The Final Chapter

FORGOTTEN REALMS

Baldur's Gate II

Throne of Bhaal

Instruction Manual

Advanced
Dungeons & Dragons

BLACK ISLE studios

Developed by
BioWARE CORP

Baldur's Gate™ II:

Throne of Bhaal™

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Introduction

It all started back in late 1995 with the desire to make an epic dungeons and dragons computer role-playing game. The original Baldur's Gate, released in December 1998, was the result.

From your humble beginnings in Candlekeep (Baldur's Gate), to the dungeons of Durlag's Tower (Tales of the Sword Coast), to the cold and merciless Jon Irenicus (Baldur's Gate II: Shadows of Amn), and the terrifying Bhaalspawn war in Tethyr (Baldur's Gate II: Throne of Bhaal), your adventures have lead you across many strange lands, brought you face to face with powerful enemies, and lifted you to the heights of glory. Epic storylines and fantastic adventures are what the Baldur's Gate experience has been all about, and you won't be disappointed with this expansion pack. The development team has worked hard to ensure that the storyline, design and scripting, art and animation, and programming are all at the highest levels of quality.

We'd like to thank you - our fans - for purchasing Throne of Bhaal. We've done our best to make this expansion pack to Baldur's Gate II: Shadows of Amn the best computer role-playing experience you can possibly have. We owe you a debt for your loyalty through the Baldur's Gate saga and we humbly submit this offering as the culmination of everything the BG team has learned over the past few years.

From the start of the Baldur's Gate series, we had always planned to do an epic trilogy. Baldur's Gate II: Throne of Bhaal is the final chapter of the Baldur's Gate trilogy and the conclusion of the Child of Bhaal saga. Never fear though, we do have other great things in the works as well.

Thank you for your support and we hope you enjoy Throne of Bhaal!

The Throne of Bhaal team.

About Throne of Bhaal

Throne of Bhaal is an expansion for the game Baldur's Gate II: Shadows of Amn. You must own Baldur's Gate II and currently have it installed on your PC to play. However, you need not have finished Baldur's Gate II to be able to play Throne of Bhaal.

There are two parts to Throne of Bhaal - the Add-In section, and the Add-On section. The Add-On section is the finale to the Baldur's Gate story line; this part adds three chapters to Baldur's Gate II, chapters 8, 9 and 10 and will reveal the destiny of your character. The Add-In section is a dungeon called Watcher's Keep. Once Throne of Bhaal is installed, you will be able to access Watcher's Keep from the world map in Baldur's Gate II, or from the world map in Throne of Bhaal.

Add-In Section - a grand new adventure takes place at Watcher's Keep, a new area on your map in BGII. The Keep can be played during the course of BGII. It can also be played after BGII in the Add-On section. Play the Add-In Section simply by loading a BGII saved game and going to Watcher's Keep.

Add-On Section - this section is the finale to the Baldur's Gate story line, adding three chapters to Baldur's Gate II; chapters 8, 9 and 10. To access the Add-On section simply select "Throne of Bhaal", "Single Player" or "Multi-Player" and then "New Game". You will now have the option of starting a new game, importing a game, or loading a game.

Starting a new game will take you to the character creation screen where you can create a character to start Throne of Bhaal at its beginning, shortly after the events chronicled in Shadows of Amn. You have the option of creating a brand new character, who will be outfitted with two and a half million experience points and a variety of powerful weapons and items. You also have the option of importing a character from a saved game or from the Characters folder. These characters will also be given items and set to two and a half million experience points, if they haven't already reached this level of experience.

Importing a game will allow you to import your party from a BGII saved game, such as your final save from Shadows of Amn.

Loading a game is the option from which you can load your Throne of Bhaal saves once you've started the expansion set and saved a game.

Important Note: *Once you have started the Add-On section, your imported characters can no longer return to Shadows of Amn or its areas.*

Getting Started

To play Throne of Bhaal (ToB) you must have Baldur's Gate II (BG2) installed. If you don't have BG2 installed, you must re-install it. Refer to the BG2 manual for installation instructions. With BG2 installed, insert the ToB CD 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'. After installing the game, other options will be available on the launcher 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. Exit: Will close the launcher window. Movies: This option allows you to view the preview movies included on this CD-Rom. Configure: The hotkeys used while playing TOB 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 "Throne of Bhaal", "Single Player", and then "New Game" to go directly into Character Creation and begin your adventure! To start playing again later, select the BGII - Throne of Bhaal 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.

Important Note on Uninstallation: The TOB expansion is highly integrated into BG2, so if you choose to uninstall it, you will be prompted to also uninstall BG2 since the latter will no longer function without the updated TOB files. If you want to uninstall Throne of Bhaal, but wish to continue playing Shadows of Amn, then you will need to reinstall Shadows of Amn.

Playing Throne of Bhaal

After you have installed Throne of Bhaal (ToB) on your system, you can choose how to play the game. There are four ways that you can play Throne of Bhaal. Look over the options below carefully.

1. You want to start a brand new game of Baldur's Gate II: Shadows of Amn with the Throne of Bhaal expansion installed.

2. You want to continue an existing Baldur's Gate II: Shadows of Amn save game.

3. You want to start a brand new game at the beginning of Throne of Bhaal.

4. You want to use an existing Baldur's Gate II: Shadows of Amn save game, but wish to skip directly to the beginning of Throne of Bhaal. You may or may not be using the 'Final Save' save slot.

