard. The second part of the magic mutates the carrion crawlers into larger more vicious versions of themselves. The result is that the wizard now has control over these creature(s) until slain, or the spell duration expires at which point if they are still alive, are returned to normal and teleported back to their original location. When the spell is cast there is a 35% chance that two will be summoned instead of just one.

Chain Lightning (Invocation / Evocation)

Range: Sight of caster
Casting Time: 5
Duration: Instant
Saving Throw: 1/2
Area of Effect: Special

When the wizard casts chain lightning, arcs of electrical energy burst from his fingertips. These brilliant arcs of lightning leap at all enemies near the caster, burning them with electrical damage. The lightning causes 1d6 points of damage for every two levels of the caster. If the target of the lightning saves against spells only half damage is inflicted. Thus, a 12th level wizard will cause 6d6 damage to a victim (3d6 if the victim makes his saving throw vs. spells).

Conjure Air Elemental (Conjuration / Summoning)

Range: Sight of caster
Casting Time: Special
Duration: 1 turn / level
Saving Throw: None
Area of Effect: Special

Upon casting a conjure air elemental spell, the caster opens a special gate to the elemental plane of Air, and an air elemental is summoned to the vicinity of the spellcaster. It is 60% likely that a 12 hit dice elemental appears, 35% likely that a 16 hit dice elemental appears, and 5% likely that a 24 hit dice elemental appears. Once the elemental appears, the caster must concentrate on the creature for 3 rounds in order to assure

that the elemental will not turn on him. However, after this period has passed the elemental will do the bidding of the caster until it is affected by a dispel magic spell, slain, or the duration of the spell runs out. All of the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and it is not necessary to know the language of the summoned creature.

Conjure Earth Elemental (Conjuration / Summoning)

Range: Visual sight of caster
Casting Time: Special
Duration: 1 turn / level
Saving Throw: None
Area of Effect: Special

This spell produces the same effects and hazards as Conjure Air Elemental above.

Conjure Fire Elemental (Conjuration / Summoning)

Range: Sight of caster
Casting Time: Special
Duration: 1 turn / level
Saving Throw: None
Area of Effect: Special

This spell produces the same effects and hazards as Conjure Air Elemental above.

Contingency (Evocation)

Range: Sight of caster
Casting Time: 1 turn
Duration: 1 day / level
Saving Throw: None
Area of Effect: Special

Upon casting this spell, the wizard is allowed to choose a spell out of his repertoire of known spells. One spell level for every three levels of the caster is allowed up to 18th level or 6th level spells. Once the spell is chosen the caster is allowed to choose a condition of some kind from the list provided. The starting condition can be anything from reaching 10% of his/her hit points to an enemy being sighted. Once this starting condition is satisfied the spell that was chosen will be cast automatically. For example, a 12th level wizard could place the spell stoneskin in a contingency with the starting condition being 'the wizard reaches 50% of his hit points'. Then in combat once the wizard is reduced to 50% of his hit points or below, stoneskin would be immediately cast upon him. This requires no action by the wizard, it happens

automatically and instantaneously. The limitation of this spell is that the target of the spell placed in the contingency must be the caster, therefor it cannot be an offensive spell and cannot target any other party members. Only one contingency may be placed on a caster at a time.

Death Fog (Evocation)

Range: 10 yards
Saving Throw: None
Casting Time: 6
Area of Effect: 20-foot radius
Duration: 15 rounds

The casting of a death fog spell creates an area of solid fog that has the additional property of being highly acidic. Animal life not immune to acid suffers 8 points of damage each round exposed to the vapors of the death fog. Death fog will also instantly kill all summoned creatures, regardless of hit dice or immunities.

Beware... certain creatures of the nether planes are not 'summoned',
but 'gated'. - Elminster

Death Spell (Necromancy)

Range: Sight of caster
Saving Throw: None
Casting Time: 6
Area of Effect: 30-foot radius
Duration: Instant

When a death spell is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a wish. Creatures with more than 8 hit dice are immune to this spell, with the exception of summoned creatures which are slain automatically.

Disintegrate (Alteration)

Range: Sight of caster
Saving Throw: Neg.
Casting Time: 6
Area of Effect: 1 Creature
Duration: Instant

Upon casting this spell at another creature, a thin green ray is shot out. Upon contact, the creature must make a saving throw vs. spells or be transformed into dust. This transformation is instantaneous and irreversible. There is also a good chance that this will destroy some if not

all of the items that the creature is carrying.

Flesh to Stone (Alteration)

Range: Sight of the caster
Saving Throw: Neg.
Casting Time: 6
Area of Effect: 1 creature
Duration: Permanent

This spell turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to attacks of any sort it will shatter into tiny pieces making it impossible for the creature to be returned to flesh. The reverse of this spell may be cast upon the victim in order to restore life, but this is the only way.

Globe of Invulnerability (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 4
Area of Effect: The Caster
Duration: 1 round / level

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, 3rd- or 4th-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without affecting the minor globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell.

Improved Haste (Alteration)

Range: Sight of caster
Saving Throw: None
Casting Time: 3
Area of Effect: 1 Creature
Duration: 3 rounds + 1 round / level

The affected creature functions at double its normal movement and attack rates. A hasted creature gains a - 2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up. There are three major differences between the third level wizard spell

haste and this spell. The first major difference is that there is no period of fatigue following the expiration of the spell. The second major difference is that this spell will only affect one creature. Finally, this haste spell actually doubles the number of attacks for the hasted creature. Note that this spell negates the effects of a slow spell. This spell is not cumulative with itself or with other similar magic.

Invisible Stalker (Conjuration/Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 9 hours
Saving Throw: None
Area of Effect: Special

This spell summons an invisible stalker from the Elemental plane of Air. This 8 hit dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. Even if this means being sent to certain death. The creature remains under the casters control for 9 hours or until it is killed — at which point it will return to its native plane, only slightly annoyed at having to serve a mortal.

Mislead (Illusion/Phantasm)

Range: 0
Casting Time: 1
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

When this spell is cast the wizard is affected with an improved invisibility spell and is teleported a few feet away from his original position. Meanwhile an exact image of the caster is created where he used to be with exactly the same hit points as the caster. The image will remain close to the caster mimicking all of the casters combat actions. This image will remain until it is reduced to 0 hit points or until it is affected by a dispel magic or a spell that destroys illusions such as true sight.

Pierce Magic (Abjuration)

Range: Sight of caster
Casting Time: 6
Duration: Special
Saving Throw: Special
Area of Effect: 1 Creature

When this spell is cast upon a target creature there will be two major effects. The first is that the creature's magic resistance will be lowered by 1% per level of the caster. The second is that it will cancel one spell protection of 6th level and lower on the creature. For example, if this spell was cast by a 15th level wizard, the target creature would lose 15% magic resistance from his current total reducing it to 0 if less than that remains as well as canceling one 6th level or lower spell protection. The list of spells that this includes is minor spell deflection, minor spell turning, spell deflection, minor globe of invulnerability, spell immunity and globe of invulnerability. Magic resistance does not affect this spell, nor do any of the spell protections. The resistance remains lowered for 1 round per level of the caster.

Power Word Silence (Conjuration/Summoning)

Range: 30 yards
Casting Time: 1
Duration: 3 rounds
Saving Throw: None
Area of Effect: 1 creature

In using this spell the wizard points at an individual and utters the power word. For the next three rounds that creature and everything within 1 foot of the creature cannot make any sound. This silence completely foils any spells that require verbal components. The only counter to this spell is a dispel magic and vocalize. There is no saving throw.

Protection From Magic Energy (Abjuration)

Range: Touch
Casting Time: 6
Duration: 1 turn/level
Saving Throw: None
Area of Effect: 1 Creature

The effect of a protection from magic energy spell lasts no longer than one turn per caster level. When the spell is cast it confers 50% invulnerability to all magic based attacks such as magic missile or Abi Dalzim's Horrid Wilting. This effect lasts for the duration of the spell or until dispelled.

Protection from Magical Weapons (Abjuration)

Range: Touch
Casting Time: 1
Duration: 4 rounds
Saving Throw: None
Area of Effect: The Caster

When the spell is cast it confers complete invulnerability to all magical weapons. This includes weapons that are blessed or enchanted. The

attacks of powerful monsters are also considered magical weapons. This spell cannot be cast on anyone who is protected from normal weapons as well as anyone protected by mantle, improved mantle, or absolute immunity. Due to the nature of this spell with the short speed factor and duration it is mainly used to buy the wizard a few rounds in the thick of combat. This effect lasts for the duration of the spell or until dispelled.

Spell Deflection (Abjuration)

Range: 0

Casting Time: 6

Duration: 3 rounds/level

Saving Throw: None

Area of Effect: The caster

This powerful abjuration spell causes any spells cast against the wizard to be absorbed and consumed. This affects a total of 10 spell levels. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard as well as area effects that are stationary such as cloud kill and stinking cloud. As long as the spell is cast directly at the wizard it will be absorbed. Something to note is that as long as there are levels remaining then the spell will be absorbed. For example if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the spell deflection. It is important to note that this spell will not turn a dispel magic that affects the area the caster is in however the dispel magic will not dispel spell turning but simple pass harmlessly past it like a fireball would for instance.

Stone to Flesh (Alteration)

Range: Sight of the caster

Casting Time: 6

Duration: Permanent

Saving Throw: None

Area of Effect: 1 creature

This spell is the reverse of Flesh to Stone and will return any creature that has been turned to stone back into flesh. All possessions on the creature likewise will return to normal. The effect is instantaneous and there is no saving throw or system shock check required.

Summon Nishruu (Conjuration/Summoning)

Range: 40 yards

Casting Time: 1 round

Duration: 1 round/level

Saving Throw: None

Area of Effect: Special

By casting the summon nishruu spell the wizard calls a magical being of considerable power into existence, the nishruu. At first glance this appears to be some sort of mist but upon closer examination this boiling, churning, red mass of vapors and shapes moves with a life of its own. Drawn towards magic like a moth to the flame, the nishruu feed on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature and it will not attack its summoner even though it would like nothing better. The nishruu have no physical attacks at all, however they can be hurt by physical attacks. Each time a nishruu touches a target wizard and wraps its tendrils around him there are two major effects. First of all, magical items with charges that the target possesses will be drained by one charge, destroying them if only one remains. The second is it causes the wizard to lose one memorized spell, this is chosen at random, however it will consume the highest level possible. The nishruu is completely immune to magic and not only that, but magic will actually heal this creature. The creature will remain under the wizard's control until reduced to 0 hit points or the spell duration expires.

Tenser's Transformation (Alteration)

Range: 0

Casting Time: 6

Duration: 1 round/level

Saving Throw: None

Area of Effect: The Caster

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter. The wizard's hit points double, and all damage he sustains comes first from the magical points gained. The armor class of the wizard is 4 better than he possessed prior to casting the spell up to a maximum armor class of -10. All attacks are as a fighter of the same level as the wizard (i.e.

the wizard uses the combat values normally reserved for fighters). As well, each attack is made at +2 and each successful hit in combat inflicts an additional 2 points of damage. The effect lasts for the duration or until dispelled. Note: This spell does not give the caster any extra attacks.

Wizards becoming warriors... what will they think of next? - Volo

True Sight (Divination)

Range: Sight of caster
Casting Time: 6
Duration: Instant
Saving Throw: None
Area of Effect: 20-foot radius

When cast at a point designated by the wizard this spell will cancel all hostile illusion/phantasm spells in the area. The spells that are affected by this are reflected image, invisibility, mirror image, non-detection, improved invisibility, shadow door, mislead, project image, and simulacrum. The area of effect is roughly a 20' radius around the target. The target's magic resistance, if any, does not come into effect with this spell. This spell only affects enemies, thus it is unable to dispel the invisibility from a party member.

Wyvern Call (Conjuration/Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

When this spell is cast, the wizard opens up a magical channel that will summon a wyvern to his aid. This creature will be totally under his mental control with no chance of it turning on him except, of course, through magical means like charm monster. The creature will remain under the wizard's control and will live and die at his command until the spell duration expires.

Wizard Spells – Level 7

Cacofiend (Conjuration/Summoning)

Range: Sight of caster
Casting Time: Special
Duration: 15 rounds
Saving Throw: None
Area of Effect: Special

When this spell is cast it will create a demon that will go on a rampage attacking and killing everything in sight. Anyone protected from evil will not be targeted by the demon. This is a dangerous spell to invoke, saved best for desperate times.

Control Undead (Necromancy)

Range: Sight of caster
Casting Time: 7
Duration: 6 rounds + 1 round/level
Saving Throw: Special
Area of Effect: Special

The control undead spell allows the caster to take control of 1-4 undead creatures within the area of effect. This creates a telepathic link between the casters and the undead allowing complete control. If the undead have 3 Hit Dice or less then there is no saving throw allowed, however if they have 4 Hit Dice or more a save vs. spells is allowed to negate the effect. The undead remain under control of the caster for the duration of the spell or until they are affected by a dispel magic.

Delayed Blast Fireball (Invocation/Evocation)

Range: S of caster
Casting Time: 7
Duration: Special
Saving Throw: 1/2
Area of Effect: 30-foot radius

This spell creates a fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks too close to it, at which point it will explode for 14d6 points of damage (save vs. spells for half damage).

