FORGOTTEN REALMS

Baldur's Gate™

Game Manual

including
Volo's Guide to Baldur's Gate

Table of Contents

The Game Guide
——————Manual I——————

How to Install and Start Playing

To install Baldur's Gate, first insert the CD-ROM labeled 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 Disc 1. Find AUTORUN.EXE and double click to launch in 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 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. Please see the Readme file for descriptions and instructions on how to run them.

Configure The hotkeys used while playing Baldur's Gate can be modified using this utility. Select the hotkey you would like to change and enter the new hotkey assignment.

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 on the Sword Coast!

To start playing again later, select the Baldur's Gate application from the Black Isle Studios program group in your start menu.

Uninstall When you're ready, the Uninstall option will clean up everything except your saved games which you can save for use with the Baldur's Gate: Tales of the Sword Coast expansion or with Baldur's Gate II.

How to get help

NORTH AMERICAN CUSTOMER SERVICE INFORMATION

This information is only valid in North America.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!
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 on 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, Windows NT, Windows 98, 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 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 8:00AM-5:45PM and Friday 9:00AM-4:45PM, 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. 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. Interplay offers a 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. Please keep in mind not all game will have hints and tips on our hint line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. 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

Character Generation in Baldur's Gate

hen 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 up arrow at the bottom left of the screen.
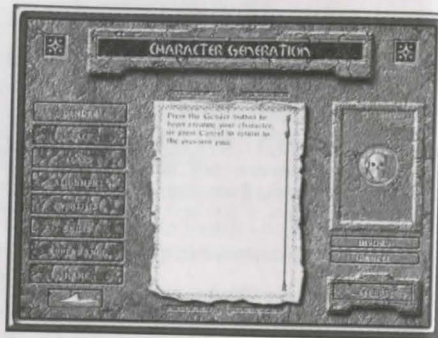
GENDER

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).

> Females of the Realms can excel in any area they wish, and are easily the equals of their male counterparts in every skill or respect.

> Males of the Realms can excel in whatever profession they choose, whether wizardry, thievery, or the arts of war.

APPEARANCE: Portrait Selection

Select a portrait for your character.

To import a custom portrait, check the instructions in the Read Me file on the installation CD.

RACE

Select the race of your character. There are six available character races. Choose between human, dwarf, elf, gnome, halfing, 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 beneath the 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 this 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.

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.

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 dot to any proficiency. This will give them an added bonus to their attack rolls and to the damage they inflict. No starting character may have more than two dots allocated to any proficiency.

THIEF ABILITIES

If your character is a thief, or a multiclassed character with thief abilities, you will allocate ability points to thief abilities. The thief has 30 points to allocate at first level, and 20 points every level thereafter. Available skills are Thieving, Open Locks, Find Traps, and Stealth (Move Silently/ Hide in Shadows). Each ability has a caption describing it.

SPELLS

If your character is a wizard you will see a screen where you can choose 1st-level wizard spells. These are spells the character will start the game with. Each spell has a caption describing it.

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, and spider.

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 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 right or click on the up arrow at the bottom left to erase and reenter the most recently entered data field.

Interface Overview - How to Play Baldur's Gate

aldur's Gate 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.

- Pushes 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 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.

- On a monster or non-player character (NPC) or after clicking on a selected charcter plays selection sound for that character or monster.

- 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 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: where the game is played

LEFT MENU BUTTONS:
Game Screen
Maps
Journal
Inventory
Character Record
Mage Spell Book
Priest Spell Scroll
Options
Clock

Main Game Area — Help Wizard Tool Tip — Dialogue Window

RIGHT MENU BUTTONS:
Character Portraits

AI On/Off
Select All

Bottom Menu Buttons

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 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.

Action Cursors

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 hall-way, 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

Note on cursors: If a given cursor is selected it may be changed by clicking on a different action button or 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 cancelled by a R-click, 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.

Bottom Menu Buttons

Different sets of bottom buttons are displayed depending 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:

2 Action Buttons (F1-F2 hotkeys)
The two left-most buttons:

Guard/Protect: Protects either an area or another character. If this mode is selected, the desired ground area is L-clicked, and then the cursor is dragged, a circle will appear; this represents the area that will be guarded. The character will move freely within this area but will not leave it. He will respond to attacks but will not leave the guard/protect area until moved somewhere else or if told to guard/protect another area. If a character is selected to be protected, the character will be followed and any creatures attacking the character will be attacked. If the Guard/Protect mode is chosen but the cursor is not L-clicked and dragged, the character will remain stationary and will not move, though he will respond to attacks.

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

5 Character Buttons (F3-F7)

Table of middle five buttons per class:

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 Weapon 2	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

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.

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, open locks, and remove traps, depending on the target chosen.

Stealth: This is a blend of move silently and hide in shadows. Thieves can choose this mode, and if successful they become nigh-invisible. 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. (Luck decreases attack rolls and damage caused by enemies).

4 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 analogous to 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)

Your characters may develop additional special abilities over the course of the game.

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.

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).

There are 9 Group Bottom Buttons:

These come up when you have more than one character selected:

Guard/Protect, Dialogue, and **Attack** are analogous to 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 analogously to 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).

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.

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. Note that if you R-click on a portrait when the game is paused, it will unpause the game! This is intentional, and is designed to show the effects of attempting to change equipment in the middle of a battle - your characters will likely be hit unless you change equipment when not in combat!

Note on Character Portraits: The colors of the character portraits indicate if they are being attacked or taking damage from poison (flashing red), or dead (darker gray). 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

Inventory

Character record page

Mage spell book

Priest spell scroll

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.

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. There are three available sizes to the dialogue window: a two-line size (small) which is the default in normal play, and which is 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. 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 already 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, and trading of goods, information, 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 accomodations 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.

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 guard 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.

Purchase 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

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.

Maps

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 up, areas that haven't are dark. This map may be an interior or dungeon or an outdoor terrain.

The character(s) current position(s) are indicated on the map by dots.

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. 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.

To World Map

Back to Area Map

Journal

Quests are entered in the journal as well as major occurrences in the game world.

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.
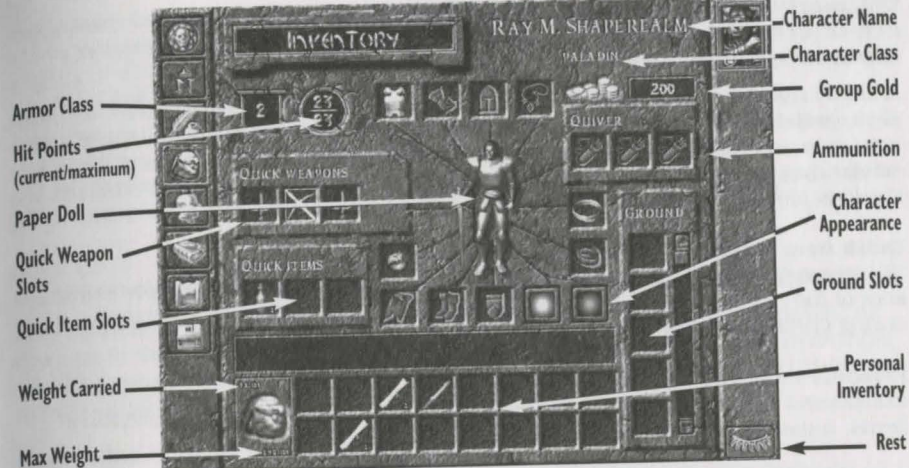
Most of the screen is taken up by the "Paper Doll" representation of the character. Along the bottom of the screen is the character's personal inventory and the encumbrance of the character. Items can be dragged and dropped to be equipped on the Paper Doll, or dragged and dropped to other characters' 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.

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 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: Equipped Items

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).

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 current 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, and vice versa. If a 2-handed weapon is in one of these slots, a shield will not equip and a message to this effect appears in the inventory message line. A similar message will appear if you attempt to equip 2-handed weapon when a shield is already equipped.

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 (similiar 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 upon, 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 drunk 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.

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.

Character Record and Associated Screens

Character record

The character record page 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, and bards, the other classes may have restrictions. 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.

Level Up

This button is dimmed until the player gains enough experience points to gain a level.

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.

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.

Mage 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 13).