New BG2 game

In a new game of Baldur's Gate II: Shadows of Amn, you will have access to one new area, Watcher's Keep. This area can be accessed at any time during chapters 2, 3, and 6. When you finish your game of BG2, the end cutscene will play and then the game will segue directly into Throne of Bhaal. To start a new game this way, simply press the Shadows of Amn button in the first menu screen and start a new game as you always have.

BG2 Saved game

Using an existing save game will continue as usual, however, you will now have access to a new area called the Watcher's Keep. This area can be accessed at any time during chapters 2, 3 and 6. When you finish your game of BG2, the end cutscene will play and then the game will segue directly into Throne of Bhaal. To start a save game this way, simply press the Shadows of Amn button in the first menu screen and load your saved game as you always have.

New Throne of Bhaal game

Starting a new TOB game will take you to the character creation screen where you can create a character to start Throne of Bhaal at its beginning, shortly after the events chronicled in Shadows of Amn. You have the option of creating a brand new character, who will be outfitted with two and half million experience points and a variety of powerful weapons and items. You also have the option of importing a character from a saved game or from the character folder. These characters will also be given items and set to two and half million experience points, if they haven't already reached this level of experience. To start a new game this way simply press the Throne of Bhaal button in the first menu screen and then start a new game from within Single Player or Multiplayer.
Note: There are 4 pre-generated characters provided for you in TOB. If you wish to use one of these characters, simply click the Import Button found on the character generation screen. Choose the character that you wish to play and you will only have to choose a name, voice, and clothing color for them. The four characters provided are TOBFIGHT - a fighter, TOBMAGE - a mage, TOBCLER - a cleric, and TOBTHIEF - a thief character.

Start a Throne of Bhaal game using a BG2 save game

Starting a TOB game this way will take the party from any one of your BG2 save games to the beginning of Throne of Bhaal. All of the characters in your party will be set to two and half million experience points, if they haven't already reached this level of experience. Each member of your party will also be granted this same amount. If you have already

finished BG2, you can do this with your final save. To do this, press the Throne of Bhaal button, and then press Import Game from within Single Player or Multiplayer.

Corrections to the Baldur's Gate II Manual

In the original BG2 manual the Sorcerer tables were omitted. All of these tables are listed at the back of the Throne of Bhaal manual.

Changes to the Baldur's Gate II game after installing Throne of Bhaal

Wild Mage

A new class is available to the player in character creation. This class is the Wild Mage.

Wild magic is a new type of magic that is characterized by powerful and dangerous surges and unpredictable effects. Generally considered to be an unfortunate byproduct of the Time of Troubles, wild magic has recently begun to attract the attention of many a curious or scholarly wizard.

Wild Mages are wizards who specialize in the study of wild magic. They have access to spells to protect themselves from Wild Magic and bend it to their wills. Wild magic is extremely unpredictable and should be used with caution.

Every time a Wild Mage casts a spell there is a 5% chance that the spell explodes in a Wild Surge. A Wild Surge does some completely random magical effect. A roll is made on the Wild Surge chart (see the Tables section of the manual); higher rolls are usually better than the lower rolls. A Wild Mage's casting level also varies slightly whenever he casts a spell - anywhere between five levels lower and five levels higher than the Wild Mage's true level. There are also three brand new spells available to the Wild Mage and ONLY the Wild Mage. These spells are Chaos Shield, Nahal's Reckless Dweomer and Improved Chaos Shield.

The Wild Mages I have met exhibit a startling disregard for common sense, and are often meddling with powers far beyond their own control. - Volo

Not unlike a certain travelogue author with which I am unfortunately acquainted. - Elminster

Erasing Spells from the Spellbook

Mages and bards are now able to permanently erase spells from their spell books. To do this, right-click on the spell icon in the character's spellbook and then press the erase button.

Be cautious before erasing an enchantment from your spellbook. Once it is gone, it is gone for good. - Elminster

Contingencies and Spell Triggers Screen

You can use this screen to see the details of spells such as Contingency and Spell Trigger that your Mage and Sorcerer characters have active. If you wish to dismiss your character's Contingency spell before it is cast, you can do that here. To access this screen, press the Contingency button in the character's spellbook.

Action Feedback

This feature can only be enabled from the configuration program. When it is enabled, your characters' actions will be displayed in the bottom window as soon as you give them orders. This can be useful when keeping track of all the commands you have issued to your party.

Non-Pausing map-screen

This feature can only be enabled from the configuration program. When enabled, the game will no longer pause when you are on the map screen (exactly the way it works in Multiplayer). This can be useful for keeping track of your party's movements over a large area.

Switching spell pages

A new feature has been added for multi-classed mage-clerics. When selecting a spell from their Cast Spell toolbar, they can now switch between their mage and cleric spells by pressing the icon on the far left.

Mirror Image grouping

The spell, Mirror Image, has been changed so that the illusionary images appear in a tight group instead of a long line.

Spells Past Level 20

In many spell descriptions, the spell does a certain effect and an additional portion is dependent on the caster's level. For example, the duration of a protection spell may be 1D4 rounds plus 1 round/caster's level. These effects are capped at level 20 and the caster's level beyond this will not add additional effects to the spells.