Finger of Death (Necromancy)

Range: Sight of caster
Casting Time: 5
Duration: Permanent
Saving Throw: Neg.
Area of Effect: 1 Creature

The finger of death spell snuffs out the victim's life force. The caster points his finger at the victim after the incantation is complete and

unless he saves vs. spell at -2, death occurs. A creature successfully saving still receives 2d8 +1 points of damage.

Limited Wish (Conjuration/Summoning)

Range: Unlimited
Casting Time: 9
Duration: Special
Saving Throw: Special
Area of Effect: Special

The limited wish is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of a limited wish will not substantially change major realities. The spell can, for example, restore some hit points lost by the wizard. Greedy desires usually end in disaster for the wisher. Lastly, the wiser the wizard, the better chance that he will choose the right wording. Wizards with low wisdom will more often than not meet with disaster when asking for a wish.

Mantle (Abjuration)

Range: 0
Casting Time: 1
Duration: 4 rounds
Saving Throw: None
Area of Effect: The Caster

The effect of a Mantle spell lasts no longer than 4 rounds. When the spell is cast, it confers complete invulnerability to all weapons except for those of +3 or better enchantment. This spell is incredibly powerful yet has a very short duration and this, combined with the very short casting time, makes this spell useful only in the thick of intense combat. It is also important to note that this spell will not work in conjunction with protection from magic weapons. This effect lasts for the duration of the spell or until dispelled.

Mass Invisibility (Illusion/Phantasm)

Range: Sight of caster
Casting Time: 7
Duration: 1 round/level
Saving Throw: None
Area of Effect: 30-foot radius

Upon casting this spell the wizard causes all friendly creatures within the

area of effect to be affected by the spell Improved Invisibility. This spell is similar to the invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus.

Mordenkainen's Sword (Evocation)

Range: 0
Casting Time: 7
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

Upon casting this spell, the wizard brings into being a shimmering, sword-like plane of force that leaps into the wizard's hands. The spellcaster may wield this weapon mentally as if it was being used by a fighter of half the level of the wizard. For example, if a 14th level wizard cast this spell he would use the sword with THAC0 of a 7th level fighter. The sword acts as a +4 weapon in all respects and it inflicts 5-20 damage when a successful attack is made in combat. Once the spell is cast the sword will float in the air completely under the control of the caster. Note that this does not prevent the caster from doing any other actions during the spell duration.

Power Word, Stun (Conjuration/Summoning)

Range: Sight of caster
Casting Time: 1
Duration: Special
Saving Throw: None
Area of Effect: 1 creature

When a Power Word, Stun spell is uttered, any creature of the mage's choice within visual range is stunned for the duration depending on its current hit points. Creatures with 1 to 29 hit points are stunned for 4d4 rounds, those with 30 to 59 are stunned for 2d4 rounds, those with 60 to 89 are stunned for 1d4 rounds, and those with 90 or over are not affected. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

Prismatic Spray (Conjuration/Summoning)

Range: 20 yards
Casting Time: 7
Duration: Instant

Saving Throw: Special
Area of Effect: 70-foot
long cone

When this spell is cast, the wizard causes seven shimmering, multi-colored rays of light to flash from his hand. These include all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 5 rounds, regardless of any other effect. Any creature that is caught within the area of effect will be touched by one or two of the rays. The effects of the rays are listed below.

Red - Inflicts 20 hit points of damage, save vs. spell for half
Orange - Inflicts 40 hit points of damage, save. vs. spell for half
Yellow - Inflicts 80 hit points of damage, save vs. spell for half
Green - save vs. poison or die, if survive suffer 20 points
    of poison damage
Blue - save vs. petrification or be turned to stone
Indigo - save vs. wands or be feebleminded
Violet - save vs. spell or be disintegrated

Project Image (Illusion/Phantasm)

Range: 0
Casting Time: 1
Duration: 1 round/level

Saving Throw: None
Area of Effect: The Caster

When this spell is cast there is an illusionary copy made of the casting wizard which steps out of his body. This copy can move around, it has the same hit points and can cast the same spells however it cannot make any physical attacks. If the image is destroyed then the spell ends and the caster can move again. Also, if during this time the caster takes any damage, the image will disappear and the caster can move around again. Otherwise, the image will remain for the duration of the spell or until affected by a dispel magic or anything that dispels illusions such as true sight.

Protection from the Elements (Abjuration)

Range: Touch
Casting Time: 7
Duration: 1 round/level

Saving Throw: None
Area of Effect: 1 Creature

The effect of a protection from the Elements spell lasts no longer than one round per caster level. When the spell is cast it confers 75% immunity against all elemental attacks such as fire, cold and electricity whether magical or non magical such as spells, weapons, wands, breath weapons, etc. This effect lasts for the duration of the spell or until dispelled.

Ruby Ray of Reversal (Alteration)

Range: Sight of caster
Casting Time: 5
Duration: Instantaneous

Saving Throw: None
Area of Effect: 1 creature

When this spell is cast on a target creature it will dispel one spell protection of any level. The spells that are affected by this are minor spell turning, minor globe of invulnerability, spell immunity, globe of invulnerability, minor spell deflection, spell turning, spell deflection, spell invulnerability, and spell trap. The target's magic resistance, if any, does not affect this spell. This will always dispel the highest level of spell protection on the target and if there are two protecting a mage that are the same level the choice is random.

Spell Sequencer (Invocation/Evocation)

Range: 0
Casting Time: 1 round
Duration: Permanent

Saving Throw: None
Area of Effect: Special

This spell allows a mage to store spells and access them from his special ability button. After choosing the spells for the sequencer, the wizard creates a special ability that will release the power contained within the spells simultaneously. This ability, the sequencer, can store three spells, all of which must be of 4th level or lower. A mage can only possess one spell sequencer at a time, and the sequencer may not be given to other players. Once the sequencer is used, the special ability icon disappears.

Spell Turning (Abjuration)

Range: 0
Casting Time: 7
Duration: 3 rounds/level

Saving Throw: None
Area of Effect: The Caster

This powerful abjuration spell causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 12 spell levels, for example three 3rd-level or one 4th and one 2nd-level etc.. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard as well as area effects that are stationary such as cloud kill and stinking cloud. As long as the spell is cast directly at the wizard it will be reflected back upon the caster. Something to note is that as long as there are levels remaining then the spell will be reflected. For example if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the spell turning. This spell will not protect the caster from dispel magic, however it will not be affected by dispel magic either.

Sphere of Chaos (Alteration)

Range: Sight of caster
Casting Time: 7
Duration: 1 turn

Saving Throw: Special
Area of Effect: 30-foot radius

Everyone within the area of effect must make a save vs. spells every round that they remain in the sphere and if the save is failed one of the following random effects occurs: polymorphed into a squirrel, confused, burst into flames, paralyzed, disintegrated, healed 20 hit points, randomly teleported, rendered unconscious or hasted.

Summon Djinni (Conjuration/Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 1 round/level

Saving Throw: None
Area of Effect: Special

With this spell, the conjurer can cajole a djinni, a massive genie with powerful abilities, to leave the elemental plane of air and enter the Prime Material. The djinni will serve for the duration indicated above, attacking the enemies of the conjurer. Mages are warned to be careful of this

spell for a mistreated djinni will turn on his master at the first available opportunity.

Summon Efreeti (Conjuration/Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 8 rounds + 1 round/level

Saving Throw: None
Area of Effect: Special

With this spell, the conjurer can cajole an efreeti, a massive genie with powerful abilities, to leave the elemental plane of fire and enter the Prime Material. The efreeti will serve for the duration indicated above, attacking the enemies of the conjurer. Mages are warned to be careful of this spell for a mistreated efreeti will turn on his master at the first available opportunity.

Summon Hakeashar (Conjuration/Summoning)

Range: 40 yards
Casting Time: 1 round
Duration: 8 rounds + 1 round/level

Saving Throw: None
Area of Effect: Special

This spell is similar to the 6th level wizard spell, Summon Nishruu. The Hakeashar is a more powerful version of the Nishruu, having more hit points, better attacks and immunity to normal weapons. By casting the summon Hakeashar spell the wizard calls into being a magical being of considerable power, the Hakeashar. At first glance, this appears to be some sort of mist but upon closer examination this boiling, churning, red mass of vapors and shapes moves with a life of its own. Drawn towards magic like a moth to the flame, this creature feeds on the energies surrounding and used by wizards (and other spellcasters). Luckily there is no question as to the loyalty of the creature and it will not attack its summoner even though it would like nothing better. The Hakeashar has no physical attacks at all, however, it can be hurt by physical attacks. Each time the creature touches a target wizard and wraps its tendrils around him there are two major effects. First, all magical items with charges that the target possesses will be drained by one charge, destroying them if only one remains. The second is it causes the wizard to lose one memorized spell, this is chosen at random, however it will consume the highest level possible. The Hakeashar is completely immune to magic and not only that but magic

will actually heal this creature. The creature will remain under the wizard's control until reduced to 0 hit points or the spell duration expires.

Khelben's Warding Whip (Abjuration)

Range: 10 yards
Saving Throw: None
Casting Time: 7
Area of Effect: Special
Duration: 3 rounds

When this spell is cast on a target creature it will dispel one spell protection of up to 8th level in strength. Every round thereafter, till the duration of the spell expires, another spell protection will be removed from the target. The spells that are affected by this are minor spell turning, minor globe of invulnerability, spell immunity, globe of invulnerability, minor spell deflection, spell turning, spell deflection, spell shield and spell invulnerability. The target's magic resistance, if any, does not affect this spell. This will always dispel the highest level of spell protection on the target and if there are two protecting a mage that are the same level the choice is random.

Wizard Spells – Level 8

Abi-Dalzim's Horrid Wilting (Necromancy)

Range: Sight of caster
Saving Throw: 1/2
Casting Time: 8
Area of Effect: 15-foot radius
Duration: Instant

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 damage per level of the caster. Affected creatures are allowed a saving throw vs. spell for half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

Improved Mantle (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 1
Area of Effect: The Caster
Duration: 4 rounds

The effects of an Improved Mantle spell last no longer than 4 rounds. When the spell is cast it confers complete invulnerability to all weapons except for those of +4 or better enchantment. This spell is incredibly powerful hence the duration is so short. However the casting time is also very short making this spell incredibly useful in the thick of combat where buying a few seconds can mean the difference between life or death. It is important to note that this spell does not work in combination with protection from magic weapons. This spell lasts for the duration or until dispelled.

Incendiary Cloud (Evocation)

Range: 10 yards
Saving Throw: 1/2
Casting Time: 8
Area of Effect: 20-foot radius
Duration: 1 round/level

This spell creates a billowing cloud of roaring flame. Any in the area of the spell must leave the cloud immediately or suffer 1-4 points of fire damage per level of the caster each round while in the area of effect. (save vs. spells for half damage).

Maze (Conjuration/Summoning)

Range: Touch
Saving Throw: None
Casting Time: 3
Area of Effect: 1 creature
Duration: Special

An extradimensional space is brought into being upon utterance of a maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is totally dependent upon its intelligence.

Intelligence of Target — Time trapped in maze

under 3 — 2d4 turns
3 to 5 — 1d4 turns
6 to 8 — 5d4 rounds
9 to 11 — 4d4 rounds
12 to 14 — 3d4 rounds
15 to 17 — 2d4 rounds
18 and up — 1d4 rounds

Note that if the 9th level spell freedom is cast in the area where a creature is mazed, it will effectively bring him back to this plane ending the spell prematurely. Otherwise, it will last for the duration of the spell. Note: a mazed creature is not freed through dispel magic.

Pierce Shield (Abjuration)

Range: Sight of caster
Saving Throw: None
Casting Time: 8
Area of Effect: Special
Duration: Instant

When this spell is cast it launches a massive attack on an enemy wizard's spell defenses. The target's magic resistance will be lowered by 10% + 1% per level of the caster. Next, pierce shield will cancel one spell protection of any level. For example, if this spell was cast by a 15th level wizard the target creature would lose 25% magic resistance from his current total reducing it to 0 if less than that remains as well as canceling one spell protection if the mage currently has one. The list of spells that this includes is minor spell deflection, minor spell turning, spell deflection, minor globe of invulnerability, spell immunity, globe of invulnerability, spell turning, spell shield, spell invulnerability, and spell trap. Magic resistance does not affect this spell, nor do any of the spell protections.

The resistance remains lowered for 1 round per level of the caster. It cannot be dispelled.

Power Word Blind (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: 10-foot radius
Duration: 6 rounds

When a power word blind spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting all within a 10 foot radius. The effect lasts for 1 turn or until dispelled. All of the effects of blindness apply to the victims such as a penalty to hit as well as initiative.

Protection from Energy (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 8
Area of Effect: 1 Creature
Duration: 1 round /level

The effect of a protection from Energy spell lasts no longer than one round per caster level. When the spell is cast it confers 75% immunity from all energy attacks such as fire, cold, acid, magic and electricity whether magical or non magical such as spells, weapons, wands, breath weapons, etc. This excludes any physical attacks or spells that do damage, such as enchanted weapon and spiritual hammer. This effect lasts for the duration of the spell or until dispelled.

Simulacrum (Illusion/Phantasm)

Range: 0
Saving Throw: None
Casting Time: 9
Area of Effect: Special
Duration: 1 round/level

A duplicate of the caster is created when this spell is cast. The duplicate is almost identical to the caster, making the duplicate a very powerful ally. The simulacrum is created at 60% of the level at which the caster is currently on. It has all the spells and abilities that the caster would have at that level. It also has 60% of the hit points of the caster. The simulacrum is fully under the control of the caster.