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.
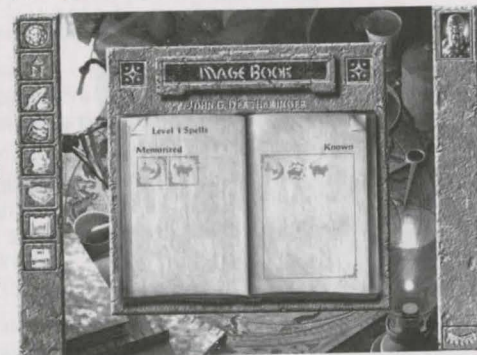
Options

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 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 adjust the volumes of various sounds in the game independently.

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 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 below neutral. There is not a bonus for playing more difficult games.

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

Tutorial Messages Toggle on/off here.

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.If the memorized spell area is full and you want to memorize a different spell, L-click on the spell, and it will vanish.

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.

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: Spells and abilities for dual or multiclassed characters may be dimmed in the bottom panel depending on what your characters are wearing. Even if a multiclass or dual class wizard is wearing armor, he can still memorize spells, he just cannot cast wizard spells until the armor is removed.

Multiplayer Games of Baldur's Gate

Multiplayer
The multiplayer game of Baldur's Gate 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 four 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.
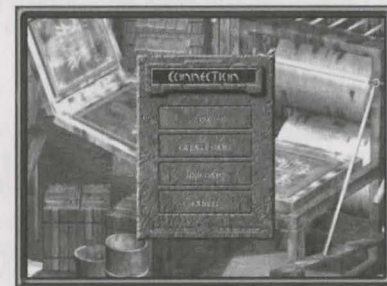
TCP/IP

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.

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 choosen, 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 in by the player who controls that slot. This is done by clicking on the Create Character button.
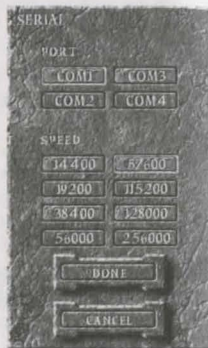
The Protagonist in the Multiplayer Games

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.
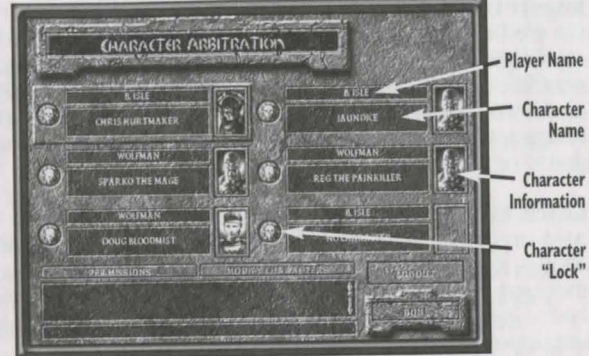
Characters in Multiplayer Sessions

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 6), 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 abilitiy to modify characters

the ability to spend party gold/purchase items

the ability to initiate an area transition

the ability to initiate dialogue

the ability to view other character's records

the ability to pause the game

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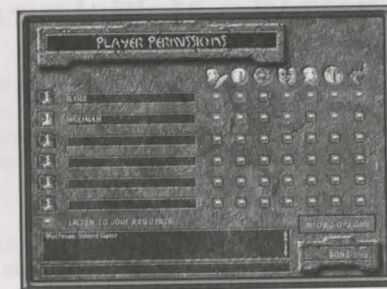
Import Options

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.

One 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.

Starting the Multiplayer 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 Options and 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 Multiplayer 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.

General Notes Concerning Multiplayer

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

1. Asynchronous: Baldur's Gate is an asychronous game. If you happen to be playing with somebody whose system is very close by, you may see 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, 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.

Volo's Guide to Baldur's Gate

——Manual II——

Part I: BACKGROUND

Overview of the Realms: the World of Baldur's Gate

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 – for the elves and dwarves and gnomes and halflings and humans – Faerûn is a very important place: it is home.
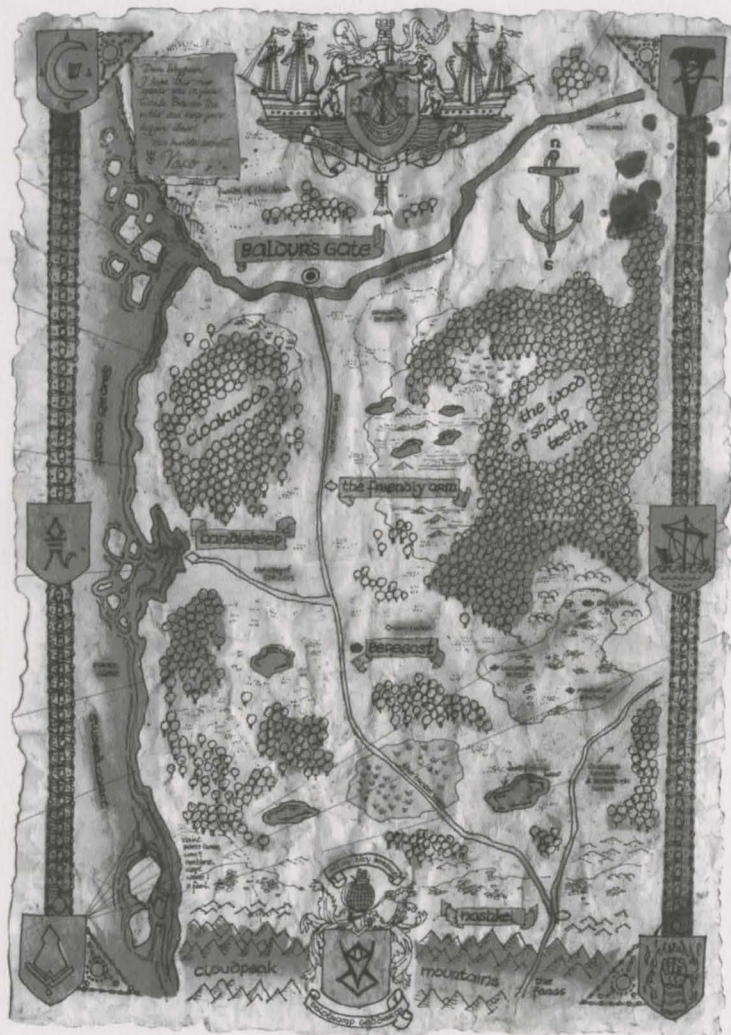
Map of the Sword Coast

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 area around the city known as Baldur's Gate.

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 have begun to see a new menace – raiding parties of humanoids who plunder 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, Nashkel, the Friendly Arm Inn, and Candlekeep. This guidebook directs the traveler toward the sights and lodgings in the cities. Those not traveling with a caravan in the Sword Coast are warned to hire escorts of armed, trustworthy adventurers!

Candlekeep

This citadel of learning stands on a volcanic crag, overlooking the sea. It is a many-towered fortress, once the home of the famous seer Alaundo, and it preserves his predictions along with all the written records and learning of the Realms that can be assembled. Candlekeep is certainly no tourist resort, but there is a store, a temple, and a fair inn here. The price for most travelers to enter the Keep proper is a book. Those wishing to examine any writing in the Keep's library must gift Candlekeep with a new tome of no less than 10,000 gp value.

The monks of Candlekeep (who claim to be non-denominational, and call themselves the Avowed) also purchase certain books brought to them and even commission agents in great secrecy to procure writings they desire. Those who wish to browse in the library must normally be sponsored by a known mage of power, so many books given to Candlekeep in payment are minor spellbooks.

This community is ruled by the Keeper of the Tomes, assisted by the First Reader (the second in authority and traditionally the most learned sage of the monastery). There are up to eight Great Readers under these two offices, who are assisted by the Chanter, the Guide, and the Gatewarden. The Chanter leads the endless chant of Alaundo's prophecies, spelled in this duty by three assistants, the Voices of the North, South and East. The Guide is in charge of teaching acolytes, and the Gatewarden deals with visitors, the security of and supplies for the community, and with the clergy. The central, highest fortress of the Keep is surrounded by a terraced rock garden of many trees. There are rumors of vast dungeons beneath the keep, dating from ancient times, when they were used as burial chambers for the wisest scribes.

Candlekeep

The Seekers are the lowest monks. They research and fetch and carry. Above them are the Scribes, who copy out works or compile books to sell from various sources in the library – the chief source of income for the community. Above the Scribes are the Chanter and the Readers. The current Keeper of the Tomes is Ulraunt, a proud and haughty minor mage. The current First Reader, Tethtoril, is often mistaken by visitors for the Keeper because of his intelligent, regal, and sensitive demeanor.