Aganazzar's Scorcher

Aganazzar's scorcher has been changed so that it works in a manner more similar to its pen and paper incarnation. The new spell description is given below:

Agannazar's Scorcher (Evocation)

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

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 will be hit by this flame for 3-18 points of damage. 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. Other creatures that cross the path of the flame jet will also take damage as long as they stand in the flame.

Evil Clerics turning paladins

Evil Clerics can now turn paladins. Paladins are turned as undead equivalent to their level.

New Item Types

There are many new magic items that have been added into Throne of Bhaal. Many of these items are a special kind of item called a 'constructed item'. Constructed items can be upgraded during the course of the game. Once you have earned your stronghold in Hell, you will have access to an impish smith named Cespenar. Visit Cespenar from time to time and he will be able to take your items and improve them using other components that you have found during the course of your adventures. Below is a list of all the components that can be used to upgrade your items. Do not throw these items away!

- Heart of the Damned
- Liquid Mercury
- Eye of Tyr
- Fflar's Scabbard
- Baalor's Claw
- Roranach's Horn
- Serpent Shaft
- Skull of the Lich
- Star sapphires, rogue stones, diamonds, rubies, emeralds, sapphires, king's tears, nymph's tear.
- Hindo's Hand
- Starfall Ore
- Rune of Clangeddin
- Bowstring of Gond
- Montolio's Clasp
- Montolio's Cloak
- Circlet of Netheril
- White Dragon Scales
- Blue Dragon Scales

Even one as well traveled and knowledgeable in history and lore as I cannot say what wondrous artifacts might be constructed from these powerful components. - Volo

Experience and Gaining Levels

The limit to the amount of experience that a character could achieve during the course of Baldur's Gate II was 2,900,000 XP, allowing characters to reach levels as high as 23rd. With the installation of Throne of Bhaal the limit has been raised to 8,000,000 XP. This corresponds to the following class levels.

Fighter: 40th	Thief: 40th
Paladin: 34th	Bard: 40th
Ranger: 34th	Sorcerer: 31st
Wizard: 31st	Monk: 40th
Cleric: 40th	Barbarian: 40th
Druid: 31st	

New Class Abilities

Probably the most important feature added to Throne of Bhaal are the new High-Level Class Abilities. These abilities are chosen by the player as he or she advances to extremely high levels. When players gain a new High-Level Class Ability, they choose from a pool of abilities. There is a separate pool of abilities for each class. Wizards and Sorcerers gain 10th level spells, Druids and Clerics gain Quest spells, Fighters, Rangers, Paladins, Monks and Barbarians gain new fighting moves, and Thieves and Bards gain new traps and special abilities. Once characters reach a certain level, they begin to gain a new High-Level Class Ability each level. Many of these abilities may be chosen more than once, allowing the character to use the ability multiple times a day. The level at which characters begin to gain these abilities varies with each class:

Fighter: 20th (uses the warrior pool)
Ranger: 18th (uses the ranger pool)
Paladin: 18th (uses the warrior pool)
Barbarian: 20th (uses the warrior pool)
Mage: 18th (uses the wizard pool)
Sorcerer: 18th (uses the wizard pool)

Cleric: 22th (uses the cleric pool)
Monk: 22nd (uses the warrior pool)
Druid: 15th (uses the druid pool)
Thief: 24th (uses the thief pool)
Bard: 24th (uses the bard pool)

Special Notes:

Some classes gain special abilities or items above and beyond what was previously listed. These changes are listed here:

Druids:

15th Level: Immunity to poison.

18th Level: Gains 10% resistance to all environmental damage (cold, fire, electricity and acid). At 21st and 24th Level this resistance is increased by an additional 10%.

Clerics:

25th Level: Gains a special holy symbol from his god. This holy symbol has the following powers:

- +1 STR
- 5% MR
- Allows cleric to memorize an additional 6th and 7th level spell

Monks:

The monk's magic resistance stops increasing at 78%.

21st Level: +1 AC	30th Level: +4 AC
24th Level: +2 AC	35th Level: +5 AC
25th Level: His fists become +4 weapons.	40th Level: +6 AC
27th Level: +3 AC	

Archers (Ranger kit):

18th Level: To hit and damage bonus slows down to a rate of -1 every 5 levels.

Stalkers (Ranger kit):

12th Level: All of the mage spells gained are memorized as priest spells.

Wizard Slayer:

Starting at 20th Level, the Wizard Slayer gains 5% Magic Resistance every second level. He continues to gain 1% for every odd level.

High-Level Class Abilities

Alchemy
Classes: Bard, Thief

With cleverness innate to the class, an experienced rogue has seen enough potions in his or her adventuring career to simulate the creation of one. With the Alchemy skill, the rogue can create one of eight types of potions, once per day.

The potions a rogue can create are randomly chosen from the following list:

1) Potion of Master Thievery
2) Potion of Perception
3) Potion of Extra Healing
4) Potion of Superior Healing
5) Potion of Regeneration
6) Antidote
7) Oil of Speed
8) Potion of Frost Giant Strength, only useable by thieves or bards

Assassination
Classes: Thief, Bard

Using every clever trick an experienced thief has learned in countless battles, this ability allows every strike in the next round to act as a backstab, using the thief's existing backstab modifier to determine damage.