The world could always use another one of me! – Volo

Mystra forbid! - Elminster

Spell Trigger (Invocation/Evocation)

Range: 0

Casting Time: 1 round

Duration: Permanent

Saving Throw: None

Area of Effect: The Caster

This spell allows a mage to store spells in a magical ability (accessed via the special ability button) that is created by the spell. This item, the sequencer, can store three spells to be released simultaneously, all of which must be of 6th level or lower. A mage can only possess one spell sequencer at a time, and the sequencer may not be given to other players. Once the spell trigger is used, the icon will disappear from the special ability.

Summon Fiend (Conjuration/Summoning)

Range: Sight of caster

Casting Time: 9

Duration: 15 rounds

Saving Throw: None

Area of Effect: None

More powerful than the 7th level variant, casting this cacofiend spell summons a frenzied demon. This demon will attack everyone in the area who is not protected by a protection from evil spell. Only desperate or suicidal mages use this spell.

Symbol, Death (Conjuration/Summoning)

Range: 30 yards

Casting Time: 1 round

Duration: Special

Saving Throw: Neg.

Area of Effect: Special

Symbol, Death is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. death or die. Creatures with more than 60 current hit points are immune to this effect.

Symbol, Fear (Conjuration/Summoning)

Range: 100 feet

Casting Time: 1 round

Duration: 1 round/level

Saving Throw: Special

Area of Effect: Special

A symbol, fear is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close at which point it will be activated causing all those within the area to make a save vs. spells at a -4 penalty or be affected by fear for 1 round per level of the caster.

Symbol, Stun (Conjuration/Summoning)

Range: 30 yards

Casting Time: 1 round

Duration: Special

Saving Throw: Neg.

Area of Effect: Special

Symbol, Stun is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. spells at a -4 penalty or be stunned for 1 round per level of the caster.

Wizard Spells – Level 9

Absolute Immunity (Abjuration)

Range: 0
Casting Time: 1
Duration: 4 rounds
Saving Throw: None
Area of Effect: The Caster

The effect of an Absolute Immunity spell lasts no longer than 4 rounds. When the spell is cast it confers complete invulnerability to all weapons except for those of +5 or better enchantment. This spell is incredibly powerful hence the duration is so short. However the casting time is also very short making this spell incredibly useful in the thick of combat where buying a few seconds can mean the difference between life or death. It is important to note that this spell does not work in combination with protection from magic weapons. This spell lasts for the duration or until dispelled.

Black Blade of Disaster (Evocation)

Range: 0
Casting Time: 9
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

This spell enables the caster to create a black, blade-shaped planar rift, about three feet long. It jumps into the caster's hand and is used as a normal sword, remaining there for the duration of the spell. The caster is considered to be proficient in this weapon. The sword acts as a +5 weapon and deals 2-24 damage to its victims. While using this weapon the wizard uses the THAC0 of a fighter of half his level. For example, if this is cast by an 18th level wizard, he would use combat tables for a 9th level fighter and hence his base THAC0 would be 12. Also, every time this hits a target the victim must make a save vs. death at +4 or be disintegrated.

Chain Contingency (Evocation)

Range: 0
Casting Time: 1 turn
Duration: Special
Saving Throw: None
Area of Effect: The Caster

Chain contingency channels some of the magical energy of the mage and releases it only under certain circumstances. Basically, the mage chooses three spells, which will be released under certain conditions such as being hit by an enemy. When this condition occurs, all three spells are cast immediately. Spells of any level may be used in the chain contingency.

Energy Drain (Necromancy)

Range: Touch
Casting Time: 3
Duration: Permanent
Saving Throw: None
Area of Effect: 1 Creature

The casting of this spell opens a channel between the caster's plane and the negative energy plane. The caster of the spell acts as a conduit between the two planes, sucking life from a victim and transferring it to the negative energy plane, draining the victim of 2 levels of experience. The target of this spell loses levels, Hit Dice, hit points, and abilities permanently. These levels can only be restored through adventuring or by the 7th level priest spell Restoration.

Freedom (Abjuration)

Range: Special
Casting Time: 9
Duration: Instant
Saving Throw: None
Area of Effect: Special

This is the reverse of the spell imprisonment. When a creature is imprisoned, he is trapped in a sphere far beneath the surface of the earth. If this spell is cast in the area where he was imprisoned it will instantly free him and he will reappear exactly where he was standing when he was imprisoned. This spell will also cancel the effects of the spell maze and return any characters trapped in the labyrinth of planes.

Gate (Conjuration/Summoning)

Range: Sight of caster
Casting Time: 9
Duration: 33 rounds
Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls an outer planar creature to attack her foes and herself if not careful. The creature summoned in is a Pit Fiend, one of the most powerful demons. This Pit Fiend will attack anyone not protected from evil, including the caster and her party.

Imprisonment (Abjuration)

Range: Touch
Saving Throw: None
Casting Time: 9
Area of Effect: 1 creature
Duration: Permanent

When the imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, freedom, is cast. Otherwise, the victim will remain there as long as the earth exists, rather a horrible fate actually. If a freedom spell is cast in the area where the creature was imprisoned then he will reappear exactly where he was last standing. Dispel magic will not free creatures trapped in this manner. There is no saving throw.

Meteor Swarm (Evocation)

Range: 90 yards
Saving Throw: None
Casting Time: 9
Area of Effect: Special
Duration: 4 rounds

When the caster utters the words to this powerful spell, he calls into being powerful forces. These forces pull down meteors from above, hurling them randomly at any in the area of effect. Any caught in the destructive path of the meteors —whether friend or foe— will suffer 4-40 points of damage, with no saving throw. The caster is well advised to be careful in his use of this spell.

Power Word, Kill (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: instant

When a power word, kill spell is uttered, one creature within the spell range is slain. The power word slays a creature with up to 60 hit points. Even if the creature's maximum hit points are higher than 60, the current hit points are used for this determination. There is no saving throw.

Shapechange (Alteration)

Range: 0
Saving Throw: None
Casting Time: 9
Area of Effect: The Caster
Duration: 5 turns

With this spell, a wizard is able to assume the form of a powerful creature (mind flayer, iron golem, greater wolfwere, earth elemental, fire elemental, or giant troll). The spellcaster becomes the creature he wishes and has almost all of its abilities. Thus, he can change into a mind flayer to stun his opponents and then become an earth elemental to crush his foes. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

Spellstrike (Abjuration/Alteration)

Range: Sight of caster
Saving Throw: None
Casting Time: 5
Area of Effect: 1 Creature
Duration: Instant

When this spell is cast at a target creature it will dispel all of the magical protections that surround that creature. This includes minor spell turning, minor globe of invulnerability, spell immunity, globe of invulnerability, minor spell deflection, spell turning, spell shield, spell deflection, spell invulnerability, and spell trap. The target's magic resistance if any does not affect this spell.

Spell Trap (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 9
Area of Effect: The caster
Duration: 1 round/level

This powerful spell creates a barrier of magical protection around the spellcaster. Every spell that hits the barrier is absorbed by the power of the spell trap — making the caster recall a previously cast spell of that level. For example, a wizard shields himself with spell trap and is then hit by a Flame Arrow (3rd level spell). He gets three spell levels back — if he cast three Magic Missile spells he re-memorizes those three spells. The spell trap protects against 30 levels of protection (i.e., ten flame arrows or five fingers of death). The spell trap can absorb any level of spell, from one to nine.

Time Stop (Alteration)

Range: 0
Saving Throw: None
Casting Time: 9
Area of Effect: Special
Duration: 6 rounds

Upon casting a time stop spell, the wizard causes the flow of time to stop for one round in the area of effect. Inside the sphere, the caster is free to act for six rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. When the spell duration ceases, the wizard is again operating in normal time.

Wail of the Banshee (Necromancy)

Range: 0
Saving Throw: Neg.
Casting Time: 9
Area of Effect: 30-foot radius
Duration: Instant

At the culmination of this dreadful spell, the wizard screams like a banshee (groaning spirit). Everyone in the area of effect hears the awful cry. Those who fail a saving throw vs. death magic die instantly. The caster and companions are immune to the effects of the Wail.

Priest Spells – Level 1

Armor of Faith (Abjuration)

Range: 0
Saving Throw: None
Casting Time: 1
Area of Effect: The Caster
Duration: 3 rounds + 1 round/level

The caster of the Armor of Faith receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At first level the protection is 5%, every five levels of the caster improves this by another 5%. A 20th level priest would have 25% of her damage 'absorbed' if protected by this spell.

Bless (Conjuration/Summoning)

Range: Sight of caster
Saving Throw: None
Casting Time: 1 round
Area of Effect: 25-foot radius
Duration: 6 rounds

Upon uttering the Bless spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against fear effects by +1. Furthermore, it raises their attack dice rolls by +1. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

Blessed are the blessed. – Volo.

Command Word: Die (Enchantment/Charm)

Range: Sight of caster
Saving Throw: None
Casting Time: 1
Area of Effect: 1 creature
Duration: 1 round

This spell enables the priest to command another creature to "die" (sleep) for a single round. At the end of the round the creature awakens unharmed.

Cure Light Wounds (Necromancy)

Range: Touch
Casting Time: 5
Duration: Instant

Saving Throw: None
Area of Effect: 1 creature

When casting this spell and laying his hand upon a creature, the priest causes 1-8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extra-planar origin. Curing is permanent only insofar as the creature does not sustain further damage.

Detect Evil (Divination)

Range: 120 yards
Casting Time: 1 round
Duration: 1 turn

Saving Throw: None
Area of Effect: Sight

This spell discovers emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.

Doom (Alteration)

Range: Sight of caster
Casting Time: 1 round
Duration: 1 turn

Saving Throw: None
Area of Effect: 1 creature

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a -2 penalty to all his rolls, this includes THAC0 and saving throws. There is no saving throw for this spell.

Entangle (Alteration)

Range: Sight of caster
Casting Time: 4
Duration: 1 turn

Saving Throw: Neg
Area of Effect: 20-foot radius

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. A creature that rolls a successful saving throw vs. spell avoids entanglement. All creatures have a +3

bonus to their saves. An entangled creature can still attack.

Magical Stone (Enchantment)

Range: 0
Casting Time: 4
Duration: Special

Saving Throw: None
Area of Effect: Special

By using this spell, the priest can temporarily enchant a small pebble. The magical stone is then hurled or slung at an opponent. The stone deals 1-4 damage to whomever it hits. The stone is considered a +1 weapon for determining if a creature can be struck (those struck only by magical weapons, for instance), although it does not have an attack or damage bonus.

Protection from Evil (Abjuration)

Range: Touch
Casting Time: 1
Duration: 1 turn

Saving Throw: None
Area of Effect: 1 creature

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. This barrier moves with the recipient and all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Remove Fear (Abjuration)

Range: 10 yards
Casting Time: 1
Duration: 2 turns

Saving Throw: Special
Area of Effect: 1 creature/4 levels

This priest spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this is negated.

Sanctuary (Abjuration)

Range: 0
Casting Time: 4
Duration: 10 rounds

Saving Throw: None
Area of Effect: The caster

When the priest casts a Sanctuary spell, it causes all of his opponents to ignore his existence; it is as if he is invisible. While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to Bless himself. He cannot cast spells on other creatures without ending the spell.

Shillelagh (Alteration)

Range: Touch
Casting Time: 2
Duration: 4 rounds + 1 round/level

Saving Throw: None
Area of Effect: Special

This spell enables the caster to create a magical cudgel that has a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents.

Priest Spells – Level 2

Aid (Necromancy/Conjuration)

Range: Touch
Casting Time: 5
Duration: 1 round + 1 round/level

Saving Throw: None
Area of Effect: 1 creature

The recipient of this spell gains the benefit of a Bless spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The Aid spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost when the recipient takes damage; they cannot be regained by curative magic.

Barkskin (Alteration)

Range: Touch
Casting Time: 5
Duration: 4 rounds + 1 round/level

Saving Throw: None
Area of Effect: 1 creature

When a priest casts the Barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

Chant (Conjuration/Summoning)

Range: 0
Casting Time: 1 round
Duration: 5 rounds

Saving Throw: None
Area of Effect: 30-foot radius

By means of the Chant spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the Chant spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Multiple chants are not cumulative.

Charm Person or Mammal (Enchantment/Charm)

Range: Sight of caster
Casting Time: 5
Duration: Special
Saving Throw: Neg.
Area of Effect: 1 person or mammal

The effects of this spell are identical to the 1st-level wizard spell Charm Person.

Draw Upon Holy Might (Invocation)

Range: 0
Casting Time: 2.
Duration: 1 turn
Saving Throw: None
Area of Effect: The caster

The priest calls upon his god to grant him power for a short period. When he does this his Strength, Constitution and Dexterity all are raised by 1 point for every 3 levels of the caster. A 3rd-level caster would have his abilities raised by 1, while a 12th-level caster would have all his abilities raised by 4.

Find Traps (Divination)

Range: Sight of caster
Casting Time: 5
Duration: 3 turns
Saving Throw: None
Area of Effect: 10-foot path

When a priest casts a Find Traps spell, all traps — concealed normally or magically, of magical or mechanical nature — become apparent to him, much as if he or she were a thief. A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the creator specifically intended the harmful or undesirable result as such. Thus, traps include alarms, glyphs, and similar spells or devices.