Candlekeep has but one absolute rule: "Those who destroy knowledge, with ink, fire, or sword, are themselves destroyed." Here, books are more valuable than people.

Baldur's Gate

This port city is shelter and lifeline for the folk of the Coast. It offers the discerning shopper a wide selection of goods – there are a total of six major inns, six main taverns, seven general stores, six primary temples, and a full-service magic store, along with hundreds of lesser buildings. Baldur's Gate is a tolerant but well-policed city of merchants, and quiet trade and business are the general order of each day. The Flaming Fist Mercenary Company, over a thousand strong, is based in the city. Every tenth person or so is a member of the Fist or a watch agent (well, spy), skilled in battle and within a breath or two of numerous armed allies. The visitor can freely stroll and shop. The city has a system of magical lamps that provide light to its inhabitants in the evening and the night hours, which is one reason why the crime rate is so low (keeping the merchants and storekeepers happy!)

The city is named for the legendary sea faring explorer Balduran, who long ago sailed past the elven homeland Evermeet in search of the rich, fabled isles of Anchorome (pronounced "Ang-kor-OH-may"). Balduran returned with tales of strange, vast lands across the seas. He also brought back great wealth, and scattered it about his sparsely-settled home harbor, commanding that some of it be spent on a wall to protect against tribal orc and barbarian raids (still a problem in the area, in those long-ago days). Then he set sail again for the wondrous lands he had found. Balduran never returned.

whatever Balduran's true fate, his money was spent on a splendid city wall. Within its protection, building went on at a great pace, soon expanding beyond its confines. The wall was built by farmers who put it around their own holdings, excluding the actual harbor from its protection. This allowed them to tax all carts coming up from the docks to the protection of the walled city. The colleagues of Balduran, sea captains to whom the harbor was home, angrily insisted that the gate by which southern trade and the harbor traffic entered the city was "Baldur's Gate," and they refused to pay for entering. The strife ended in the overthrow of the enriched farmers and the seizure of the city (which came to be called Baldur's Gate) by the sea captains.

The four oldest captains, their days at sea drawing to a close, turned over their ships to younger sailors, who in turn supported their installation as rulers of the fledgling city. The four called themselves "dukes" as a joke, but the titles proved useful when dealing with other rulers, and they were later glorified by the appellation "grand." Now called the Council of Four, elected by the populace for life (or until resignation), the present grand dukes are Entar Silvershield (a high level fighter), Liia Jannath (a powerful wizard), the adventurer known only as Belt (a strong fighter), and Eltan (the commander of the Flaming Fist mercenary company).

Buildings in Baldur's Gate tend to be tall and narrow, with slit windows located high and covered with shutters to block out winter winds and nesting seabirds. Tall among them rises the grandly-spired ducal palace of the four ruling grand dukes, known as the High Hall – a place for feasts, court hearings, and administrative business. Not far from the palace stands the High House of Wonders, consecrated to the deity Gond. It is the by far the largest of the Gate's three temples. Its spreading eastern wings face the Hall of Wonders, also on Windspell Street, where the more successful of Gond's inventions are displayed to the public. Not far from the Hall of Wonders, near the Black Dragon Gate, is the Wide. This huge open space is the Gate's market. It bustles day and night, and is usually "open space" only in the sense that there are no buildings. Temporary stalls, bins, sale tables, and shoppers thronging to them usually crowd shoulder to shoulder. Outside the Wide, Baldur's Gate lacks colorful landmarks. The ever-present damp discourages the use of banners, open shops, and the like.

Those wishing to overindulge in drink and in the company of the opposite sex are directed to the Undercellar, a little-known, damp, dark warren of linked cellars entered just off the Wide.

Beregost

Tired travelers on the Coast Way between Baldur's Gate and Amn often stop in Beregost. Beregost is located just off the road about a day's travel south of where the Way of the Lion branches off from the Coast Way. This town, while much smaller than Baldur's Gate, boasts three inns, two stores, a magic shop, a temple, and a decent tavern. It's within reach of the northern borders of Amn. Merchants of that land often use it as a rendezvous for caravan assembly before attempting the perilous overland runs north to Waterdeep or east to the Sea of Fallen Stars. As a result, this small town gets very crowded at unpredictable intervals.

Begun as a farming village under the protection of a school of wizardry, Beregost is now dominated by the Song of the Morning, a major temple to Lathander.

The other point of interest near Beregost is the ruin of Ulcaster's school. The mage Ulcaster, a conjurer of note, founded his school over 300 years ago – but grew too successful, attracting would-be wizards from all over the Sword Coast. Calishite mages came to fear the school's power and destroyed it in spell battle, though Ulcaster himself disappeared during the fray and was never found. The school

Beregost

burned to an empty shell, which still stands on a hill east of the town. Local fear of the ruin, which is said to be haunted by spell-casting phantoms, has caused Beregost to expand to the west of the Coast Way road, leaving the hills east to the sheep. On a related note, Beregost has only one tavern, called the Burning Wizard (of course!).

The governor of Beregost is Kelddath Ormlyr. Although there is a five-person town council, the governor's word is law, and he is a tireless proponent of farming, business, and urban improvement. He is also Most Radiant of Lathander (high priest of the temple), and his temple troops police the town, keeping it safe. In this, he has two powerful allies: the wizard Thalantyr, a conjurer of great repute, and the smith Taerom "Thunderhammer" Fuiruim.

The Friendly Arm Inn

This walled hamlet located on the Coast Way several days north of Beregost consists of a stone keep (the inn) with stables, gardens, a horse pond, and caravan wagon sheds. It also shelters a few houses, a large meeting hall with a many-pillared entrance, a small store and magic shop, and a temple to Garl Glittergold, chief god of the gnomes. The Friendly Arm was once the hold of an evil priest of Bhaal who was destroyed in undead form by a band of adventurers led by the gnome thief and illusionist Bentley Mirrorshade. Bentley set his comrades-at-arms to work renovating the keep, and it soon opened as a fortified waystop on the Coast Way in territory often endangered by brigands and raiding bands of orcs, kobolds, bug-bears, and trolls. Though these perils have lessened somewhat since the Arm was founded, the safe, clean inn is still a favorite stop.

Nashkel

South of Beregost and north of the Cloudpeak mountains is the village of Nashkel. Rumor is that it's a nice place, but I haven't had time to visit there myself. I have heard that it's a little smaller than Beregost, but has a temple, an inn, two stores (one reputed to sell some magical goods), and a fine tavern. I'll try and journey there in my next sojourn through the Sword Coast– if you hear that I stay away because I am frightened of kobolds or some evil presence in the mountains, I am here to say that is not the case!

Gullykin

This small village of halflings is in the eastern part of the Baldur's Gate region. I didn't make it there after I heard about the kobolds around Nash... I mean, because I've never been partial to halfling holes. But the halflings have at least one temple, so it might be worth your while to have a look, if you're out that way, that is.

Some Monsters of the Sword Coast

This is by no means a complete list of the monsters you will encounter, my friends; there are many more in the area around Baldur's Gate. These are a few of the most representative, at least for the safer areas.

You'll probably run into these first, and if you're lucky you won't see any more !

Black bear

A rather common omnivorous mammal, the bear tends to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.

Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far.

Brown bear

The brown bear, of which the infamous grizzly is the most well known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.

Carrion crawler

The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. However, when such food becomes scarce or when it is threatened, the carrion crawler will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

Dryad

Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise – or when they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes.

Ettercap

Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel, cunning, and are skilled in setting traps – very deadly traps – much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have a short, spindly legs, long arms that reach nearly to their ankles, and large pot-bellies. The hands of ettercaps have a thumb and three

long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick.

Ghast

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls and ghasts attacks it will quickly become evident that ghasts are present, for they exude a carrion stench.

Ghoul

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

Giant spiders

Spiders are aggressive predators, dwelling both above and below ground. Most are poisonous and bite prey before devouring them, because unconscious victims are easier to carry to a lair.

Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison causes immediate death if the victim fails the saving throw.

Gibberling

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam.

Gnoll

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.

Hobgoblin

Hobgoblins are a fierce humanoid race that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing at least 6 feet tall. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

Kobold

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and humanoid races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white.

Ogre

Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls.

Adult ogres stand 9 to 10 feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green.

Ogrillon

The ogrillon is a species of half-ogre, being the fruit of an (unnatural) union between ogres and orcs. The ogrillon displays the general tendencies of its larger cousin with some exceptions. It is even more brutish and violent, and it normally learns to speak only ogrish and a handful of words of common.