Avoid Death
Classes: Thief, Bard

With a superhuman effort, a high-level rogue can avoid almost certain death. The effect lasts for 5 rounds and during this time the rogue gains a -5 bonus to save vs. death, his hit points are increased by 20 and the rogue becomes immune to death magic for the duration of the ability.

Critical Strike
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.
Special Requirements: You must know the Power Attack. You can only choose this ability once.

A high-level warrior's intimate knowledge of vital spots on opponents allows him to, once per day, concentrate all of the attacks in one round to strike a vital area every time. With this ability, every attack roll made in the next round is a natural 20, a critical hit.

Deathblow
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

The Deathblow ability allows the warrior to blow through the defenses of any lesser creature. For the next 2 rounds, any creature of 8th level or lower is instantly killed when struck by the warrior.

Enhanced Bard Song
Classes: Bard

This is a powerful aid to both the bard and to his allies. The song gives the bard himself a 10 point bonus to his AC and 10 % magic resistance bonus due to the power of the song. The song also gives his allies -4 to hit, -4 to damage, -4 to AC, immunity to Fear, Stun and Confusion, -5 % magic resistance and immunity to normal weapons.

This ability replaces the current Bard Song.

I cannot extol the virtues of the minstrel's talent too highly! Music soothes the frantic spirit, and inspires the timid heart. - Volo

And drowns out the prattle of incessant chatterboxes. - Elminster

Evasion
Classes: Thief, Bard

A rogue's natural sense of preservation becomes heightened with the use of the Evasion ability. Evasion gives a -4 bonus to AC and -2 to all saving throws. The effect lasts for 3 rounds.

Greater Evasion
Classes: Thief, Bard
Special Requirements: You must know the Evasion ability.

A more powerful version of Evasion, this ability gives -6 to AC and -3 to all saving throws. In addition, Greater Evasion allows the rogue to move so quickly that his movement rate is increased by 2 and normal missiles have no chance of striking him. Greater Evasion lasts for 5 rounds.

Greater Deathblow
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.
Special Requirements: You must know the Deathblow ability.

Like Deathblow, this ability allows the warrior to vanquish lesser foes with a single blow. When struck with a Greater Deathblow, any creature of 12th level or lower is instantly killed. The ability lasts for 2 rounds.

Greater Whirlwind Attack
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.
Special Requirements: You must know the Whirlwind Attack ability.

A more powerful version of the Whirlwind Attack, Greater Whirlwind Attack gives the fighter the same bonuses without penalties. Their number of attacks per round are set to 10 for one round.

Hardiness
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

Calling upon hidden reserves of strength during times of danger, a warrior can use the Hardiness ability to gain 40 % resistance to all forms of physical damage. The ability lasts for 1 round for every 2 levels of the warrior.

Magic Flute
Classes: Bard

This ability creates a magic flute made of pure magical energy. When played, the flute can be used to cast the following spells:

> Resist Fear (Party) - 1 charge
> Globe of Invulnerability - 1 charge
> Delayed Blast Fireball - 3 charges

The spell-like abilities on the Flute are used in the same way that a wand's powers are used. The Flute lasts for 1 day.

Power Attack
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

A Power Attack allows the warrior to strike blows so forceful that they stun an opponent for 2 rounds if it fails its save vs. death at a -4 penalty. The ability lasts for 2 rounds.

Resist Magic
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

This ability allows the warrior to temporarily tap a great inner strength and fight off the effects of malevolent magic. For 4 rounds the warrior's magic resistance is set to 50 %. This is not cumulative with other forms of magic resistance so if the warrior already has 50 % magic resistance or greater, the ability is useless.

Scribe Scrolls
Classes: Bard, Thief
Special Requirements: You must know the Use Any Item ability

This ability allows a rogue to create low and mid-level spell scrolls. The scrolls that the rogue can create are randomly chosen from the following list:

1) Magic Missile
2) Haste
3) Fireball
4) Dispel Magic
5) Dire Charm
6) Invisibility
7) Cone of Cold
8) Monster Summoning II
9) Monster Summoning III

Many shudder when they imagine the mischief a rogue could spread with the aid of such enchanted parchments. The art of spell scribing is best left to Mages and Wizards. - Volo
For once we are in complete agreement. - Elminster

Set Exploding Trap
Classes: Thief, Bard

This ability allows the rogue to set a powerful trap that unleashes a fireball which causes 10d6 damage (save vs. spells for half damage) and will knock its victims off their feet.

Set Spike Trap
Classes: Thief, Bard

This ability allows the rogue to set a powerful spring-loaded spike trap that does 20D6 damage to the unsuspecting creature that sets it off.

Set Time Trap
Classes: Thief, Bard

This ability allows the rogue to set a magical trap that casts a weaker version of the high-level Time Stop spell. For 10 seconds, the flow of time slows for all but the rogue. Often, a rogue will use this trap to get behind an opponent for a free attack.

Smite
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.
Special Requirements: You must know the Power Attack and Critical Strike Abilities.

With the Smite ability, the warrior gains the ability to strike a mighty blow, knocking an opponent back for a considerable distance and stunning the opponent for 1 round. All attacks made in the first round are critical hits. The ability lasts for 2 rounds.