Flame Blade (Evocation)

Range: 0
Casting Time: 4
Duration: 4 rounds + 1 round/2 levels
Saving Throw: None
Area of Effect: 3-foot long blade

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4 + 4 points of damage, with a damage bonus of +2 (i. e. , 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i. e. , 1d4 + 2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function underwater.

One of the many effective ways of insuring trolls do not come back to life. – Elminster

Goodberry (Alteration/Evocation)

Range: 0
Casting Time: 1 round
Duration: Permanent
Saving Throw: None
Area of Effect: Special

Casting a Goodberry spell creates 2d4 magical berries that the caster can carry with him. These berries cure one point of physical damage for each one eaten.

Hold Person (Enchantment/Charm)

Range: Sight of caster
Casting Time: 5
Duration: 1 turn
Saving Throw: Neg.
Area of Effect: Special

The effects of this spell are identical to the 3rd-level wizard spell Hold Person.

Know Alignment (Divination)

Range: 10 yards
Casting time: 1 round
Duration: Instant
Saving Throw: Neg.
Area of Effect: 1 creature

A Know Alignment spell enables the priest to exactly read the aura of a creature. The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the Know Alignment spell. Evil creatures will glow red, neutrals blue, and friendly creatures will glow green for a brief period.

Resist Fire and Cold (Alteration)

Range: Touch
Casting Time: 5
Duration: 1 round/level
Saving Throw: None
Area of Effect: 1 creature

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat and cold. Complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note) is gained. The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flametongue swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, wands of frost, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient has all damage sustained by fire or cold reduced by 50%.

Silence, 15' Radius (Alteration)

Range: Sight of caster
Casting Time: 5
Duration: 2 rounds/level
Saving Throw: Neg.
Area of Effect: 15-foot radius

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped, conversation is impossible and spells cannot be cast. Each creature in the area must make a saving throw; if the save is failed then they are silenced for the duration of the spell. This spell does not continue to affect the area after being cast; only those in the area at the time of the casting are affected by the silence.

Effective for thwarting opposing spellcasters. – Volo
If only the spell could be used more often on you, Volo. – Elminster

Slow Poison (Necromancy)

Range: Touch
Casting Time: 1
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, actually neutralizing all but the most deadly poisons.

Spiritual Hammer (Invocation)

Range: 10 yards/level
Casting Time: 5
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: Special

By calling upon his deity, the caster of a Spiritual Hammer spell brings into existence a magical hammer. The priest for the duration of the spell may use the magic weapon. It strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer, 1d 4+1.

Priest Spells – Level 3

Animate Dead (Necromancy)

Range: 10 yards
Casting Time: 1 round
Duration: Instant
Saving Throw: None
Area of Effect: Special

The effects of this spell are identical to the 5th-level wizard spell Animate Dead.

Call Lightning (Alteration)

Range: 0
Casting Time: 1 turn
Duration: 1 turn/level
Saving Throw: 1/2
Area of Effect: 360-foot radius

When a Call Lightning spell is cast, it must be cast outside, otherwise it will not work. The caster is able to call down bolts of lightning. The caster can call down one bolt per turn. The spell has a duration of one turn per caster level. Each bolt causes 2-8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 2-8 + 4D8. The bolt of lightning flashes down in a vertical stroke at any of the priest's enemies. The caster does not choose the targets of the spell, though the lighting will not strike any of his allies.

Cure Disease (Abjuration)

Range: Touch
Casting Time: 1
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

By laying her hands upon a sickly person, the caster can cure almost any disease with this spell. The cure is permanent, but this does not grant the recipient of the spell immunity from further afflictions. Blindness and deafness are also cured with this spell. Some magically created diseases may not be curable by this spell.

Cure Medium Wounds (Necromancy)

Range: Touch
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

When casting this spell and laying his hand upon a creature, the priest causes 14 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal - or can be cured - just as any normal injury.

Dispel Magic (Abjuration)

Range: Sight of caster
Casting Time: 6
Duration: Instant
Saving Throw: None
Area of Effect: 30-foot cube

The effects of this spell are identical to the 3rd-level wizard spell Dispel Magic.

Glyph of Warding (Abjuration, Evocation)

Range: Touch
Casting Time: Special
Duration: Permanent until discharged
Saving Throw: Special
Area of Effect: Special

A Glyph of Warding is a powerful inscription, magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. When the glyph is activated, it deals 1-4 points of electrical damage per level of the caster to the victim.

Hold Animal (Enchantment/Charm)

Range: Sight of caster
Casting Time: 5
Duration: 2 rounds/level
Saving Throw: Neg.
Area of Effect: Special

This spell holds animals rigidly immobile and in place. Only normal and giant-sized animals are affected by this spell. Monsters such as wyverns, ankhegs, and carrion crawlers do not count as animals. The effect is centered on the creature selected by the caster. Every enemy within 5

feet of the target is also affected. Those who succeed on their saving throws are totally unaffected by the spell. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Holy Smite (Necromancy)

Range: Sight of Castor
Casting Time: 3
Duration: Instant

Saving Throw: Special
Area of Effect: 20-foot radius

This spell calls upon energy from the plane of brilliance in order to open a channel between it and the targets. The result is that any evil creatures within the spell effect take 1-4 damage for every level of the caster with a save vs. spell for half. Also, if the victim fails his save then he is blinded for 1 round.

Invisibility Purge (Divination)

Range: Sight of caster
Casting Time: 8
Duration: Instant

Saving Throw: None
Area of Effect: 30-foot radius

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures that are in Sanctuary, Improved Invisibility, Shadow Door, Invisibility, etc.

Miscast Magic (Enchantment/Charm)

Range: Sight of caster
Casting Time: 5
Duration: 1 turn

Saving Throw: Neg.
Area of Effect: 1 creature

Any spell-casting creature that is affected by this spell has its casting ability severely impaired. When the creature attempts to cast a spell it has an 80% chance of failure. A creature can save vs. spell to avoid the effect, but does so at −2.

Protection from Fire (Abjuration)

Range: Touch
Casting Time: 6
Duration: Special

Saving Throw: None
Area of Effect: 1 creature

The effect of a Protection from Fire spell differs according to the recipient of the magic — either the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and significant resistance to exposure to magical fires such as fiery dragon breath, spells such as burning hands, fireball, fire seeds, fire storm, flame strike, meteor swarm, hell hound or pyrohydra breath, etc. , absorbing 80% of all the damage dealt by such magical sources.

Remove Curse (Abjuration)

Range: Touch
Casting Time: 6
Duration: Instant

Saving Throw: Special
Area of Effect: Special

Upon casting this spell, the priest is usually able to remove a curse on an object, a person or in the form of some undesired sending or evil presence. Note that the Remove Curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more.

Remove Paralysis (Abjuration)

Range: 10 yards/level
Casting Time: 6
Duration: Instant

Saving Throw: None
Area of Effect: 1 creature

By the use of this spell, the priest can free one creature from the effects of any paralyzation or from related magic (such as Ghoul Touch, or a Hold spell).

Rigid Thinking (Enchantment/Charm)

Range: Sight of caster
Casting Time: 5
Duration: 24 turns

Saving Throw: Neg.
Area of Effect: 1 person or mammal

The target of this spell must make a saving throw vs. spell or come under its effects. When under the effects of the Rigid Thinking spell, the victim will randomly wander, attack the nearest person, or stand confused.

Strength of One (Alteration)

Range: 0
Casting Time: 3
Duration: 1 turn

Saving Throw: None
Area of Effect: The party

When this spell is cast, the entire party is given an 18/76 Strength. If a party member has a strength higher than this (either naturally, or through a magical item) then his Strength is lowered to 18/76. The spell lasts for a single turn, whereupon everyone's strength returns to normal.

Summon Insects (Conjuration/Summoning)

Range: 30 yards
Casting Time: 9
Duration: 7 rounds

Saving Throw: Neg.
Area of Effect: 1 creature

The summon insects spell attracts a cloud or swarm of normal insects to attack one enemy of the caster. This swarm gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The victim may make a saving throw vs. breath weapons (with a -4 penalty) to escape the swarm. Otherwise, the victim receives 1 point of damage every two seconds for the duration of the spell. The victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. The swarm will repeatedly bite the target, making it very difficult to cast spells (50% spell failure).

Unholy Blight (Necromancy)

Range: Sight of Caster
Casting Time: 3
Duration: Instant

Saving Throw: Special
Area of Effect: 20-foot radius

This spells calls upon energy from the negative material plane in order to open a channel between it and the targets. The result is that any good creatures within the spell effect take 1-4 damage for every level of the caster with a save vs. spell for half. Also, if the victim fails his save, then he receives a -2 penalty to all his rolls for 4 rounds.

Zone of Sweet Air (Abjuration)

Range: 30 yards
Casting Time: 3
Duration: Instant

Saving Throw: None
Area of Effect: Special

Zone of Sweet Air repels all noxious elements from poisonous vapors (including magically created vapors such as Cloudkill). This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon).

A spell I could have used after a rather unsavory meal at the Grilled Griffin Eatery! – Volo

Priest Spells – Level 4

Animal Summoning I (Conjuration/Summoning)

Range: Sight of caster
Casting Time: 24 turns
Duration: Special

Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls up to three animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. The type of animals that come depend on the surroundings of the caster at the time of the spell.

Call Woodland Beings

Range: Sight of Caster
Casting Time: 7
Duration: 3 turns

Saving Throw: None
Area of Effect: Special

This spell summons forth a nymph to assist the party. The nymph has several priest spells at her disposal and will use them in the best interests of the party (these include mental domination, confusion, and healing spells).

Cause Serious Wounds (Necromancy)

Range: Touch
Casting Time: 7
Duration: Instant

Saving Throw: None
Area of Effect: 1 Creature

This spell is the reverse of cure serious wounds. Instead of healing the touched creature it causes damage. On a successful touch from the priest the spell inflicts 17 damage upon the target. The next attack that the priest makes will inflict this effect; however, he only has 2 rounds to make the attack before the spell fizzles. Also, if the priest misses the target creature the spell is wasted. There is no saving throw.

Cloak of Fear (Conjuration)

Range: Touch
Casting Time: 6
Duration: Instant

Saving Throw: Neg.
Area of Effect: The Caster

Cloak of fear, empowers the caster to radiate a personal aura of fear, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 4

rounds. Affected individuals may even drop items. Party members are immune to the effects, although the aura of fear may still disturb them.

Cure Serious Wounds (Necromancy)

Range: Touch
Casting Time: 5
Duration: Instant

Saving Throw: None
Area of Effect: 1 creature

This spell is a more potent version of the Cure Light Wounds spell. When laying his hand upon a creature, the priest heals 17 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Death Ward (Necromancy)

Range: Sight of caster
Casting Time: 1 round
Duration: 1 turn/level of caster

Saving Throw: None
Area of Effect: 1 creature

This spell protects the target from all forms of death magic for the duration of the spell. This includes but is not limited to Disintegrate, Power Word Kill, Death Spell and Finger of Death.

Defensive Harmony (Enchantment/Charm)

Range: 0
Casting Time: 1
Duration: 6 rounds

Saving Throw: None
Area of Effect: 10-foot radius

Defensive Harmony grants affected creatures a defensive bonus by bestowing an enchanted coordination of their attacks and defenses. This allows a group of creatures to act as a single unit for a single battle or encounter. The effect is always centered on the caster but affects all those within a 10 foot radius. The affected can move outside of this after the spell is cast and still enjoy the benefits of the harmony. While the spell is in effect, each affected creature gains a +2 bonus to his armor class. This lasts for 10 rounds or until successfully dispelled.

United we stand, divided we fall. - Elminster

Farsight (Divination)

Range: Special
Casting Time: 4
Duration: 3 rounds + 1 round/level

Saving Throw: None
Area of Effect: Special

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

Free Action (Abjuration/Enchantment)

Range: Touch
Casting Time: 7
Duration: 1 turn/level

Saving Throw: None
Area of Effect: 1 creature

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as Web or Slow spells) or while under water. It even negates or prevents the effects of Paralysis and Hold spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The Free Action spell does not, however, allow water breathing without further appropriate magic.

Holy Power (Evocation)

Range: 0
Casting Time: 6
Duration: 1 round/level

Saving Throw: None
Area of Effect: The Caster

Through this spell, the caster imbues himself with the strength and skill of a fighter of the same level. The priest's strength is set to 18/00, even if it is normally higher, his THAC0 becomes that of a fighter of the same level, and he gains 1 temporary hit point for every level he has attained. This will last for the duration of the spell or until successfully dispelled.

Lesser Restoration (Necromancy)

Range: Touch
Casting Time: 2
Duration: Instant

Saving Throw: None
Area of Effect: 1 Creature

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell is very draining on the priest and she will likely require rest immediately after the casting as it will cause days worth of fatigue almost instantaneously.

Mental Domination (Enchantment/Charm)

Range: Sight of caster
Casting Time: 4
Duration: 3 rounds/level

Saving Throw: Neg.
Area of Effect: 1 creature

When cast upon a subject, he must make a save vs. spell at a -2 penalty in order to avoid the priest entering his mind. The effects of this spell are similar to the wizard spell domination, with a few minor differences. First, this spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest simply is able to command the subject to perform certain tasks or functions during the spell duration. To control the subject the priest must be within range and must be able to see the subject.

Negative Plane Protection (Abjuration)

Range: Touch
Casting Time: 3
Duration: 5 rounds

Saving Throw: None
Area of Effect: 1 creature

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as vampires) and certain weapons and spells that drain energy levels. The negative plane protection spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is protected against any form of level draining for the duration of the spell. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience. This spell cannot be cast on the Negative Energy plane.