Sirine

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Sirines speak their own language and the language of the nearest intelligent races. They can breathe water and air, and they have infravision to a range of 120 feet.

Skeleton

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are "magically joined" together during the casting of an Animate Dead spell. Skeletons have no eyes or internal organs.

Wild dog

Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others combine the looks of wolf and jackal.

Wolf

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do.

Northern wolves exhibit colors from pure white to black. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost empathic ability.

Worg

Worgs are an offshoot of wolf stock that have attained a degree of intelligence and tendency toward evil. Worgs have a primitive language and often serve as mounts of goblins.

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.

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 Roll 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 1373 DR (the current year).

TimeKeeping in Baldur's Gate

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 56-76.

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 running game time).

Name	Colloquial Description	Gregorian Month
Hammer	Deepwinter	January
Alturiak	The Claw of Winter or the Claws of the Cold	February
Ches	Of the Sunsets	March
Tarsakh	Of the Storms	April
Mirtul	The Melting	May
Kythorn	The Time of Flowers	June
Flamerule	Summertide	July
Eleasias	Highsun	August
Eleint	The Fading	September
Marpenoth	Leafall	October
Uktar	The Rotting	November
Nightal	The Drawing Down	December

PART II: 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!

About the Advanced Dungeons & Dragons 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 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 (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 uses the AD&D rules: discussion of the real time modification to the turn-based AD&D rules

Baldur's Gate 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. One important exception: we do not allow pausing of the game to occur when you look into your inventory (this is to simulate the effects of changing armor on the fly) – so be careful to have everything equipped that you need!

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 8 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...).

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 and when to 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. 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.

Effects of Encumbrance

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 (see pg 77).

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 tradeoff 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.

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 85 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.

Alignment

Alignment has less effect 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.

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

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 a 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 it will also improve prices of items in stores, if you purchase them when you have a good encounter adjustment. See the reaction adjustment table on pg 86.

Note to the unwary:

Some spells improve the Charisma of your party relative to others – for example, the Charm spells. However, these spells so alter the perception of the recipient that they may forget dealings they have had with you. They will also be hostile towards you when the spell wears off, so be careful whom you target. You could potentially close off quests you could have otherwise completed.

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 any other state, complaints will be heard). A table shows how the party's reputation will alter their state (based on the character's alignment) on pg 87.

Combat in Baldur's Gate

As discussed above, Baldur's Gate 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.

Personal Initiative Round, Speed factors, and Casting times

In Baldur's Gate, 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 analogous to 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 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 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 – Rate of fire

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. The ROF of each missile weapon is listed in the Weapons Tables on page 83.

Casting Spells

Both wizards 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 rememorized. 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 type of attacks.

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

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 section.)

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.

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). A newly raised character will be quite weak (one hit point) and will require additional healing to be effective in combat.

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 – Quest Experience

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.

Experience Points for Multi- and Dual Classed Characters in Baldur's Gate

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.

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, or halfling. 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 and Dexterity.

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.

Ability Scores

Ability scores are the six natural traits that represent the basic definition of a character. See Table 1 on pages 77-79 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

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 or Half-Elf only, must be of Good alignment

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

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.

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.

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 four thief abilities in Baldur's Gate. 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 80 to see how a thief's abilities are modified according to race and dexterity.

   Special Abilities: Stealth (and Backstab), Pick Pockets, Pick Locks, Find Traps, Remove 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

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.

Wizards

Mage: The wizard 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 wizard must rely on knowledge and wit to survive. Wizards 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 wizards.

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 Wizards: 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 multiclass character (though gnomish characters can become Figher/Illusionists). Human specialist wizards can dual class if they wish.

See Table 4 on pg 81 for opposition schools.

   Abjurer: A wizard who specializes in protective magics.

   Conjurer: A wizard who specializes in creating creatures and objects to assist him.

   Diviner: A wizard who specializes in detection and divining magics.

   Enchanter: A wizard who specializes in manipulating the minds of sentient beings.

   Illusionist: A wizard who specializes in creating illusions to confuse and mislead.

   Invoker: A wizard who specializes in Invocation/Evocation magic.

   Necromancer: A wizard who specializes in magic dealing with death.

   Transmuter: A wizard who specializes in magic that alters physical reality.

Multiclassed Characters (nonhuman)

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, and each is 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 organization 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 the every-man-for-himself attitude of chaotic evil characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and 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.

Bow: This weapon class allows the character to use long bows, composite bows, and short bows. Only fighters, rangers, and paladins can use the composite long bow. Thieves can choose this category, but are restricted to short bows only.

Spiked Weapons: This weapon class allows the character to use morning stars and flails.

Small Sword: This weapon class allows the character to use daggers and short swords. A mage or druid can select this class, but they are restricted to daggers only.

Large Sword: This weapon class allows the character to use bastard swords, Two-handed swords, and long swords. The thief is able to take this weapon class, but he is only allowed to use the long sword.

Axe: This weapon class allows the character to use battle axes and throwing axes.

Blunt Weapons: This weapon class allow the character to use maces, clubs, warhammers, and the staff. Druids and thieves can choose this category, but are limited to the club and staff only. Mages can choose this category, but are limited to the staff alone.

Missile Weapons: This weapon class allows the character to use slings, darts, and crossbows. Mages, druids, and thieves can choose this category but are restricted to slings and darts. Clerics can choose this category but are restricted to slings alone.

Spear: This weapon class allows the character to use spears and halberds. Druids can choose this category, but are restricted to spears only.

Special Abilities

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.

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.

Druidic Shape Change: At higher levels druids can change their shape into three different animals, each once per day. They can choose to transform into either a brown bear, black bear, or wolf. The animals will perhaps have more hit points, faster movement rates, or claw and bite attacks that are quite damaging. These can come in quite handy in combat situations.

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.

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. The number of Hit Dice each class receives is shown on pg 81.

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 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.

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 items 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 on page 79 for ability bonuses and modifiers.

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.

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.

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 Damage	Attacks per Round**
Proficient	1	0	0	1
Specialized*	2	+1	+2	3/2
Master	3	+3	+3	3/2
High Master	4	+3	+4	3/2
Grand Master	5	+3	+5	2

*Note that paladins and rangers cannot hone their weapon skills beyond "specialized."

**Note that this refers to attacks with melee weapons only, and that Fighters, Rangers, and Paladins also gain an extra attack at level 7.

Spell Casting: See Magic and the Spell System in Baldur's Gate on pg 54.

Stealth (Hide in Shadows/Move Silently) and Backstab: 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.

Turning 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.

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. At the levels of characters in Baldur's Gate, magic and spells are somewhat more modest (only 1st- through 4th-level spells are learnable, though some 4th- and 5th-level spells are available for use via scrolls and by NPC's). Not every character is capable of casting spells, however. Wizards (including specialists) and priests (or their cousins, the druids) can cast Wizard 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 Wizard 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 wizard spell is a complicated ordeal. First, a wizard can only use spells from his spell book. Beginning wizards 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 wizard 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). A wizard'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 wizard must memorize spells from his spellbook. To draw on magical energy, the wizard 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 wizard 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 wizard's mind – lost until the wizard studies and memorizes that spell again. The number of spells a wizard 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 wizard 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 wizards, 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 wizard memorizes spells when the party rests) to obtain spells.

Schools of Magic

Although all wizard 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 is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures.

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

Spells in Baldur's Gate – 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 "0" 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.

Mage Spells – Level 1

Armor (Conjuration)

Range: 0
Duration: 10 turns
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

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.

Blindness (Illusion/Phantasm)

Range: Sight of caster
Duration: 10 minutes
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

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
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. Any creature in the area of the flames suffers 1d3 hit points of damage, plus 2 points for each level of experience of the spell- caster, 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
Duration: 17 turns
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

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.

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.

Chill Touch (Necromancy)

Range: 0
Duration: 10 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: Neg.

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
Duration: special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

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 10 rounds. 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 20 rounds. A save against this spell negates both the damage and the other effects.

Color Spray (Alteration)

Range: 0
Duration: Instantaneous
Casting Time: 1

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

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 or be rendered unconscious.

Friends (Enchantment/Charm)

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

Area of Effect: The caster
Saving Throw: Special

A Friends spell causes the wizard to temporarily gain 2d4 points of Charisma.