Large creatures such as a dragons or giants will not be knocked back or stunned.

Tracking
Classes: Ranger

With an intimate knowledge of his surroundings and the creatures that live within them, a Ranger can use the Tracking ability to give himself a general idea of what creatures are in an area and which direction they are. Red arrows at the edge of the screen will point in the general direction of the creatures in the area.

Use Any Item
Classes: Thief, Bard

Rogues take pride in their ability to adapt and make clever use of whatever is at hand. This ability is an extension of that basic skill. Once learned, the effect is permanent. The ability

allows the rogue to use any item, even items that are typically restricted to one class. This allows the rogue to use everything from wands and scrolls to mighty weapons that none but a fighter could otherwise use.

This ability is a prerequisite to the Scribe Scroll ability.

War Cry
Classes: Fighter, Paladin, Ranger, Barbarian, Monk.

With a War Cry, the warrior emits a powerful and frightening yell that will leave all opponents in a 30' radius stunned with fear if they don't make their save vs. spell.

Whirlwind Attack
Classes: Fighter, Paladin, Ranger, Barbarian, Monk., Swashbuckler

This ability allows the warrior to unleash a flurry of super-fast blows. The ability sets one's number of attacks per round to 10 but one's THACo and damage suffer a -4 penalty. The whirlwind attack lasts for one round.

New Spells

New spells in Throne of Bhaal include new Mage spells, like Wish and Bigby's Crushing Hand. There are also clerical Quest spells, powerful spells which are memorized by priests as 7th level spells. For mages, there are 10th level spells, which must be memorized as 9th level spells. Quest spells and 10th level spells are gained as High-Level Class Abilities.

Mage Spells - Level 1

Nahal's Reckless Dweomer* (Invocation/Evocation)
Level: 1	Casting Time: 5
Range: Special	Area of Effect: Special
Duration: Special	Saving Throw: Special

This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (i.e., have it in his spellbook), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts Nahal's reckless dweomer. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is determined randomly.

Because the release of energy is planned by the mage, his level is added to the dice roll made when determining what sort of wild surge occurs. This means there is a better chance of a good result. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting Nahal's reckless dweomer.

Such heedless tossing about of magic will give my chosen profession of Mage a much undeserved bad name! - Volo

There are plenty of Mages whose bad name is most richly deserved. - Elminster

Mage Spells - Level 2

Chaos Shield* (Abjuration)
Level: 2	Casting Time: 2
Range: 0	Area of Effect: caster
Duration: 5 rounds - 10 rounds / 5 levels	Saving Throw: None

Chaos Shield increases a wild mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the wild surge chart, an extra 15 is added to the dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Chaos Shield stacks with the wild mage's level bonus.

Mage Spells - Level 7

Improved Chaos Shield* (Abjuration)
Level: 7	Casting Time: 7
Range: 0	Area of Effect: Caster
Duration: 2 turns	Saving Throw: None

Improved Chaos Shield increases a wild mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the wild surge chart, an extra 25 is added to the

dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Improved Chaos Shield stacks with the wild mage's level bonus.

Mage Spells - Level 8

Bigby's Clenched Fist (Evocation)

Level: 8	Casting Time: 8
Range: Visual range of caster	Area of Effect: 1 creature
Duration: 4 Rounds	Saving Throw: Special

This spell causes a giant disembodied hand to squeeze and constrict the target once per round for up to six rounds. It initially smashes the target for 3D6 damage with no save. The target is held. In the second round, the target can save vs. paralyzation at -2 to escape. If they fail to save, the hand does 4D6 damage. The following round, the target can save vs. paralyzation with no penalty. If they make the save, they are free to move, if they fail, the spell does 6D6 damage and holds them for 2 rounds. After the 4th round, the spell is finished. Magic resistance will stop the spell.

Mage Spells - Level 9

Bigby's Crushing Hand (Evocation)

Level: 9	Casting Time: 9
Range: Visual range of caster	Area of Effect: 1 creature
Duration: 3 Rounds	Saving Throw: Special

This spell creates a huge disembodied fist that crushes the target and pins them to the ground. In the first round, the spell does 2D10 damage. The victim can save at -4 vs. paralyzation to avoid being pinned. If they fail, the hand does 3D10 damage the next round. The victim can again save vs. paralyzation at -2. If they fail to save, the hand does a final 4D10 damage and disappears.

Wish (Conjuration/Summoning, Invocation/Evocation)

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

Wish is a more potent version of the Limited Wish spell. It will fulfill literally, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. Greedy desires usually end in disaster for the wisher. Lastly,

the wiser the wizard, the better chance that he will choose the right wording. Wizards with low wisdom will more often than not meet with disaster when asking for a wish.

Mage Spells - Level 10

Comet (Any School)

Level: 10	Casting Time: 9
Range: 90 yards	Area of Effect: 30' radius
Duration: Instantaneous	Saving Throw: None

A more powerful and specialized version of Meteor Swarm, a huge meteor or comet strikes the earth damaging all enemies in its path and sending out a powerful shockwave that knocks away all foes in the area of effect. Those knocked down must save vs. paralyzation or be stunned for 1D4 rounds. The comet itself does 10D10 damage.