Neutralize Poison (Necromancy)

Range: Touch
Casting Time: 1
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

When this spell is placed on a poisoned individual, it immediately neutralizes any poison and restores 1 to 8 lost hit points. This spell will also cure any diseases that the target may be suffering from, as well as blindness and deafness.

Poison (Necromancy)

Range: 15 feet
Casting Time: 4
Duration: 1 turn
Saving Throw: Neg.
Area of Effect: 1 creature

Through this spell the caster can poison victims who fail their save vs. poison. The effects depend upon the caster's level and are detailed below:

7-9th level: 2d8 + 2/round
10-12th level: 3d8 + 3/round
13-14th level: 4d8 + 4/round
15-16th level: 6d8 + 5/round
17+ level: 8d8 + 6/round

Those who make their saving throws are unnaffected.

Protection From Evil 10' Radius (Abjuration)

Range: 0
Casting Time: 7
Duration: 1 turn/level
Saving Throw: None
Area of Effect: 10-foot radius

When this spell is cast, all creatures within a 10' radius are affected individually by protection from evil. It creates a magical barrier around the recipients at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of - 2 to each attack roll, and second, any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Often this spell is all that stands between an adventurer and a rampaging demon! - Volo

Protection From Lightning (Abjuration)

Range: Touch
Casting Time: 7
Duration: 5 rounds\level
Saving Throw: None
Area of Effect: 1 Creature

When the spell is cast it confers complete invulnerability to electrical attack such as magical attacks (lightning bolt, shocking grasp etc.). The protection will last for the duration of the spell or until successfully dispelled.

Priest Spells – Level 5

Animal Summoning II (Conjuration / Summoning)

Range: Sight of caster
Casting Time: 8
Duration: 24 turns
Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls up to three animals that have 8 Hit Dice or less. Only animals within range of the caster at the time the spell is cast will come. The animals summoned aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Cause Critical Wounds (Necromancy)

Range: Touch
Casting Time: 8
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

This spell is the reverse of cure critical wounds. Instead of healing the creature touched, it causes damage. On a successful touch from the priest the spell inflicts 27 damage upon the target. The next attack that the priest makes will inflict this effect; however, he only has 2 rounds to make the attack before the spell fizzles. Also, if the priest misses the target creature the spell is wasted. There is no saving throw.

Chaotic Commands (Enchantment / Charm)

Range: Sight of caster
Casting Time: 3
Duration: 1 turn/level
Saving Throw: None
Area of Effect: 1 creature

Chaotic Commands renders a creature immune to magical commands. Suggestion, charm, domination, command, sleep, and confusion are all spells that fit into this category. This spell affects only one creature and lasts for the duration or until dispelled.

Cure Critical Wounds (Necromancy)

Range: Touch
Casting Time: 8
Duration: Instant
Saving Throw: None
Area of Effect: 1 creature

The Cure Critical Wounds spell is a very potent version of the cure light wounds spell. The priest lays his hand upon a creature and heals up to 27 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

Champion's Strength (Alteration)

Range: Sight of caster
Casting Time: 2
Duration: 3 rounds/level
Saving Throw: None
Area of Effect: 1 creature

When this spell is cast, the priest effectively draws on the strength of his god and lends it to the target creature, in effect creating a champion. The target gains a bonus to his THAC0 at a rate of 1 for every 3 levels of the caster. So a 9th level priest would confer a THAC0 bonus of 3 to the target, and so on. Also the target's strength is set to 18/00 for the duration of the spell, and all the bonuses to hit and damage that this strength confers. Note: that if target's strength is above 18/00, it will actually be reduced to this value. The drawback to this is that the priest must concentrate on the connection between the target and his god for the duration of the spell, hence losing the ability to cast any spells during this time. The effect lasts for 3 rounds for every level of the caster or until dispelled.

Flame Strike (Evocation)

Range: Sight of caster
Casting Time: 8
Duration: Instant
Saving Throw: 1/2
Area of Effect: 1 creature

When the priest calls down a flame strike spell, a vertical column of fire roars downward striking the exact location called for by the caster. The target must roll a saving throw vs. spell. Failure means the creature sustains 1d8 points of damage per level of the caster; otherwise, the damage is halved.

Greater Command (Enchantment/Charm)

Range: Sight of caster
Casting Time: 1
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: 20-foot radius

As with the first level spell Command, this spell enables the priest to command other creatures to "die" (sleep), except this time the effect lasts for one round per caster level. At the end of the round the creature(s) awaken and are unharmed. The area of effect is similar to that of a stinking cloud or a fireball.

Insect Plague (Conjuration/Summoning)

Range: 120 yards.
Casting Time: 1 round
Duration: 6 rounds
Saving Throw: None
Area of Effect: Special

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm. This swarm will jump first to the target then to the nearest allies of the target, until six targets have been affected. Spell casting within the swarm is impossible (100% failure rate). Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for every two seconds they remain within, due to the bites and stings of the insects. Invisibility is no protection. Due to the suffocating nature of the writhing insect swarm, each victim must make a saving vs. breath weapon or run away in fear for a round.

Iron Skins (Alteration)

Range: 0
Casting Time: 1 round
Duration: 12 hours
Saving Throw: None
Area of Effect: The Caster

When a druid casts this powerful spell upon herself, an outer skin of iron will move up from the ground completely covering her. This skin is, of course, magical and will hinder the druid in no way. The effect of this is to protect the druid from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster an additional skin is gained upon casting, for example a 10th level druid would receive 5 skins. For each skin the druid possesses the spell will stop one attack, so a 10th level druid would be protected from the first 5 attacks made

against him but the sixth would affect her normally. The skins will remain on the druid until she is affected by a dispel magic, all of the skins are removed due to physical attacks or the spell duration expires. It is important to note that this will not protect the druid from any area attacks such as fireball; however, it will protect her from physical magical attacks such as magic missile.

Magic Resistance (Alteration)

Range: Touch
Casting Time: 1 round
Duration: 3 rounds + 1 round/level
Saving Throw: None
Area of Effect: 1 Creature

Upon casting this spell, the recipient receives a resistance to all magic. The resistance conferred is 2% per level of the priest up to a maximum of 40% at 20th level. This resistance is set so if the target already has more magic resistance than the priest would confer, it will actually lower it to the set value. This effect will last for the duration of the spell or until dispelled.

Mass Cure (Necromancy)

Range: Sight of caster
Casting Time: 5
Duration: Instant
Saving Throw: None
Area of Effect: 30 foot radius

When casting this spell, the priest must picture the faces of his fellow party members clearly and focus on the unity of the group. Upon completion, all members in the party (within the area of effect) are healed 1d8 + 1/level hit points. This works regardless of where the party is in relation to one another.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal - or can be cured - just as any normal injury.

A good way to help your friends during combat! - Volo

Pixie Dust (Illusion/Phantasm)

Range: 0
Casting Time: 1 round
Duration: Special
Saving Throw: None
Area of Effect: 10-foot radius

This spell creates a small handful of pixie dust that the caster can use

to toss into the air. Anyone hit by the dust becomes invisible (the range of the dust is about 10'). Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus the invisible being can walk around and cast defensive spells, but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

Raise Dead (Necromancy)

Range: Sight of caster
Casting Time: 1 round
Duration: Instant
Saving Throw: Special
Area of Effect: 1 creature

When the priest casts a Raise Dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, elf, human or half-orc. Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic.

The power of life over death... use it wisely. - Elminster

Repulse Undead (Abjuration)

Range: 0
Casting Time: 5
Duration: 1 turn
Saving Throw: None
Area of Effect: The Caster

This powerful spell creates waves of anti-negative plane energy that sweep outwards from the caster. This wave disrupts any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave each round for the duration of the spell. All undead are affected, without a saving throw.

Righteous Magic (Alteration)

Range: Touch
Casting Time: 1 round
Duration: 1 round/level
Saving Throw: None
Area of Effect: The Caster

This is a powerful combat spell that enhances the priest's physical prowess transforming him into a juggernaut of destruction. The effect adds 1 temporary hit point for every level of the caster, adds 1 point of strength for every three levels of the caster (to a maximum of 24), and inflicts maximum damage with every hit. The effects last for the duration of the spell or until dispelled.

Slay Living (Necromancy)

Range: Touch
Casting Time: 1
Duration: Special
Saving Throw: Special
Area of Effect: Special

Upon casting this spell, the priest has to touch an opponent in order to visit the effect upon them. An item is created upon casting, the next attack made is with this item and the priest will then have 18 seconds in order to make this attack. If the first attack misses, then the item disappears and the spell is wasted, however if the attack succeeds then the victim automatically takes 2d6 + 9 damage. Also, he must make a save vs. spell or be instantly killed. The spell can be dispelled if cast between the casting of this spell and the necessary attack.

True Seeing (Divination)

Range: Touch
Casting Time: 8
Duration: 1 turn
Saving Throw: None
Area of Effect: 70-foot radius

When cast by the priest, this spell will cancel all hostile illusion/phantasm spells in the area. The spells that are affected by this are reflected image, invisibility, mirror image, non-detection, improved invisibility, shadow door, mislead, project image, and simulacrum. The area of effect is roughly a 70' radius around the caster. The target's magic resistance, if any, does not come into effect with this spell.

Priest Spells – Level 6

Aerial Servant (Conjuration / Summoning)

Range: 15 yards
Casting Time: 9
Duration: 1 turn / level

Saving Throw: None
Area of Effect: Special

The caster of this spell summons an Aerial Servant to do the caster's bidding for the duration of the spell. The servant will attack any enemies that the caster decides, staying until the duration of the spell ends or he is slain.

Animal Summoning III (Conjuration / Summoning)

Range: 60 yards
Casting Time: 9
Duration: 4 turns

Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls two or three animals that have 12 Hit Dice or less. Only animals within range of the caster at the time the spell is cast will come. The animals summoned aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned.

Blade Barrier (Evocation)

Range: 0
Casting Time: 9
Duration: 1 turn

Saving Throw: Special
Area of Effect: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around the caster, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered. The barrier remains for ten rounds.

Bolt of Glory (Invocation / Evocation)

Range: 20 yards
Casting Time: 9
Duration: Instant

Saving Throw: None
Area of Effect: 1 Creature

By casting this spell, the priest channels a bolt of divine energy against

one creature. No attack roll is needed. Creatures struck suffer varying damage, depending on their plane of existence.

Creature Type Damage
Prime Material Plane 6d6
Elemental 3d4
Undead 8d6
Demon 10d6

Conjure Animals (Conjuration / Summoning)

Range: 60 yards
Casting Time: 9
Duration: 4 turns

Saving Throw: None
Area of Effect: Special

This spell allows the caster to summon forth and control one or two massive mountain bears. The bears will respond to the caster's every whim for the duration of the spell.

Conjure Fire Elemental (Conjuration / Summoning)

Range: Sight of caster
Casting Time: Special
Duration: 1 turn / level

Saving Throw: None
Area of Effect: Special

Upon casting a conjure fire elemental spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 60% likely that a 12 hit dice elemental appears, 35% likely that a 16 hit dice elemental appears, and 5% likely that a 24 hit dice elemental appears. The elemental will do the bidding of the caster until it is slain, or the duration of the spell runs out. All of the commands given to the elemental are done telepathically so there is no time lost due to miscommunication and no need to know the language of the summoned creature.

Dolorous Decay (Alteration, Necromancy)

Range: 10 yards
Casting Time: 1
Duration: Instant

Saving Throw: Special
Area of Effect: 1 creature

This spell affects a single living creature. Dolorous decay is a rotting and withering of the body that spreads throughout the afflicted creature

quickly. The target creature will automatically be slowed for two rounds. Furthermore, if the target fails the saving throw vs. poison at -2, each second it receives 1 point of damage, until a total of 50 hit-points of damage are inflicted.

False Dawn (Evocation)

Range: 0
Casting Time: 9
Duration: 5 rounds

Saving Throw: None
Area of Effect: 30-foot radius

False dawn calls into existence a bright reddish light, as if a sunrise were occurring, within the area of effect. All undead creatures within a false dawn suffer 6d6 points of damage. There is no saving throw against this damage. Affected undead also act confused on the round after the false dawn appears.

Fire Seeds (Conjuration)

Range: Touch
Casting Time: 1 round
Duration: 3 turns

Saving Throw: 1/2
Area of Effect: Special

Casting the fire seed spell creates 4 fire seeds that will appear in the Caster's inventory. The seeds will remain in existence after the spell is cast for 3 turns. During this time, if they are thrown at an enemy, a fireball will ensue causing 2-16 points of damage to all within the area of effect allowing a save vs. spells for half.

Harm (Necromancy)

Range: Touch
Casting Time: 1 round
Duration: Instant

Saving Throw: None
Area of Effect: Special

This spell is the reverse of Heal. Instead of healing the creature touched it causes damage. On a successful touch from the priest the spell reduces the target to 1 hit point. The next attack that the priest makes will inflict this effect, however he only has 2 rounds to make the attack before the spell fizzles. Also, if the priest misses the target creature, the spell is wasted. There is no saving throw.