Grease (Conjuration)

Range: 10 yards
Duration: 3 rounds + 1 round/level
Casting Time: 1

Area of Effect: 30' x 30' area
Saving Throw: Special

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 at normal rates. Those who remain in the area are allowed a saving throw each round until they escape the area.

Identify (Divination)

Range: 0
Duration: 1 round/level
Casting Time: Special

Area of Effect: 1 item
Saving Throw: None

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
Duration: 10 turns
Casting Time: Special

Area of Effect: 1 creature
Saving Throw: None

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
Duration: Instant
Casting Time: 1

Area of Effect: 1 creature
Saving Throw: None

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 10 rounds.

Magic Missile (Evocation)

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

Area of Effect: 1 creature
Saving Throw: None

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
Duration: 10 rounds
Casting Time: 1

Area of Effect: The caster
Saving Throw: None

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, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Protection from Petrification (Abjuration)

Range: 0
Duration: 3 rounds/level
Casting Time: 1

Area of Effect: 1 creature
Saving Throw: None

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

Shield (Evocation)

Range: 0
Duration: 5 turns
Casting Time: 1

Area of Effect: The caster
Saving Throw: None

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
Duration: Special
Casting Time: 1

Area of Effect: 1 creature
Saving Throw: None

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
Duration: 5 rounds/level
Casting Time: 1

Area of Effect: Special
Saving Throw: Neg.

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.

Mage Spells – Level 2

Agannazar's Scorcher (Evocation)

Range: 20 yards   Area of Effect: 2-foot by 60-foot jet.
Duration: Instantaneous Saving Throw: None
Casting Time: 3

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   Area of Effect: The caster
Duration: 3 rounds + 1 round/level Saving Throw: None
Casting Time: 2

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.

Detect Invisibility (Divination)

Range: 10 yards/level   Area of Effect: Special
Duration: 4 turns   Saving Throw: None
Casting Time: 2

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   Area of Effect: The caster
Duration: 5 rounds   Saving Throw: Neg.
Casting Time: 3

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.

Horror (Necromancy)

Range: Sight of caster   Area of Effect: 30-foot cube
Duration: 10 rounds   Saving Throw: Neg.
Casting Time: 2

All enemies within the area of effect when this spell is cast 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   Area of Effect: 1 creature
Duration: Special   Saving Throw: None
Casting Time: 2

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. 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 open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

Knock (Alteration)

Range: Sight of caster   Area of Effect: Locked door or chest
Duration: Special   Saving Throw: None
Casting Time: 1

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   Area of Effect: 1 creature
Duration: instant   Saving Throw: Neg.
Casting Time: 1 round

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. Evil creatures will glow red, neutrals blue, and friendly creatures will glow green for a brief period.

Luck (Enchantment/Charm)

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

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

Melf's Acid Arrow (Conjuration)

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

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.

Mirror Image (Illusion/Phantasm)

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

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. The images shift from round to round so that an enemy must first hit every image before being able to hit the wizard.

Resist Fear (Abjuration)

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

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
Area of Effect: 20-foot cube
Duration: 1 round/level
Saving Throw: Special
Casting Time:2

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 at +2 or be reeling and unable to attack because of nausea, for 1 round following. 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.

Strength (Alteration)

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

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
Area of Effect: 1 spell caster
Duration: 10 rounds
Saving Throw: None
Casting Time: 2

The recipient of this spell can cast spells without having to make any noise, so long as the casting takes place entirely within the duration of the Vocalize spell. This spell has no effect on other noises or speech – it simply removes a spell's verbal component, allowing the caster to complete a spell even if silenced.

Web (Evocation)

Range: 5 yards/level
Area of Effect: Special
Duration: 2 turns/level
Saving Throw: 1/2
Casting Time: 2

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 slowly make his way out of the web. He may not make any physical attacks while within the web.

Mage Spells – Level 3

Clairvoyance (Divination)

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

The Clairvoyance spell empowers the wizard to see in his mind the confines of whatever area he's in.

Dire Charm (Enchantment/Charm)

Range: 20 yards
Area of Effect: 1 creature
Duration: 20 rounds
Saving Throw: Neg.
Casting Time: 3

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 Charm Person Spell. The spell can affect 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.

Dispel Magic (Abjuration)

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

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions and effects from certain magical items. It does not, however, affect magical items themselves.

Fireball (Evocation)

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

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). 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   Area of Effect: Special
Duration: 1 round   Saving Throw: None
Casting Time: 3

This spell enables the caster to hurl fiery bolts at opponents 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.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

Ghost Armor (Conjuration)

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

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   Area of Effect: 40' cube, 1 creature/level
Duration: 3 rounds + 1 round/level   Saving Throw: None
Casting Time: 3

When this spell is cast, each 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. All affected by the Haste spell must be in the designated area of effect. Note that this spell negates the effects of a Slow spell. This spell is not cumulative with itself or with other similar magic.

Hold Person (Enchantment/Charm)

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

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 mansize 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.

Lightning Bolt (Evocation)

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

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.

Monster Summoning I (Conjuration/Summoning)

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

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.

Nondetection (Abjuration)

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

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 Normal Missiles (Abjuration)

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

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.

Skull Trap (Necromancy)

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

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 accidently.

Slow (Alteration)

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

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.

Vampiric Touch (Necromancy)

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

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.

Mage Spells – Level 4

Confusion (Enchantment/Charm)

Range: Sight of caster
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Up to 60-foot cube
Saving Throw: Special

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. 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. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

Dimension Door (Alteration)

Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell transports the caster to any place within the visual range of the caster. When the spell is cast a dimensional portal opens up in front of the caster, which he immediately steps through.

Improved Invisibility (Illusion/Phantasm)

Range: Touch
Duration: 10 rounds
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

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 observant 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
Duration: 1 round/level
Casting Time: 4
Area of Effect: 5-foot-radius sphere
Saving Throw: None

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.

Monster Summoning II (Conjuration/Summoning)

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

This spell is much like the 3rd-level Monster Summoning I 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.

Mage Spells – Level 5

Animate Dead (Necromancy)

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

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.

Cloudkill (Evocation)

Range: 10 yards
Duration: 1 round/level
Casting Time: 5
Area of Effect: 40' wide, 20' high, 20' deep cloud
Saving Throw: Special

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, 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.

Monster Summoning III (Conjuration/Summoning)

Range: Sight of caster
Duration: 4 rounds + 1 round/level
Casting Time: 5

Area of Effect: Special
Saving Throw: None

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.

Shadow Door (Illusion/Phantasm)

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

Area of Effect: Special
Saving Throw: None

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.

Priest Spells – Level 1

Bless (Conjuration/Summoning)

Range: Sight of caster
Duration: 6 rounds
Casting Time: 1 round

Area of Effect: 50-foot cube
Saving Throw: None

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).

Command Word: Die (Enchantment/Charm)

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

Area of Effect: 1 creature
Saving Throw: None

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
Duration: Instantaneous
Casting Time: 5

Area of Effect: 1 creature
Saving Throw: None

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 extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage.

Detect Evil (Divination)

Range: 120 yards
Duration: 1 turn
Casting Time: 1 round

Area of Effect: Sight of Caster
Saving Throw: None

This spell discovers emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.

Entangle (Alteration)

Range: Sight of caster
Duration: 1 turn
Casting Time: 4

Area of Effect: 40-foot cube
Saving Throw: Neg

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
Duration: Special
Casting Time: 4

Area of Effect: Sight of Caster
Saving Throw: None

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
Duration: 10 rounds
Casting Time: 1

Area of Effect: 1 creature
Saving Throw: None

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
Duration: 1 hour
Casting Time: 1

Area of Effect: 1 creature/4 levels
Saving Throw: Special

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 effected by magical fear, this is negated.

Sanctuary (Abjuration)

Range: 0
Duration: 10 rounds
Casting Time: 4

Area of Effect: The caster
Saving Throw: None

When the priest casts a Sanctuary spell, it causes all of his opponents to ignore his existence; it 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
Duration: 4 rounds + 1 round/level
Casting Time: 2

Area of Effect: Special
Saving Throw: None

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
Duration: 1 round + 1 round/level
Casting Time: 5

Area of Effect: 1 creature
Saving Throw: None

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
Duration: 4 rounds + 1 round/level
Casting Time: 5

Area of Effect: 1 creature
Saving Throw: None

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
Duration: 5 rounds
Casting Time: 1 round

Area of Effect: 30-foot radius
Saving Throw: None

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
Duration: Special
Casting Time: 5

Area of Effect: 1 person or mammal
Saving Throw: Neg.