This spell will not harm party members.

Dragon's Breath (Any School)

Level: 10	Casting Time: 3
Range: Visual range of caster	Area of Effect: 30-foot radius
Duration: Instantaneous	Saving Throw: Special

This spell causes a disembodied head of red dragon to appear and breathe fire with the strength of an adult red dragon. In addition to the enormous 20D10 fireball, the force of the dragon's breath knocks an opponent off their feet and away from the caster. The victim can save vs. breath to take half damage and not be blown backwards.

This spell will not harm party members.

I nearly perfected this spell myself, after consuming a surprisingly hot stew of Calimshan peppers washed down with a bottle of spiced Amnian wine. Though perhaps Dragon's Belch would be more accurate in this case.
- Volo

I do not know how I can even begin to respond to that comment.
- Elminster

Energy Blades (Any School)

Level: 10	Casting Time: 3
Range: Special	Area of Effect: Special
Duration: 4 turns	Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives -10 to THAC0, and when thrown does 1D4+5 missile damage as well as 1D10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.

Improved Alacrity (Any School)

Level: 10	Casting Time: 2
Range: Unlimited	Area of Effect: Special
Duration: 2 Rounds	Saving Throw: Special

Improved Alacrity essentially erases the pause between casting spells. When cast, the mage can begin casting a new spell the instant his is finished casting his current spell. The effect lasts for 2 rounds.

Summon Dark Planetar (Any School)

Level: 10	Casting Time: 5
Range: 40 yards	Area of Effect: Special
Duration: 4 rounds + 1 round/level	Saving Throw: None

This spell opens a abyssal gate and calls forth a fallen Planetar to fight at the caster's side until the spell expires or the Planetar's avatar is slain.

Summon Planetar (Any School)

Level: 10	Casting Time: 5
Range: 40 yards	Area of Effect: Special
Duration: 4 rounds + 1 round/level	Saving Throw: None

This spell opens a celestial gate and calls forth a Planetar to fight at the caster's side until the spell expires or the Planetar's avatar is slain.

I have never been witness to the awesome display of calling down such divine servants, though I hear tell it is a marvelous sight. - Volo

Priest Spells - Quest Level

Aura of Flaming Death (Evocation, Alteration)

Level: Quest	Casting Time: 4
Range: 0	Area of Effect: The Caster
Duration: 1 round/ 2 levels	Saving Throw: None

This spell causes the caster to be enveloped by an aura of intense flame that both injures opponents and protects from damage. This shield not only grants the user 90% fire resistance and grants a -4 AC bonus, but also protects the caster from attacks made within a 5' radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 2D10 +2 fire damage. In addition, the intense heat protects the caster from all non-magical weapons, melee or missile.

Elemental Summoning

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

Drawing power from the environment, this spell summons 2 16HD elementals randomly chosen from earth, air or fire. The elementals stay for 10 rounds and will obey the caster as long as they remain summoned. There is a 10% chance that a randomly chosen Elemental Prince will be summoned instead. The Elemental Princes rule over other elementals in their respective planes. The Elemental Prince of Air is Chan. The Elemental Prince of Earth is Sunnis. The Elemental Prince of Fire is Zaaman Rul.

Elemental Transformation (Earth)

Level: Quest	Casting Time: 4
Range: 0	Area of Effect: Caster
Duration: 5 turns	Saving Throw: None

Harnessing the power of the earth, this powerful shapechange ability allows the druid to become a 24HD earth elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 2D10 crushing damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.

Elemental Transformation (Fire)

Level: Quest	Casting Time: 4
Range: 0	Area of Effect: Caster
Duration: 5 turns	Saving Throw: None

Harnessing the power of fire, this powerful shapechange ability allows the druid to become a 24HD fire elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 1D10 normal and 1D10 fire damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.

Globe of Blades (Evocation)
Level: Quest   Casting Time: 9
Sphere: Guardian/ Creation   Area of Effect: Special
Range: 0   Saving Throw: Special
Duration: 1 turn

The priest employs this spell to set up a globe of razor-sharp blades. These whirl and flash around the caster, creating an impenetrable barrier. Any creature attempting to pass through the blade barrier suffers 10D10 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell at -2. If this is successful, the blades are avoided and no damage is suffered. The barrier remains for ten rounds.

Greater Elemental Summoning
Level: Quest   Casting Time: 1 round
Range: 10 yards   Area of Effect: Special
Duration: 10 rounds   Saving Throw: None

Druids, having a more powerful link to the elements, can cast a stronger version of Elemental Summoning. This spell can summon the Elemental Princes themselves, randomly chosen from earth, air or fire. The Elemental Princes stay for 10 rounds and will obey the caster as long as they remain summoned.

Implosion (Evocation)
Level: Quest   Casting Time: 9
Range: Visual range of caster   Area of Effect: 1 creature
Duration: 2 Rounds   Saving Throw: Special

This spell creates a rift in the earth beneath the target which implodes and closes in upon itself, crushing and burning the target and holding it for 1 round. The spell does 10D10 fire damage and 2D10 blunt damage. The victim can save vs. spell for half damage.