Heal (Necromancy)

Range: Touch
Casting Time: 1 round
Duration: Instant

Saving Throw: None
Area of Effect: 1 Creature

The very potent heal spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a feeble-mind spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

Physical Mirror (Alteration)

Range: 30 yards
Casting Time: 6
Duration: 9 rounds

Saving Throw: None
Area of Effect: Special

This spell causes a localized folding of space. The folded space takes the form of an invisible disk that protects the caster. Any missile weapon that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180 degree arc. The sender of the missile finds himself the target of his own attack. The caster of the mirror may direct missile attacks normally through the space occupied by the mirror.

Sol's Searing Orb (Invocation)

Range: 30 yards
Casting Time: 6
Duration: Instant

Saving Throw: Special
Area of Effect: 1 Creature

When the spell is completed, it creates a glowing stone. This gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. It is not possible for the priest to give the stone to another character to throw. The priest must roll normally to hit; he gains a +3 bonus to his attack roll and suffers no penalty for non-weapon proficiency. In addition, the glowing gem can be used to strike any creature, even those hit only by magical weapons. There is no damage bonus, however.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds her for 1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only half damage is sustained and the target is not blinded. Undead creatures suffer 12d6 points of fire damage and are blinded for twelve rounds (if applicable) assuming their save is failed. They receive 9d6 points of damage and are blinded for six rounds if the save is successful.

Wondrous Recall (Alteration)

Range: 0	Saving Throw: None
Casting Time: 9	Area of Effect: The caster
Duration: Instant	

This enables the caster to bring back into memory two spells that have been previously cast. If no spells have been cast yet, then nothing happens. Wondrous recall cannot recall 6th-level or greater spells.

Priest Spells – Level 7

Confusion (Enchantment/Charm)

Range: Sight of Caster	Saving Throw: Special
Casting Time: 7	Area of Effect: 30-foot radius
Duration: 1 round/2 levels	

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of affect are allowed saving throws vs. spell with - 2 penalties. Those successfully saving are unaffected by the spell.

The spell lasts for two rounds plus one round for each level of the caster. Those who fail their saving throws will either go berserk, stand confused or wander about for the duration of the spell. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

Conjure Earth Elemental (Conjuration/Summoning)

Range: Sight of caster	Saving Throw: None
Casting Time: 1 round	Area of Effect: Special
Duration: 1 turn/level	

Upon casting a conjure earth elemental spell, the caster opens a special gate to the elemental plane of Earth, and an earth elemental is summoned to the vicinity of the spellcaster. It is 60% likely that a 12 hit dice elemental appears, 35% likely that a 16 hit dice elemental appears, and 5% likely that a 24 hit dice elemental appears. All of the commands given to the elemental are done so telepathically so there is no time lost due to miscommunication and it is not necessary to know the language of the summoned creature. Priests do not have to engage in a battle of the wits to control their summoned elemental (unlike mages).

Creeping Doom (Conjuration/Summoning)

Range: 80 yards	Saving Throw: 1/2 duration
Casting Time: 1 round	Area of Effect: Special
Duration: 6 rounds	

When the caster utters the spell of creeping doom, he calls forth a mass

of from 1000 venomous, biting and stinging arachnids, insects, and myriapods. This carpet-like mass swarms over a large area. Upon command from the caster, the swarm creeps forth toward any prey within 80 yards, moving in the direction in which the caster commands. Victims caught in the path of the creeping doom may make a saving throw vs. breath weapon (-2 penalty) to escape the insects — half duration for the spell. Those trapped by the insects suffer 2 points of damage each round, and a spell failure rate of 100%

Earthquake (Alteration)

Range: 120 yards
Casting Time: 1 round
Duration: 3 tremors

Saving Throw: 1/2
Area of Effect: Special

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in several rounds. The earthquake affects all creatures in its area of effect. There are three tremors that are caused by the earthquake. The first tremor causes all creatures affected to suffer 6d6 points of damage (save vs. spell at a -6 penalty for half damage). Those who fail their saving throws fall to the ground for four rounds and drop their weapons. The second tremor is less severe, causing 3d6 points of damage (save for half at a -2 penalty). Those failing the saving throw will also drop their weapons. The final tremor causes 2d6 damage (save for half) and if the saving throw is failed they will drop their weapons. This spell will affect both enemies and friends of the caster, so care must be taken in its use. Finally, Earth Elementals dislike mere mortals toying with the land and there is a small chance that casting this spell will causes an Earth Elemental to appear. This elemental will attack the party.

A pretty young lass of the Dalelands once accused me of casting a minor version of this spell in her bed! – Volo

Finger of Death (Necromancy)

Range: Sight of caster
Casting Time: 5
Duration: Instant

Saving Throw: Neg
Area of Effect: 1 Creature

The finger of death spell snuffs out the victim's life force. The caster points his finger at the victim after the incantation is complete and

unless he saves vs. spell at -2, death occurs. A creature successfully saving still receives 2d8 +1 points of damage.

Fire Storm (Evocation)

Range: 40 yards
Casting Time: 1 round
Duration: 4 rounds

Saving Throw: None
Area of Effect: 20-foot radius

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame and then pelted with fiery balls of lava. Creatures within the area of fire receive 2d8 points of damage plus one for each level of the caster (i.e. 2d8 +1/ level). This assault will last for four rounds and will continue to do damage to the creature during that time unless he moves out of the area of effect. There is no saving throw versus this spell.

Gate (Conjuration, Summoning)

Range: 20 yards
Casting Time: 5
Duration: 33 rounds

Saving Throw: None
Area of Effect: Special

By means of this spell, the caster calls an outer planar creature — the Pit Fiend — to attack his foes and himself if he's not careful. The caster must use a Protection from Evil on himself (and comrades) to keep the demon from noticing them. If the caster fails to protect himself in this manner, the Pit Fiend will tear the caster and his companions apart, piece by piece and then feast on the remains.

Holy Word (Conjuration/Summoning)

Range: 0
Casting Time: 1
Duration: Special

Saving Throw: None
Area of Effect: 30-foot radius

Uttering a holy word spell creates magic of tremendous power. The priest acts as a bridge between his god and the prime material plane causing a small explosion centered on the priest and reaching up to a 30' radius. It affects only evil creatures or creatures of any evil alignment that are caught in the area of effect. The effects differ according to the level of the target as follows:

Hit Dice or levels — Effects of Holy Word
  Less than 4 — Death
  4 to 7 — Stunned for 1 turn
  8 to 11 — Slowed for 1 turn with 75% chance of spell failure
  12 and up — Deafened for 1 turn with 50% chance of spell failure

There is no saving throw vs. this spell and the effects are instantaneous and last for the duration of the spell or until dispelled. Note this spell may not be cast by any priest of evil alignment.

Nature's Beauty (Illusion/Phantasm)

Range: Caster
Casting Time: 6
Duration: Instant
Saving Throw: Neg
Area of Effect: 5-foot radius

When this spell is cast, the caster appears to undergo a remarkable transformation. The caster becomes the very ideal of beauty, for a male, this is usually a nymph, for a female, the image varies. As with a nymph, anyone viewing the disguised caster must make a saving throw vs. spells (+3 bonus) or die of longing for the denied illusion. Even if the saving throw is successful, hapless viewers of the transformed druid are all instantly smitten with permanent blindness (until dispelled). The transformation is instantaneous but lasts only seconds, affecting those near the caster (excluding fellow party members).

Greater Restoration (Necromancy)

Range: Touch
Casting Time: 3
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. A restoration spell will also restore the intelligence of a creature affected by a feeblemind spell. It also negates any form of insanity such as confusion or berserk, fully heals the target, and cures any disease or poisons. The casting of this spell is very draining on the priest and she will likely require rest immediately after the casting as it will cause days worth of fatigue almost instantaneously.

Resurrection (Necromancy)

Range: Touch
Casting Time: 1 turn
Duration: Instant
Saving Throw: None
Area of Effect: 1 Creature

Like the 5th level spell Raise Dead, Resurrection will return a character back to life. However, Resurrection also heals the character so that they are ready for the adventuring life once more.

Shield of the Archons (Abjuration)

Range: Touch
Casting Time: 9
Duration: 3 rounds/level
Saving Throw: None
Area of Effect: The caster

This powerful abjuration spell causes the spells cast against the priest to be absorbed and consumed. This affects a total of spell levels equal to half the level of the priest. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the priest as well as area effects that are stationary such as cloud kill and stinking cloud. As long as the spell is cast directly at the priest it will be absorbed. As long as there are spell levels remaining, this will absorb the spell. For example, if there is only 1 level left and a 3rd-level spell is cast at the priest, the spell will be absorbed while canceling the shield. This also works against dispel magic.

Sunray (Evocation/Alteration)

Range: 20 feet
Casting Time: 4
Duration: Special
Saving Throw: Special
Area of Effect: 20-foot radius

When this spell is cast, it causes a ray of sunlight to beam down upon the caster and all within a 20' radius. All creatures within the area of effect take 3-18 points of damage and must save vs. spells or be blinded for 10 rounds. Undead that are hit by the sunray take 1-6 damage for every level of the caster, and must save vs. spells or be destroyed.

Symbol, Stun (Conjuration / Summoning)

Range: 100 feet

Saving Throw: Special

Casting Time: Special

Area of Effect: Special

Duration: 1 round / level

A symbol, stun is a powerful enchantment that allows the wizard to enscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close at which point it will be activated causing all those within the area to make a save vs. spells at a -4 penalty or be stunned for 1 round per level of the caster.

Symbol, Death (Conjuration / Summoning)

Range: 100 feet

Saving Throw: Special

Casting Time: Special

Area of Effect: Special

Duration: 1 round / level

Symbol, death is a powerful enchantment that allows the wizard to enscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close at which point it will be activated causing all those within the area to make a save vs. death or die. Creatures with more than 60 current hit points are immune to this effect.

Symbol, Fear (Conjuration / Summoning)

Range: Touch

Saving Throw: None

Casting Time: Special

Area of Effect: Special

Duration: Special

A symbol, fear is a powerful enchantment that allows the priest to enscribe a symbol on the ground or any other surface that will remain there until someone comes too close. When a living creature approaches too close to the symbol it is activated, at which point it will explode, causing all those within the area to make a save vs. spells at -4 or be affected by fear for 1 round per level of the caster.

Unholy Word (Conjuration / Summoning)

Range: 0

Saving Throw: None

Casting Time: 1

Area of Effect: 30-foot radius

Duration: Special

Uttering an unholy word spell creates magic of tremendous power. The priest acts as a bridge between his god and the prime material plane causing a small explosion centered on the priest and reaching up to a 30' radius. It affects only good creatures or creatures of any good alignment that are caught in the area of effect. The effects differ according to the level of the target as follows:

Hit Dice or levels — Effects of Holy Word
- Less than 4 — Death
- 4 to 7 — Stunned for 1 turn
- 8 to 11 — Slowed for 1 turn with 75% chance of spell failure
- 12 and up — Deafened for 1 turn with 50% chance of spell failure

There is no saving throw vs. this spell and the effects are instantaneous and last for the duration of the spell or until dispelled. Note this spell may not be cast by any priest of good alignment.

EQUIPMENT

The Inventory Page and how to equip items are discussed in the interface section on Inventory in the Game Guide. (See Tables 8a-b on page 142 for listings of Armor Class bonuses.)

ARMOR

Full Plate Armor: The best (and heaviest) armor a warrior can buy both in appearance and protection. The perfectly fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.

Plate Mail: A combination of chain armor with metal plates covering the vital areas such as the chest, abdomen and groin. The weight is distributed over the whole body and the whole thing is held together with buckles and straps.

Splint Mail: A variant of banded mail in which the metal strips are applied vertically to the backing of chain, leather, or cloth rather than horizontally as in banded mail. Since the human body does not swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.

Chain Mail: Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and lessen the impact of blows.

Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.

Leather: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

SHIELDS

Large Shield: Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the chin to the toe of the user. It must be firmly fastened to the forearm and the shield hand must firmly grip it at all times.

Medium Shield: This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from 3'-4' in diameter, and can be of any shape, from round to square to a spread dragon's wings. A typical medieval shield resembles a triangle with one point facing downward.

Small Shield: The small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight as compared to a medium shield permits the user to carry other items in that hand, although he cannot wield or carry another weapon.

Buckler: Bucklers are slightly smaller versions of small shields.

MISCELLANEOUS WEARABLES

Amulets: Amulets are jewelry (sometimes magical) that are worn around the neck, suspended from a chain. The type of chain that comes with an amulet generally increases the item's aesthetic value, not its magical properties (if any). Only one amulet can be worn at a time .

Boots: Boots are normally hand-made by cobblers. Common boots are made by using a form, but good boots are designed for the foot of an individual.

Bracers: These thick bands of metal or leather are strapped, belted, or tied to a character's forearm.

Cloak: Cloaks can be made in every possible shape with just about every type of fabric. The most common forms are a circular piece of fabric with a hole in the center for the head, and fabric draped from neck, connected by a chain, brooch, cord, or pins.

Gauntlets: Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties.

Girdles: Girdles are similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like.

Helmets: Helmets, made of reinforced leather or metal, cover most of the head, save the face and neck.

Necklace: A necklace is a piece of ornamental metal jewelry usually made of silver, gold, platinum, or other precious metal, and adorned with gems. A necklace is always worn on the neck and can be of any length.

Rings: Rings are worn on the fingers and often carry an enchantment. One can be worn on each hand.

WEAPONS

BOWS

Short Bow: This is the earliest form of bow. Short bows are about 5 feet long. As the years passed, attempts were made to increase bow ranges. Bows were either made longer or flexibility was increased with no change to the length. The former resulted in the long bow.