The effects of this spell are identical to the 1st-level wizard spell Charm Person.

Draw Upon Holy Might (Invocation)

Range: 0
Duration: 10 rounds
Casting Time: 2

Area of Effect: The caster
Saving Throw: None

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
Duration: 3 turns
Casting Time: 5

Area of Effect: 10-foot path
Saving Throw: None

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
Duration: 4 rounds + 1 round/2 levels
Casting Time: 4

Area of Effect: 3 foot-long blade
Saving Throw: None

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.

Goodberry (Alteration, Evocation)

Range: 0
Duration: Permanent
Casting Time: 1 round

Area of Effect: Special
Saving Throw: None

Casting a Goodberry spell creates 5 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
Duration: 2 rounds/level
Casting Time: 5

Area of Effect: Special
Saving Throw: Neg.

The effects of this spell are identical to the 3rd-level wizard spell Hold Person.

Know Alignment (Divination)

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

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

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   Area of Effect: 15-foot-radius sphere
Duration: 2 rounds/level   Saving Throw: Neg.
Casting Time: 5

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.

Slow Poison (Necromancy)

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

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

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, ld 4+1.

Priest Spells – level 3

Animate Dead (Necromancy)

Range: 10 yards   Area of Effect: Special
Duration: Instantaneous   Saving Throw: None
Casting Time: 1 round

The effects of this spell are indentical to the 5th-level wizard spell Animate Dead.

Call Lightning (Alteration)

Range: 0   Area of Effect: 360-foot radius
Duration: 1 turn/level   Saving Throw: 1/2
Casting Time: 1 turn

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 6d8 bolt (2d8 + 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.

Dispel Magic (Abjuration)

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

The effects of this spell are identical to the 3rd-level wizard spell Dispel Magic.

Glyph of Wardlng (Abjuration, Evocation)

Range: Touch   Area of Effect: Special
Duration: Permanent until discharged   Saving Throw: Special
Casting Time: 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   Area of Effect: Special
Duration: 2 rounds/level   Saving Throw: Neg.
Casting Time: 5

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.

Invisibility Purge (Divination)

Range: Sight of caster
Duration: instantaneous
Casting Time: 8
Area of Effect: 30 foot radius
Saving Throw: None

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
Duration: 1 turn
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

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 affect, but does so at –2.

Protection from Fire (Abjuration)

Range: Touch
Duration: Special
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

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
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

Upon casting this spell, the priest 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.

Remove Paralysis (Abjuration)

Range: 10 yards/level
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

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
Duration: 24 turns
Casting Time: 5
Area of Effect: 1 person or mammal
Saving Throw: Neg.

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
Duration: 1 turn
Casting Time: 3
Area of Effect: The party
Saving Throw: None

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.

Priest Spells – Level 4

Animal Summoning I (Conjuration, Summoning)

Range: Sight of caster
Duration: Special
Casting Time: 24 turns
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to eight 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.

Cure Serious Wounds (Necromancy)

Range: Touch
Duration: Instantaneous
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

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.

Free Action (Abjuration, Enchantment)

Range: Touch
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

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.

Neutralize Poison (Necromancy)

Range: Touch
Duration: Instantaneous
Casting Time: 1

Area of Effect: 1 creature
Saving Throw: None

When this spell is placed on a poisoned individual, it immediately neutralizes any poison and restores 1 to 8 lost hit points.

Priest Spells – Level 5

Animal Summoning II (Conjuration/Summoning)

Range: Sight of caster
Duration: 24 turns
Casting Time: 8

Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls up to six 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.).

Cure Critical Wounds (Necromancy)

Range: Touch
Duration: Instantaneous
Casting Time: 8

Area of Effect: 1 creature
Saving Throw: None

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.

Flame Strike (Evocation)

Range: Sight of caster
Duration: Instantaneous
Casting Time: 8

Area of Effect: 1 creature
Saving Throw: 1/2

When the priest calls down a Flame Strike spell, a vertical column of fire roars downward in the exact location called for by the caster. The target must roll a saving throw vs. spell. Failure means the creature sustains 8d8 points of damage; otherwise, the damage is halved.

Raise Dead (Necromancy)

Range: Sight of caster
Duration: Instantaneous
Casting Time: 1 round

Area of Effect: 1 person
Saving Throw: Special

When the priest casts a Raise Dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, elf or human. 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.

Tables

Table 1: Character Ability Scores

Ability Score	Strength				Dexterity		Constitution	
	Hit Adj	Dam. Adj	Wt Allow	Bashing %	Miss. Att Adj	AC Adj	HP Adj	Res. Surv.
3	-3	-1	5	3	-3	+4	-2	40
4	-2	-1	15	4	-2	+3	-1	45
5	-2	-1	15	4	-1	+2	-1	50
6	-1	0	30	6	0	+1	-1	55
7	-1	0	30	6	0	0	0	60
8	0	0	50	8	0	0	0	65
9	0	0	50	8	0	0	0	70
10	0	0	70	10	0	0	0	75
11	0	0	70	10	0	0	0	80
12	0	0	90	12	0	0	0	85
13	0	0	90	12	0	0	0	90
14	0	0	120	14	0	0	0	92
15	0	0	120	14	0	-1	+1	94
16	0	+1	150	16	+1	-2	+2	96
17	+1	+1	170	18	+2	-3	+2(+3)	98
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

Strength

Hit Adj: Added or subtracted from the attack roll during combat. A positive number makes the opponent easier to hit.

Dam Adj: Added or subtracted from the damage inflicted by a succussful melee attack.

Wt Allow: The characters weight allowance -- how much they can carry without being encumbered.

Bashing %: This is the percentage chance a character has to bash open a locked door or chest.

Dexterity

Miss. Att Adj: Added or subtracted from the to hit roll when using a ranged weapon. A positive number makes the opponent easier to hit.

AC Adj: Added or subtracted from the character's AC. Since a lower AC is better, a lower or more negative number is better.

Constitution

HP Adj: This number is added to the Hit Point roll a character makes when going up a level or when starting the game. Numbers in parenthesis are for warriors only.

Res. Surv.: The percentage chance the character will successfully be *Resurrected* or *Raised* from the dead by magic.

Intelligence

Spell Level: The highest level of spells a wizard with this intelligence can comprehend and use.

% to Learn Spell: The percentage chance that a wizard can learn a spell and add it to his spellbook. This number also represents the wizard's chance to successfully cast a spell from a scroll. For every spell level higher than the wizard can comprehend, the wizard recieves a –10% penalty. For example, a wizard who can cast 3rd- level spells trying to use a 5th-level spell scroll, has a –20% penalty.

Max # Spells/Level: This is the maximum number of spells that a wizard can have in his spell book per level of spell. That is, a 3rd-level wizard with an Intelligence of 16 could learn a maximum of 11 1st-level and 11 2nd-level spells.

Lore Bonus: This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Wisdom.

Wisdom:

Mag Def Adj: Applies to saving throws against magical spells that attack the mind.

Bonus Spells: This is the number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. Thus, a priest with a 17 in Wisdom gains two 1st-, two 2nd-, and one 3rd-level spell as bonuses to their normal spellcasting abilities. These spells become available only when the priest can normally access spells of the appropriate level.

% Spell Failure: The chance that a spell attempt by a priest or druid character will fail before being successfully cast.

Lore Bonus: This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Intelligence.

Charisma

Reaction Adj: This is the penalty or bonus due the character when dealing with NPCs or intelligent creatures.

For encounter reactions, the computer generates a number between 8 and 12, and then applies the modifier. The results indicate the reaction of the encounter to your party:

1-7: Hostile reaction   8-14: Neutral reaction   15-20: Friendly reaction

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
4	-	-	-	-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

Table 2: Thieving Ability Modifiers

Race	Dexterity	Pick Pickets (15)	Open Locks (10)	Detect Traps (5)	Stealth (10) (Move Silently/ Hide in Shadows)
Dwarf		-	+10	+15	-
Elf		+5	-5	-	+10
Gnome		-	+5	+10	+5
Half Elf		+10	-	-	+5
Halfling		+5	+5	+5	+15
	9	-15	-10	-10	-20
	10	-10	-5	-10	-15
	11	-5	-	-5	-10
	12	-	-	-	-5
	13-15	-	-	-	-
	16	-	+5	-	-
	17	+5	+10	-	+5
	18	+10	+15	+5	+10
	19	+15	+20	+10	+15
	20	+20	+25	+15	+18
	21	+25	+30	+20	+20
	22	+30	+35	+25	+23
	23	+35	+40	+30	+25
	24	+40	+45	+35	+30
	25	+45	+50	+40	+35

* The numbers in parentheses reflect the base ability of a 1st-level thief before racial/Dexterity modifiers are applied.

Table 3a-d: Experience Tables

3a. Warriors

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

3b. Rogue

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

3c. Priests

Level	Cleric	Druid	Hit Dice (d8)
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

3d. Wizards

Level	Wizard	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

Table 4: Colors of the Schools of Magic

Specialist	School	Spell Effect Coloration	Opposition School*
Abjurer	Abjuration	Green	Alteration
Transmuter	Alteration	Blue	Abjuration, Necromancy
Conjurer	Conjuration/Summoning	Orange	Divination
Diviner	Divination	White/Pearl	Conjuration/Summoning
Enchanter	Enchantment/Charm	Magenta	Invocation
Illusionist	Illusion	Multicolored	Necromancy
Invoker	Invocation	Red	Enchantment/Charm, Conjuration/Summoning
Necromancer	Necromancy	Ice/Blue	Illusion

* The opposition schools are the schools of magic that the specialist cannot comprehend or cast spells from.

Tables 5a-c: Spell Progression

5a. Wizard

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	-	-	-	-	-

Note: Specialist Wizards get one extra spell per level but are prohibited from learning spells of their opposition schools (see spell descriptions and Table 4 for opposing schools).

5b. Priest / Druid 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	-	-	-

Note: Priests with high Wisdom recieve additional spells.
*usable by priests with 17 or greater wisdom
** usable by priests with 18 or greater wisdom

5c. Bard 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	-	-	-

Table 6: Melee Weapons

Weapon	1 or 2 handed	Type[1]	Speed Factor[3]	Damage	Usable by[3]
Arrow	-	p	-	1-6	-
Bolt	-	p	-	1-10	-
Battle Axe	1	s	7	1-8	F,R,P,B
Dagger/Throwing Dagger	1	p	2	1-4	F,R,P,T,B,M,D
Club	1	b	4	1-6	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	p/s	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

[1] s = Slashing p = Piercing b = bludgeoning
[2] Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage
[3] See Table 7 for information on "ranged" or "missile" weapons

Table 7: Ranged Weapons

Weapon	1 or 2 handed	ROF[1]	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
Dagger/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

[1] ROF is Rate of Fire. This is the number of times per combat round that the weapon can be used.
[2] Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage

Tables 8a-b: Armor

8a. Armor Types

Armor	Armor Class	Usable By
Buckler	(-1 modifier)*	F,R,P,T,B,C,D
Small Shield	(-1 modifier)*	F,R,P,C
Medium Shield	(-1 modifier)*	F,R,P,C
Large Shield	(-1 modifier)*	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

*Some shields are heavier than others and they offer increasingly better protection. Here are the effects of shields in the game:

Buckler: gives a –1 to Armor Class but does not protect against missile or piercing weapons.

Small Shield: gives –1 to Armor Class, but it does not protect against missile weapons.

Medium Shield: gives –1 to Armor Class

Large Shield: gives –1 to Armor Class and -2 against missile weapons

8b. Armor vs. Weapon Types

Armor	Slashing	Piercing	Bludgeoning
Leather armor	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	-4	-3	0

Tables 9a-b: Reputation/Reactions

9a. Starting Reputation

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

9b. Effects of Actions on Reputation

Reputation Level	Killing an innocent	Injuring an innocent	Stealing	Killing a Flaming Fist soldier	Giving money to the church*
20 (hero)	-10	-2	-1	-10	–
19	-10	-2	-1	-10	–
18	-9	-2	-1	-9	–
17	-8	-1	-1	-9	+1 (500)
16	-7	-1	-1	-9	+1 (400)
15	-6	-1	-1	-8	+1 (300)
14	-5	-1	-1	-8	+1 (300)
13	-5	-1	-1	-7	+1 (200)
12	-5	-1	-1	-7	+1 (200)
11	-4	-1	-1	-6	+1 (100)
10 (start)	-4	-1	-1	-6	+1 (100)
9	-3	-1	-1	-5	+1 (100)
8	-2	-1	0	-5	+1 (100)
7	-2	-1	0	-4	+1 (100)
6	-2	-1	0	-3	+1 (200)
5	-2	-1	0	-2	+1 (200)
4	-1	0	0	-2	+1 (200)
3	-1	0	0	-1	+1 (300)
2	-1	0	0	-1	+1 (400)
1 (villain)	0	0	0	0	+1 (500)

*The numbers in parentheses indicate the amount of gold pieces that must be donated in order to increase reputation.

9c. 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. The party receives a -6 reaction adjustment. Whenever the party enters a new area, there will be a 10% chance of a group of the Flaming Fist spawning in and moving toward the party.
4	The party receives a -4 reaction adjustment. The party receives a -6 reaction adjustment. Whenever the party enters a new area, there will be a 20% chance of a group of the Flaming Fist spawning and moving toward the party.
3	The party receives a -5 reaction adjustment. Whenever the party enters a new area, there will be a 30% chance of a group of the Flaming Fist spawning and moving toward the party.
2	The party receives a -6 reaction adjustment. Whenever the party enters a new area, there will be a 50% chance of a group of the Flaming Fist spawning and moving toward the party.
1	The party receives a -7 reaction adjustment. Whenever the party enters a new area, a group of warriors will spawn and move toward the party.
0	The player can no longer buy items. Whenever the party enters a new area, a group of warriors will spawn and move toward the party. The player always receives a hostile reaction from NPC's.

9d. NPC Reactions Toward Reputation

Reputation	ALIGNMENT		
	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

9e. 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

Credits

Black Isle Studios
A division of Interplay

Division Director
Feargus Urquhart

Producer
Chris Parker

Line Producer
Doug Avery

Lead Tester/ Quality Assurance Coordinator
Erick Lujan

Lead Tester/ Data Testing Coordinator
Cory Nelson

Senior Tester / Multiplayer Testing Coordinator
Steve Bokkes

Audio Director
Charles Deenen

Marketing
Greg Peterson
Greg Bauman

Public Relations
Krys Card

Bioware Corp

Producer
Ray Muzyka

Assistant Producer
Ben Smedstad

Lead Designer
James Ohlen · Director of Writing and Design

Core Game Design
James Ohlen
Scott Greig
Ray Muzyka

Additional Design
Lukas Kristjanson
Rob Bartel
Matt Horvath
Ross Gardner

Lead Writer
Lukas Kristjanson

Additional Writers
James Ohlen
Rob Bartel
Matt "The Tube" Horvath

Editing
Ray Muzyka

Interface Functional Design
Scott Greig
Ray Muzyka

Lead Programmer
Scott Greig · Director of Programming

Sound Programming and Lead AI Scripting
John "The Evil Genius" Winski

Programming/Design, Game Support Tools/Editors
Don "Da Crimper" Yakielashek

Graphics Programming
Gilles Beauparlant

Core Game Programming
Dan Morris

AI Programming
Mark "Sailor Moon is my b*tch" Darrah

Lead GUI Programmer
David "I'll be done with BG and working on MDK2 next week, honest" Falkner

Multiplayer Programming
Mark Brockington

LUA (command line) Programming Implementation
Cameron Tofer

Additional AI Scripting
Mark Darrah
James Ohlen
Don Yakielashek
Justin Smith

Install Package
Don Yakielashek

Other Programming
Stan Melax · Director of Technology
Gautam Karnik
Debbie Greig

Art Director
John Gallagher · Head of Concept Art

Lead Terrain Artist
Dean Andersen

Additional Terrain Artists
Arnel Labarda
Kelly Goodine

Lead Texturing Artist
Marcia Tofer (nee Olson)

Additional Texturing
Russell Rice
Andy Metcalf

Lead Special Effects Artist
Russell "Whitey" Rice

Special Effects
Elben Schaefer

Lead Modeler
Cass Scott

Modelers
Elben Schaefers
Jeremy Melchior
David Wilson
Scott Dakus
Trent Oster

Scene Setup
Marcia Olson
Russell Rice
Dean Anderson
Elben Schaefers
Cass Scott

Art Processing
Kalvin Lyle

Graphic Designer
Daniel Walker

Portrait Art
Mike Sass

Additional Art
Scott "Get the hell out of the art department Scott!" Greig
Marc Holmes

Director of Animation
Dave Hibbeln

Lead Technical Animator
Tobyn Manthorpe

Animators
Steve Gilmour
Tony de Waal
Henrik Vasquez
Rick Li
Larry Stevens
David Hibbeln

Additional Animation
Chris Alexander
Brett Hardin

Lead Data Entry and Quality Assurance
Kevin Craig
Andrew Nobbs

Additional Data Entry and Quality Assurance
Ross Gardner
Richard Flierl
(and everyone else from BioWare who has entered bugs!)