Long Bow: The long bow is similar to the short bow, except that the bow is about as long as the archer is tall, usually 6 or more feet. It has better range than the short bow.

Composite Bow: Composite bows are long bows made from more than one type of material. This gives greater flexibility, and thus better range. These were developed after the normal long bow.

Arrows: The flight arrow, as its name implies, is built for distance. These are lightweight arrows and are often used for hunting. Most of these arrows are made of ash or birch and are 30 to 40 inches long.

SPIKED WEAPONS

Flail: The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with studs, or a studded iron ball. Between the handle and its implement is either a hinge or chain link.

Morning Star: The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about four feet. Some such weapons have a round, oval, or cylindrical shaped head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

SMALL SWORDS

Dagger: The typical dagger has a pointed, double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter.

Short Sword: The short sword is the first type of sword to come into existence. A short sword has a double-edged blade about two feet long. The sword tip is usually pointed, ideal for thrusting.

LARGE SWORDS

Long Sword: These swords are usually referred to as doubled-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no single version of the long sword, and they vary in length from 35 inches to 47 inches. In the latter case, the blade is known to take up as much as 40 inches of the total length. Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

Two-Handed Sword: The two-handed sword is a derivative of the long sword. The blade was lengthened to 6 feet or more, and the handle extended. Two hands became necessary to properly swing the sword.

Bastard Sword: Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bas-

tard sword has a double-edged blade and a long grip. The overall length of the bastard sword ranges between four feet and four feet ten inches.

AXES

Throwing Axe: The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip, counterbalanced by a pointed fluke. The short handle has a point of the bottom and the head may have a spike on the top.

Battle Axe: The most common version of the battle axe is a stout pole about four feet in length with a single-edged, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

BLUNT WEAPONS

Club: Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since mankind first began using tools. Anyone can find a good stout piece of wood and swing it; hence the club's widespread use.

Mace: The mace is a direct descendant of the basic club, being a wooden shaft with a stone or iron head. The head design varies; some being flanged, and others having pyramidal knobs.

Quarterstaff: The quarterstaff is a length of wood ranging six to nine feet in length. High quality staves are made of stout oak and are shod with metal at both ends. The quarterstaff is wielded with both hands.

Warhammer: The warhammer is consists of a wooden or metal shaft capped with a metal head. The head is usually a block, a cylinder, or a wedge with a flat or slightly rounded face. The heft of the head makes the hammer ideal for swinging and crushing through armors of all types.

MISSILE WEAPONS

Crossbow: A crossbow is a bow mounted crosswise on a wooden or metal stock. The crossbow fires a quarrel (also called a bolt).

Quarrel: A quarrel (also 'bolt') is the ammunition fired by crossbows regardless of the weapon's size.

Sling: The basic sling consists of a leather or fabric strap with a pouch for holding a missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

Bullet: A bullet is a pellet of hardened clay or lead cast specifically as ammunition for the sling.

Dart: The dart is a small missile weapon that is thrown rather than fired from a bow or other launcher.

Throwing Dagger: Similar to a dagger, but balanced for throwing.

POLEARMS

Spear: One of man's earliest weapons, dating back to the most primitive of times, the first spears were wooden sticks sharpened at one end. When man mastered metals, spearheads were made from iron and steel.

Halberd: The halberd consists of a cleaver-like axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke, and surmounted by a sharp spike. A halberd combines features of both a spear and an axe.

MAGICAL ITEMS AND TREASURE

Treasure can come in many forms. The value of money is readily apparent. It gives characters wealth, and with wealth comes power and influence. However, there are other treasures, very desirable ones, that your characters will not want to sell or give away. These are the magical items that your characters find and use. Although at high level (beyond that achievable in Baldur's Gate II) priests and wizards can actually make magical items, it is far more common for characters to find these items during adventures. Magical items are powerful aids. With them, characters can gain bonuses in combat, cast spells with a mere word, withstand the fiercest fire, and perform feats impossible by any other means. Not all magical items are beneficial, however. Some are cursed, the result of faulty construction or rarely the deliberate handiwork of a mad or evil wizard.

Magical Weapons: There can be a magical version of nearly any type of normal weapon. By far the most common magical weapons are swords and daggers. A magical weapon typically gives a +1 or greater bonus, increasing a character's chance to hit and cause damage. Perhaps magical swords are quicker on the attack, or maybe they're sharper than normal steel. Whatever the reason, magical weapons give results far beyond those of even the finest-crafted non-magical blade. A rare few weapons have even greater powers. When you find a magical weapon, more than likely you will not know its properties. These properties must be learned through research and spells. Identify spells and characters' lore abilities can provide information about the properties of the weapon.

Magical Armor: Enchanted armors are the complements to magical weapons. These armors have a +1 or better bonus to their normal Armor Class, being made stronger and finer than non-magical armor. Furthermore, these armors grant some measure of protection against attacks that normal armors would not stop. Chain mail +1, for instance, improves the character's saving throw against the fiery breath of a dragon by 1, thus providing more than just a physical shield. In rare instances, armor may possess extraordinary powers. Although such armors are generally finely made and elaborately engraved, characters can discover the armors' powers only by the same methods they use to discover the powers of magical weapons.

Potions and Oils: Magical potions and oils are easily found but hard to identify. They come in small bottles, jugs, pots, or vials and clearly radiate magic. The basic function of a potion may be apparent, but whether it is truly beneficial or not is only evident in the drinking. The results can be quite varied. The imbiber may discover he can resist great heat or cold, heal grievous wounds, or fearlessly face the greatest dangers. He may also find himself hopelessly smitten by the first creature he sees, or struck dead by a powerful poison.

Scrolls: Scrolls are a convenience and luxury for spell casters. By reading the incantation written on the pages, the priest or wizard can instantly cast that spell. He does not need to memorize it. Some scrolls are usable by all characters, granting special but temporary protections from various dangers — evil creatures, werewolves, powerful beings from other planes, etc. Other scrolls bear hideous or humorous curses, brought into effect at the time of their use. The only way to know what a scroll contains is to Identify its contents. For scrolls containing wizard spells, this requires the use of a Read Magic spell, which can be cast at will by all mages. Wizards can also use wizard scrolls to inscribe spells into their spell books, though this destroys the scroll. This option appears on the item's information page.

Often the only way to increase one's arsenal of available spells. - Elminster

Rings: Magical rings are usable by many different classes and can bestow a wide range of powers. As with all magical items, some rings can harm your character. Cursed rings can be removed only with the aid of spells.

Wands, Staves, and Rods: These are among the most powerful of magical items. Wands are commonly used by wizards, allowing them to cast powerful spells with the flick of a wrist. Staves can be used by either a wizard or a priest. Staves can be truly destructive, dwarfing even the potential of a wand. Rods are the rarest of all, the accouterments of witch-kings and great lords. With rods come dominance and power. Few of these items are cursed or dangerous to handle. Wands, staves, and rods are not limitless in their power. Each use drains them slightly, using up a charge.

Miscellaneous Magic: Miscellaneous magical items are where the true variety of magical treasures lies. Each item possesses some unique power. There are girdles that grant great strength, caps to make your character smarter, rare tomes that increase ability scores, and much, much more.

LEGENDARY ITEMS

Crom Faeyr

This is the true name that the dwarven weaponsmith, Silverblade, gave to the weapon he intended to create for his son. Alas, his son died before the weapon was ever completed, but here it stands complete... forged from the combined magic of the original hammer with the Gauntlets of Ogre Power and a Girdle of Frost Giant Strength. Crom Faeyr gifts its users with all the powers of the original Hammer of Thunderbolts, in addition to enormous strength and the ability to kill golems, ettins and trolls in one blow.

Halberd +4: Wave

Forged in antiquity by a cult devoted to the goddess Umberlee, this powerful halberd was a weapon of vengeance designed to aid the cult's champion in retrieving a holy artifact from the fire giants of the Storm Horn Mountains. Unfortunately, that was a lot of hope to place on one champion and the Wave has been lost ever since.

Long Sword: the Equalizer

The origin of this sword has been lost over time, but was said to have first been forged by a great smith in the service of Helm. Also called the "sword of neutrality", it was designed to balance the powers of the universe and terminate the extremes of nature, shifting the universe closer to the true neutral alignment. The further the alignment of its target is from true neutral, the more potent the sword is. The sword is always considered to be +3 when determining what it can damage.

There are many other such Legendary items, friend. – Volo

Talk to Cromwell the Dwarf in the Docks of Athkatla– he may be able to help you assemble these items. – Elminster

TABLES
CHARACTER ABILITY SCORES

The Ability Scores

Ability Score	Strength				Dexterity		Constitution	
	Hit Prob.	Dmg. Adj.	Weight Allow.	Bashing %	Miss. Att Adj.	AC Adj	HP Adj	Res. Surv.
3	-3	-1	5	3	-2	+3	-1	45
4	-2	-1	15	4	-1	+2	-1	50
5	-2	-1	15	4	0	+1	-1	55
6	-1	0	30	6	0	0	0	60
7	-1	0	30	6	0	0	0	65
8	0	0	50	8	0	0	0	70
9	0	0	50	8	0	0	0	75
10	0	0	70	10	0	0	0	80
11	0	0	70	10	0	0	0	85
12	0	0	90	12	0	0	0	90
13	0	0	90	12	0	0	0	92
14	0	0	120	14	0	0	0	94
15	0	0	120	14	0	-1	+1	96
16	0	+1	150	16	+1	-2	+2	98
17	+1	+1	170	18	+2	-3	+2(+3)	100
18	+1	+2	200	20	+2	-4	+2(+4)	100
18/01-50	+1	+3	220	25				
18/51-75	+2	+3	250	30				
18/76-90	+2	+4	280	35				
18/91-99	+2	+5	320	40				
18/00	+3	+6	400	45				
19	+3	+7	500	50	+3	-4	+2(+5)	100
20	+3	+8	600	55	+3	-4	+2(+5)	100
21	+4	+9	700	60	+4	-5	+2(+6)	100
22	+4	+10	800	65	+4	-5	+2(+6)	100
23	+5	+11	1000	70	+4	-5	+2(+6)	100
24	+6	+12	1200	75	+5	-6	+2(+7)	100
25	+7	+14	1600	80	+5	-6	+2(+7)	100

The Ability Scores

| Ability Score | Intelligence | | | | | Wisdom | | | | Charisma |
	Spell Level	% to Learn Spell	Max # Spells/ Level	Lore Bonus	Mag Def Adj	Bonus Spells	% Spell Failure	Lore Bonus	Reaction Adj.
3	-	-	-	-20	-3	-	50	-20	-5
-	-	-	-	-20	-2	-	45	-20	-4
5	-	-	-	-20	-1	-	40	-20	-3
6	-	-	-	-20	-1	-	35	-20	-2
7	-	-	-	-10	-1	-	30	-10	-1
8	-	-	-	-10	0	-	25	-10	0
9	4th	35	6	-10	0	0	20	-10	0
10	5th	40	7	0	0	0	15	0	0
11	5th	45	7	0	0	0	10	0	0
12	6th	50	7	0	0	0	5	0	0
13	6th	55	9	0	0	1st	0	0	+1
14	7th	60	9	0	0	1st	0	0	+2
15	7th	65	11	+3	+1	2nd	0	+3	+3
16	8th	70	11	+5	+2	2nd	0	+5	+4
17	8th	75	14	+7	+3	3rd	0	+7	+4
18	9th	85	18	+10	+4	4th	0	+10	+5
19	9th	95	All	+12	+4	1st,4th	0	+12	+8
20	9th	96	All	+15	+4	2nd,4th	0	+15	+9
21	9th	97	All	+20	+4	3rd,5th	0	+20	+10
22	9th	98	All	+25	+4	4th,5th	0	+25	+11
23	9th	99	All	+30	+4	5th,5th	0	+30	+12
24	9th	100	All	+35	+4	6th,6th	0	+35	+13
25	9th	100	All	+40	+4	6th,7th	0	+40	+14

Warrior and Barbarian Experience Levels

Level	Fighter	Paladin/ Ranger	Hit Dice (d10)
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+15
15	1,750,000	2,100,000	9+18
16	2,000,000	2,400,000	9+21
17	2,250,000	2,700,000	9+24
18	2,500,000	3,000,000	9+27
19	2,750,000	3,300,000	9+30
20	3,000,000	3,600,000	9+33

Paladin Spell Progression

| Paladin Level | Casting Level | Priest Spell Level | | | |
		1	2	3	4
9	1	1	--	--	--
10	2	2	--	--	--
11	3	2	1	--	--
12	4	2	2	--	--
13	5	2	2	1	--
14	6	3	2	1	--
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum Spell Ability

Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently	Casting Level	Priest Spell Levels 1	2	3
1	10%	15%	--	--	--	--
2	15%	21%	--	--	--	--
3	20%	27%	--	--	--	--
4	25%	33%	--	--	--	--
5	31%	40%	--	--	--	--
6	37%	47%	--	--	--	--
7	43%	55%	--	--	--	--
8	49%	62%	1	1	--	--
9	56%	70%	2	2	--	--
10	63%	78%	3	2	1	--
11	70%	86%	4	2	2	--
12	77%	94%	5	2	2	1
13	85%	99%*	6	3	2	1
14	93%	99%	7	3	2	2
15	99%*	99%	8	3	3	2
16	99%	99%	9	3	3**	3

* Maximum percentile score   ** Maximum spell ability

Wizard and Sorcerer Experience Levels

Level	Mage/ Sorcerer	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

Wizard Spell Progression

Wizard Level	Spell Level 1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	4	2	1	--	--	--	--	--	--
6	4	2	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	3	3	2	--	--	--	--	--
9	4	3	3	2	1	--	--	--	--
10	4	4	3	2	2	--	--	--	--
11	4	4	4	3	3	--	--	--	--
12	4	4	4	4	4	1	--	--	--
13	5	5	5	4	4	2	--	--	--
14	5	5	5	4	4	2	1	--	--
15	5	5	5	5	5	2	1	--	--
16	5	5	5	5	5	3	2	1	--
17	5	5	5	5	5	3	3	2	--
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

Wizard Specialist Requirements

Specialist	School	Race	Minimum Ability Score	Opposition School
Abjurer	Abjuration	H	15 Wis	Alteration
Conjurer	Conj./Summ.	H, _ E	15 Con	Divin.
Diviner	Gr. Divin.	H, _ E, E	16 Wis	Conj./Summ.
Enchanter	Ench./Charm	H, _ E, E	16 Cha	Invoc./Evoc.
Illusionist	Illusion	H, G	16 Dex	Necromancy
Invoker	Invoc./Evoc.	H	16 Con	Ench./Charm Conj./Summ.
Necromancer	Necromancy	H	16 Wis	Illusion
Transmuter	Alteration	H, _ E	15 Dex	Abjuration

Priest and Monk Experience Levels

Level	Cleric	Druid	Hit Dice (d10)
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
0	450,000	125,000	9+2
11	675,000	200,000	9+4
12	900,000	300,000	9+6
13	1,125,000	750,000	9+8
14	1,350,000	1,500,000	9+10
15	1,575,000	3,000,000	9+12
16	1,800,000	3,500,000	9+14
17	2,025,000	500,000	9+16
18	2,250,000	1,000,000	9+18
19	2,475,000	1,500,000	9+20
20	2,700,000	2,000,000	9+22
21	2,925,000	2,000,000	9+24

Priest Spell Progression

Priest Level	Spell Level						
	1	2	3	4	5	6*	7**
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2

Rogue Experience Levels

Level	Thief/Bard	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20
21	2,420,000	10+22
21	2,640,000	10+24
23	2,860,000	10+26

Thieving Skill Base Scores

Skill	Base Score
Pick Pockets	15%
Open Locks	10%
Find/Remove Traps	5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	15%
Climb Walls	60%
Read Languages	0%

Thieving Skill Racial Adjustments

Skill	Dwarf	Elf	Gnome	Half-elf	Halfling	Half-orc
Pick Pockets	--	5%	--	10%	5%	--
Open Locks	10%	-5%	5%	--	5%	--
Find/Remove Traps	15%	--	10%	--	5%	--
Move Silently	--	5%	5%	--	10%	--
Hide in Shadows	--	10%	5%	5%	15%	--

Thieving Skill Dexterity Adjustments

Dexterity	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	--	-5%	-10%	--
12	--	--	--	-5%	--
13-15	--	--	--	--	--
16	--	5%	--	--	--
17	5%	10%	--	5%	5%
18	10%	15%	5%	10%	10%
19	15%	20%	10%	15%	15%

Thieving Skill Armor Adjustments

Skill	No Armor	Elven Chain	Padded, Hide Studded Leather	Chain mail* or Ring Mail*
Pick Pockets	5%	-20%	-30%	-25%
Open Locks	--	-5%	-10%	-10%
Find/Remove Traps	--	-5%	-10%	-10%
Move Silently	10%	-10%	-20%	-15%
Hide in Shadows	5%	-10%	-20%	-15%
Detect Noise	--	-5%	-10%	-5%
Climb Walls	10%	-20%	-30%	-25%
Read Languages	--	--	--	--

* Only Bards can wear ring mail or non-elven mail while using thief skills.

Backstab Damage Multipliers

Thief's Level	Damage Multiplier
1 to 4	_2
5 to 8	_3
9 to 12	_4
13+	_5

Bard Spell Progression

Bard Level	Spell Level 1	2	3	4	5	6
1	--	--	--	--	--	--
2	1	--	--	--	--	--
3	2	--	--	--	--	--
4	2	1	--	--	--	--
5	3	1	--	--	--	--
6	3	2	--	--	--	--
7	3	2	1	--	--	--
8	3	3	1	--	--	--
9	3	3	2	--	--	--
10	3	3	2	1	--	--
11	3	3	3	1	--	--
12	3	3	3	2	--	--
13	3	3	3	2	1	--
14	3	3	3	3	1	--
15	3	3	3	3	2	--
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3
21	5	4	4	4	4	3
22	5	5	4	4	4	3
23	5	5	5	4	4	4

Bard Abilities

Climb Walls	Detect Noise	Pick Pockets	Read Languages
50%	20%	10%	5%

Lore

Bards: 10 lore rating per level.

Thief: 3 lore rating per level.

Mage: 3 lore rating per level.

All other classes: 1 lore rating per level.

Multi-Class Combinations

Dwarf

Fighter/Thief
Fighter/Cleric

Elf

Fighter/Mage
Fighter/Thief
Mage/Thief

Gnome

Fighter/Cleric
Fighter/Illusionist
Fighter/Thief
Cleric/Illusionist
Cleric/Thief
Illusionist/Thief

Halfling

Fighter/Thief

Half-elf

Fighter/Cleric*
Fighter/Thief
Fighter/Mage
Cleric/Ranger
Cleric*/Mage
Thief/Mage
Fighter/Mage/Cleric*
Fighter/Mage/Thief

* or Druid

WEAPONS AND ARMOR

Melée Weapons

Weapon	1 or 2 hands	Type	Speed Factor	Damage	Usable by
Arrow	-	P	-	1-6	-
Bolt	-	P	-	1-10	-
Battle Axe	1	S	7	1-8	F,R,P,B
Dagger	1	P	2	1-4	F,R,P,T,M,B,D
Throwing Dagger	1	P	2	1-4	F,R,P,T,M,B,D
Club	1	B	4	1-4	F,R,P,T,B,C,D
Flail	1	B	7	1-6+1	F,R,P,B,C
Mace	1	B	7	1-6+1	F,R,P,B,C
Throwing Axe	1	S	4	1-6	F,R,P,B
Morning Star	1	B	7	2-8	F,R,P,B,C
Dart	1	P	2	1-3	F,R,P,M,T,B,D
Halberd	2	S/B	9	1-10	F,R,P,B
Quarterstaff	2	B	4	1-6	F,R,P,T,B,C,D
Sling Stone	1	B	-	1-4+1	-
Bastard Sword	1	S	8	2-8	F,R,P,B
Long Sword	1	S	5	1-8	F,R,P,T,B
Short Sword	1	P	3	1-6	F,R,P,T,B
War Hammer	1	B	4	1-4+1	F,R,P,B
Spear	2	P	6	1-6	F,R,P,B,D
Two-Handed Sword	2	S	10	1-10	F,R,P,B

S = Slashing   P = Piercing   B = Bludgeoning
Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage

Ranged Weapons

Weapon	1 or 2 hands	ROF	Speed Factor	Bonus to Hit	Bonus to Damage	Usable by
Composite Long Bow	2	2	7	+1	+2	F,R,P
Long Bow	2	2	8	+1	-	F,R,P,B
Short Bow	2	2	6	-	-	F,R,P,T,B
Throwing Dagger	1	2	2	-	-	F,R,P,M,B,T
Throwing Axe	1	1	4	-	-	F,R,P
Sling	1	1	6	-	-	F,R,P,T,B,C,D,M
Darts	1	3	2	-	-	F,R,P,T,B,M,D
Heavy Crossbow	2	1	10	-	+2	F,R,P,B
Light Crossbow	2	1	7	-	-	F,R,P,B

Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage

Armor	Armor Class	Usable by
Buckler	-1	F,R,P,T,B,C,D
Small Shield	-1	F,R,P,C
Medium Shield	-1	F,R,P,C
Large Shield	-1	F,R,P,C
Leather	8	F,R,P,T,B,C,D
Studded Leather	7	F,R,P,T,B,C,D
Chain mail	5	F,R,P,B,C
Splint mail	4	F,R,P,C
Plate mail	3	F,R,P,C
Full Plate armor	1	F,R,P,C

Armor	Slashing	Piercing	Bludgeoning
Leather	0	+2	0
Studded Leather	-2	-1	0
Chain mail	-2	0	+2
Splint mail	0	-1	-2
Plate mail	-3	0	0
Full Plate armor	-4	-3	0

Specialization

Level of Proficiency	Points Spent	Bonus to Hit	Bonus to Damage	Attacks per Round
Proficient	1	0	0	1
Specialized	2	+1	+2	3/2
Master	3	+2	+2	3/2
High Master*	4	+2	+2	3/2
Grand Master	5	+2	+3	3/2

* Moving from Master level to High Master improves the speed factor of the specialized weapon.

REPUTATION AND ALIGNMENT

Reputation Effect on Item Cost

Reputation	Percentage Cost of Item from base cost
20	-50%
19	-40%
18	-30%
17	-20%
16	-10%
15	-10%
14	Neutral
13	Neutral
12	Neutral
11	Neutral
10	Neutral
9	10%
8	20%
7	20%
6	30%
5	40%
4	50%
3	100%
2	Store will not sell items

Upgrading Reputation in a Temple

Cost	Reputation Level
1500	1
1200	2
1000	3
1000	4
500	5
400	6
200	7
300	8
400	9
500	10
700	11
900	12
200	13
500	14
2000	15
2500	16
5000	17
--	18
--	19
--	20

Alignment	Starting Reputation
Lawful Good	12
Neutral Good	11
Chaotic Good	11
Lawful Neutral	10
Neutral	10
Chaotic Neutral	10
Lawful Evil	9
Neutral Evil	9
Chaotic Evil	8

Reputation Reaction Adjustments

Reputation	Effect
20	The party receives a +4 reaction adjustment
18-19	The party receives a +3 reaction adjustment
16-17	The party receives a +2 reaction adjustment
14-15	The party receives a +1 reaction adjustment
8-13	No adjustment
7	The party receives a -1 reaction adjustment
6	The party receives a -2 reaction adjustment
5	The party receives a -3 reaction adjustment
4	The party receives a -4 reaction adjustment
3	The party receives a -5 reaction adjustment. Whenever the party enters a civilized area there will be a chance of a group of Cowled wizards and/or Knights of the Heart spawning and moving toward the party
2	The party receives a -6 reaction adjustment. Whenever the party enters a civilized area there will be a chance of a group of Cowled wizards and/or Knights of the Heart spawning and moving toward the party
1	The party receives a -7 reaction adjustment. Whenever the party enters a civilized area there will be a chance of a group of Cowled wizards and/or Knights of the Heart spawning and moving toward the party
0	The Player can no longer buy items. Whenever the party enters a civilized area, a group of Cowled wizards and/or Knights of the Heart will span and move toward the party. The party always receives a hostile reaction from NPCs.

NPC Reactions Toward Reputation

Reputation	Good	Neutral	Evil
	Alignments		
	Good	Neutral	Evil
1	Break	Break	Happy
2	Break	Angry	Happy
3	Angry	Angry	Happy
4	Angry	Unhappy	Happy
5	Angry	Unhappy	Happy
6	Unhappy	Neutral	Happy
7	Unhappy	Neutral	Neutral
8	Unhappy	Neutral	Neutral
9	Neutral	Neutral	Neutral
10	Neutral	Neutral	Neutral
11	Neutral	Neutral	Neutral
12	Neutral	Neutral	Neutral
13	Happy	Neutral	Unhappy
14	Happy	Neutral	Unhappy
15	Happy	Neutral	Unhappy
16	Happy	Neutral	Angry
17	Happy	Neutral	Angry
18	Happy	Neutral	Angry
19	Happy	Unhappy	Break
20	Happy	Unhappy	Break

	Name	Colloquial Description	Gregorian Month
1	Hammer	Deepwinter	January
2	Alturiak	The Claw of Winter or the Claws of the Cold	February
3	Ches	of the Sunsets	March
4	Tarsakh	of the Storms	April
5	Mirtul	The Melting	May
6	Kythorn	The Time of Flowers	June
7	Flamerule	Summertide	July
8	Eleasias	Highsun	August
9	Eleint	The Fading	September
10	Marpenoth	Leafall	October
11	Uktar	The Rotting	November
12	Nightal	The Drawing Down	December

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BLACK ISLE STUDIOS

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Special Thanks to: The Icewind Dale team for allowing us to use their monsters and for their advice on working around some of the mutual problems we encountered during our development cycles. The folks at Elephant and Castle and Delta Centre Suites - Eaton Centre for their hospitality and enthusiasm for the project. The Q.A. Teams that were willing to become honorary Canadian citizens and go away from their lives and families for the good of the project. Jim Gardner for being the MAN!

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Dedicated to the memory of
Dan Walker

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for all your help at the
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Special Thanks to everyone
that went to Canada

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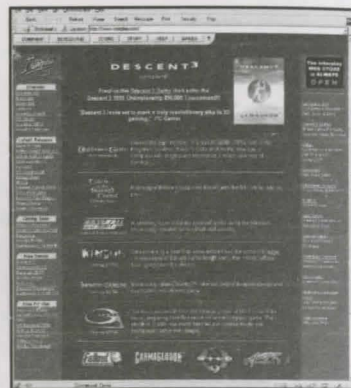
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