Master o' the Bugs
Ben Smedstad

Manual Writing and Compilation
Ray Muzyka
Lukas Kristjanson
James Ohlen
(Thanks also to Greg Peterson, Chris Parker, and the folks at Wizards of the Coast.)

System Administration
David Hamel
Brett Hardin

Executive Producers
Ray Muzyka
Greg Zeschuk
(long live the Battleground: Infinity!)

Interplay Productions

VP of Development
Trish June Wright

Director of Quality Assurance:
Chad "Boogie" Allison

QA Manager:
Steve "Captain" Victory

QA Project Supervisors:
Erick "Vampire" Lujan
Cory "Faerl" Nelson
Greg "Moose" Baumeister
Marvic "Fury" Ambata

QA Senior Testers:
Stephen "Ice" Bokkes
Dave "Junga" Simon
Chad "Briareos" Nicholas
Dennis "Fragface" Presnell
Robert "Keyzer Soze" Lark

QA Testers:
Matt "Gollem" Golembiewski
Donnie Cornwell
David "Golfer 2" Fleischmann
Mark "Fezzik" Pfeiffer
Jason "AC Hunter" Wang
Scot "Sgt" Humphreys
Lesley "Zorker" Mathieson
Damien Evans
Mark "Brentnor" Holtzclaw
Edward Kang
Steve Hearst
Rafael "Harlequin" Lopez
Jay Nielsen
David Parkyn
Tom "The Major" Quast
William "Dub" Saunders
David Maldonado
Nicholas Hidalgo
Dany Martinez
Edward "Maynard" Hyland
Primo "Proxi" Pulanco
Daniel Levin
Warren "Dutch" Schultz
Ismael Quijano
Erik "Silent Bob" Guenther
John Kirkland
Kevin "Mr. Kokomos" Osburn
Matt Tiffany
Michael McCaa
Jonathan Jones
Henry Lee
Scott Warner

QA IS Manager:
Frank "Raven" Pimentel

QA IS Technicians:
Bill "So-lo" Delk
Tom "The Major" Quast
Christian "Damon" Peak

Compatability Technicians:
Derek Gibbs
John Parker
Louie Iturzaeta
Ed Robles
Joshua Walters
John Parker
Louie Iturzaeta
Ed Robles

Sound Supervision
Charles Deenen
Craig Duman

Design Assistance
Stephen Bokkes
Cory Nelson
Lesley Mathieson
Mark Pfeiffer
Matt Golembiewski

Sound Design / Editing
Ann Scibelli (EFX)
Tim Walston (EFX)
Harry Cohen (EFX)
Eight Ball Sound
Gregory Allen
Charles Deenen
Larry Peacock
Adam Levenson
Digital Sound + Picture

Vocal Soundeffects
Frank Welker
Gloria Soto
Sly & Stu

Foley Recordist
Cecilia Perma at West Productions

Foley Artist
Mike Salvetta

Foley Editing
Kevin Frayser
Eight Ball Sound

Music by
Michael Hoenig

Additional music and Supervision
Rick Jackson
Brian Luzietti/Ron Valdez

VO Casting / Supervision
Chris Borders

VO Direction
Ginny McSwain

Cast
Neal Ross
Amber Hood
Bernadette Sullivan
Bert Kramer
Bill Farmer
Brian George
David Prince
Dee Bradly Baker
Dian Pershing
Ed Gilbert
Eril Boen
Frank Welker
Gregg Berger
Grey Delisle
Hamilton Camp
Hidi Shannon
Jane Signer
Jason Marsdn
Jeff Bennett
Jennifer Darling
Jennifer Hale
Jim Cummings
Jim Meskimen
John Mariano
Melissa Disney
Michael Bell
Michael Gough
Rob Paulsens
Kevin Michael Richerdson
April Winchell

VO Engineer
Julian Cook (Marc Graue Studio)

VO editors
Frank Szick
Kevin Frayser

Audio Mastering
Craig Duman
Tom Baker (Oasis)

Re-Recording Mixer
Charles Deenen

Audio Administration
Gloria Soto

Mixed in

DD DOLBY
SURROUND
at Interplay.

Thanks to Shannon Wood from the Renaissance Fair for showing us around the fair.

Video Services provided by
Dave Cravens
Stephen Miller
Bill Stoudt
Dan Williams

Special Thanks
(written by Chris Parker)

Marcus Hopkins - 3D Labs

Joe Kreiner - Cyrix

Chris Cox and Kevin Spross - STB

Brian Brunning - 3Dfx

John Carsey - S3

Brett Schnepf and Matt Ployhar - Microsoft

Jason Della Rocca - Matrox

Jay Stocki - nVidia

Steve Cox and Greg Rusu - AMD

Toby Herman (Leviticus) and BG Chronicles

Our other fan sites: Without your support we'd be lost. Thanks guys, you all kick ass.

Mr. Ed Zeschuk (and Coca Cola!)

Summer Students: Graham "What flavor Squishy?" Jahns, Gautam Karnik Brian Moore and the Industrial Research Assistance Program (IR AP) National Research Council of Canada, for funding assistance in the development of this game (for Bioware).

...and to the following (non BG team) folks at Interplay:
Reg Arnedo, Chris Avellone, Jeremy Barnes, "Jfinite", Julian Ridley, Genevieve Ostergard, Jennifer Hendrix, Chuck Camps, Margo Engel, Polly Tracy, John Wunder, Mike Pacholik, Paul Edelstein, John Price, Kyle Shubel, and Aaron Brown.

http://www.interplay.com

Grand Webmaster
Robert "The Innkeeper" Berzins

Web Coordinator
Ingrid "Frenzie" Moon

Lead Designer
Garett "Jonny Finite" Barnes

Assistant Webmaster
Chad "Agnostik" Schroeder

Localizations

Localization Coordinator
Neil McKenna
(Interplay Europe)

Localization Assistance
Tom Decker
(Interplay US)

Localization Technicians
Justine Anacreonte
(Interplay Europe)

Natalija Benjovski
(Interplay Europe)
André Horn
(Interplay Europe)
Rafael Lopez
(Interplay US)

(Foreign) Audio Recorded by SPG Studios, Burbank, CA

Creative Services

Traffic Manager
Julie Anne Garcia

Senior Graphic Designer
Tracie D. Martin

basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Interplay Productions at any time. All rights not expressly granted are reserved.

Modem and Network Play: If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay. For the purposes of this license, a third party service refers to any third party service which provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Productions World Wide Web Site located at http://www.interplay.com. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay-for-play or commercial license to the Software, please call Interplay Productions in the US at (949) 553-6655.

Acceptance of License Terms: By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.
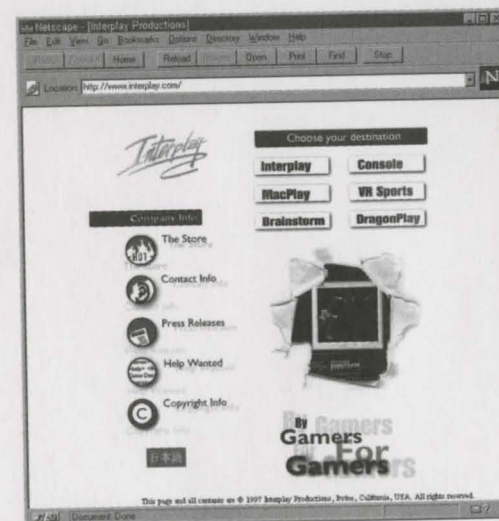
Once again, welcome.

Brian Fargo
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

How to get there

From your Internet account, point your favorite browser to:

www.interplay.com

Notes

Interplay

BY GAMERS. FOR GAMERS.

BioWare CORP

BLACK ISLE studios

OFFICIAL Licensed Product TSR

www.blackisle.com

16815 Von Karman Ave. Irvine, CA 92606