Mass Raise Dead (Necromancy)
Level: Quest   Casting Time: 2
Sphere: Necromantic   Area of Effect: Up to 5 party
Range: Sight of the caster   members
Duration: Permanent   Saving Throw: Special

A more powerful version of Raise Dead, this spell brings up to 5 party members back to life and heals 3D10-1 per level of the caster points of damage. They can regain the rest of their hit points by natural healing or curative magic.
This spell restores life to dwarves, gnomes, half-elves, halflings, elves, half-orcs and humans.

Once one has such powers at one's disposal, can immortality itself be far behind? - Volo

There is more to being immortal than merely possessing great power...or so I have heard. - Elminster

Storm of Vengeance
Level: Quest   Casting Time: 8
Range: 90 Yards   Area of Effect: 30 foot radius
Duration: 3 rounds   Saving Throw: Special

Casting this spell causes the earth to shake and the heavens to boil with blood and energy. All enemies of the caster are stuck down by acidic rain, earthquakes and lightning.

All enemies of 6th level or lower are slain instantly. The survivors are struck by acidic poisonous rain and lightning. The storm lasts for 3 rounds. Each round, the victims suffer 1D6 electrical damage, 1D6 fire damage and 1D6 acid damage. They are also poisoned in the first round.

Summon Deva (Conjuration/Summoning)
Level: Quest   Casting Time: 5
Range: 40 yards   Area of Effect: Special
Duration: 4 rounds - 1 round/level   Saving Throw: None

This spell opens a celestial gate and calls forth an angelic Deva to fight at the caster's side until the spell expires or the Deva's earthly avatar is slain.

Summon Fallen Deva (Conjuration/Summoning)
Level: Quest   Casting Time: 5
Range: 40 yards   Area of Effect: Special
Duration: 4 rounds - 1 round/level   Saving Throw: None

This spell opens an abyssal gate and calls forth a demonic Deva to fight at the caster's side until the spell expires or the Deva's earthly avatar is slain.

Tables

High-Level Class Ability Pools

Warrior pool (Fighters, Paladins, Barbarians, Monks):
 Critical Strike (Power Attack)
 Deathblow
 Greater Deathblow (requires Deathblow)
 Greater Whirlwind Attack (requires Whirlwind Attack)
 Hardiness
 Power Attack
 Resist Magic
 Smite (requires Power Attack and Critical strike)

Ranger pool:
 Critical Strike (Power Attack)
 Deathblow
 Greater Deathblow (requires Deathblow)
 Greater Whirlwind Attack (requires Whirlwind Attack)
 Hardiness
 Power Attack
 Resist Magic
 Smite (requires Power Attack and Critical strike)

Cleric quest spells:
 Aura of Flaming Death
 Elemental Summoning
 Energy Blades
 Globe of Blades
 Implosion
 Mass Raise Dead
 Storm of Vengeance
 Summon Fallen Deva (evil and neutral clerics)
 Summon Deva (good and neutral clerics)

Druid quest spells:
 Aura of Flaming Death
 Elemental Summoning
 Elemental Transformation (fire)
 Elemental Transformation (earth)
 Energy Blades
 Globe of Blades
 Greater Elemental Summoning (requires Elemental Summoning)

 Implosion
 Mass Raise Dead
 Storm of Vengeance
 Summon Deva
 Summon Fallen Deva

Thief pool:
 Alchemy
 Assassination
 Avoid Death
 Evasion
 Greater Evasion (requires Evasion)
 Scribe Scrolls (requires Use Any Item)
 Set Spike Trap
 Set Exploding Trap
 Set Time Trap
 Use Any Item

Bard pool:
 Alchemy
 Avoid Death
 Enhanced Bard Song
 Evasion
 Greater Evasion (requires Evasion)
 Magic Flute
 Scribe Scrolls
 Set Spike Trap
 Set Exploding Trap
 Set Time Trap
 Use Any Item

Wizard/Sorcerer pool (10th level spells):
 Comet
 Dragon's Breath
 Energy Blades
 Improved Alacrity
 Summon Dark Planetar (evil mages)
 Summon Planetar (good, neutral mages)

Experience Point Charts:

Warrior and Barbarian Experience Levels

Level	Fighter	Hit Dice / Special Abilities (d10)	Paladin	Hit Dice / Special Abilities (d10)	Ranger	Hit Dice / Special Abilities (d10)	Barbarian	Hit Dice / Special Abilities (d10)
I	0	1	0	1	0	1	0	1
2	2000	2	2250	2	2250	2	2000	2
3	4000	3	4500	3	4500	3	4000	3
4	8000	4	9000	4	9000	4	8000	4
5	16000	5	18000	5	18000	5	16000	5
6	32000	6	36000	6	36000	6	32000	6
7	64000	7	75000	7	75000	7	64000	7
8	125000	8	150000	8	150000	8	125000	8
9	250000	9	300000	9	300000	9	250000	9
10	500000	9+3	600000	9+3	600000	9+3	500000	9+3
II	750000	9+6	900000	9+6	900000	9+6	750000	9+6
12	1000000	9+9	1200000	9+9	1200000	9+9	1000000	9+9
13	1250000	9+12	1500000	9+12	1500000	9+12	1250000	9+12
14	1500000	9+15	1800000	9+15	1800000	9+15	1500000	9+15
15	1750000	9+18	2100000	9+18	2100000	9+18	1750000	9+18
16	2000000	9+21	2400000	9+21	2400000	9+21	2000000	9+21
17	2250000	9+24	2700000	9+24	2700000	9+24	2250000	9+24
18	2500000	9+27	3000000	9+27	3000000	9+27	2500000	9+27
19	2750000	9+30	3300000	9+30	3300000	9+30	2750000	9+30
20	3000000	9+33*	3600000	9+33*	3600000	9+33*	3000000	9+33*
21	3250000	9+36*	3900000	9+36*	3900000	9+36*	3250000	9+36*
22	3500000	9+39*	4200000	9+39*	4200000	9+39*	3500000	9+39*
23	3750000	9+42*	4500000	9+42*	4500000	9+42*	3750000	9+42*
24	4000000	9+45*	4800000	9+45*	4800000	9+45*	4000000	9+45*
25	4250000	9+48*	5100000	9+48*	5100000	9+48*	4250000	9+48*
26	4500000	9+51*	5400000	9+51*	5400000	9+51*	4500000	9+51*
27	4750000	9+54*	5700000	9+54*	5700000	9+54*	4750000	9+54*
28	5000000	9+57*	6000000	9+57*	6000000	9+57*	5000000	9+57*
29	5250000	9+60*	6300000	9+60*	6300000	9+60*	5250000	9+60*
30	5500000	9+63*	6600000	9+63*	6600000	9+63*	5500000	9+63*
31	5750000	9+66*	6900000	9+66*	6900000	9+66*	5750000	9+66*
32	6000000	9+69*	7200000	9+69*	7200000	9+69*	6000000	9+69*
33	6250000	9+72*	7500000	9+72*	7500000	9+72*	6250000	9+72*
34	6500000	9+75*	7800000	9+75*	7800000	9+75*	6500000	9+75*
35	6750000	9+78*					6750000	9+78*
36	7000000	9+81*					7000000	9+81*
37	7250000	9+84*					7250000	9+84*
38	7500000	9+87*					7500000	9+87*
39	7750000	9+90*					7750000	9+90*
40	8000000	9+93*					8000000	9+93*

*At this level the character chooses a new high-level class ability from the Warrior ability pool. The ranger has one extra ability available to him: Tracking.

Cleric, Monk and Druid Experience

Level	Cleric	Hit Dice / Special Abilities (d8)	Druid	Hit Dice / Special Abilities (d8)	Monk	Hit Dice / Special Abilities (d8)
I	0	1	0	1	0	1
2	1500	2	2000	2	1500	2
3	3000	3	4000	3	3000	3
4	6000	4	7500	4	6000	4
5	13000	5	12500	5	13000	5 (immune to disease, slow, haste)
6	27500	6	20000	6	27500	6
7	55000	7	35000	7	55000	7 (lay on hands)
8	110000	8	60000	8	110000	8 (speed factor)
9	225000	9	90000	9	225000	9 (immune to charm, +1 fists)
10	450000	9+2	125000	9+2	450000	9+2
II	675000	9+4	200000	9+4	675000	9+4 (poison immunity)
12	900000	9+6	300000	9+6	900000	9+6 (+2 fists)
13	1125000	9+8	750000	9+8	1125000	9+8 (quivering palm)
14	1350000	9+10	1500000	9+10	1350000	9+10 (magic resist)
15	1575000	9+12	3000000	9+12 (poison immunity)	1575000	9+12 (+3 fists)
16	1800000	9+14	3150000	9+14	1800000	9+14
17	2025000	9+16	3300000	9+16	2025000	9+16
18	2250000	9+18	3450000	9+18 (resist elements)	2250000	9+18
19	2475000	9+20	3600000	9+20	2475000	9+20
20	2700000	9+22*	3750000	9+22*	2700000	9+22* (+1 weapons to hit)
21	2925000	9+24*	3900000	9+24* (resist elements)	2925000	9+24*
22	3150000	9+26*	4150000	9+26*	3150000	9+26*
23	3375000	9+28*	4400000	9+28*	3375000	9+28*
24	3600000	9+30*	4700000	9+30* (resist elements)	3600000	9+30*
25	3825000	9+32*	5000000	9+32*	3825000	9+32* (+4 fists)
26	4050000	9+34* (gains special holy symbol)	5500000	9+34*	4050000	9+34*
27	4275000	9+36*	6000000	9+36*	4275000	9+36*
28	4500000	9+38*	6500000	9+38*	4500000	9+38*
29	4725000	9+40*	7000000	9+40*	4725000	9+40*
30	4950000	9+42*	7500000	9+42*	4950000	9+42*
31	5175000	9+44*	8000000	9+44*	5175000	9+44*
32	5400000	9+46*			5400000	9+46*
33	5625000	9+48*			5625000	9+48*
34	5850000	9+50*			5850000	9+50*
35	6075000	9+52*			6075000	9+52*
36	6300000	9+54*			6300000	9+54*
37	6525000	9+56*			6525000	9+56*
38	6750000	9+58*			6750000	9+58*
39	6975000	9+60*			6975000	9+60*
40	8000000	9+62*			8000000	9+62*

* At this level the character chooses a new high-level class ability from either the Cleric, Druid or Warrior ability pool. Monks choose from the warrior ability pool. Clerics and Druids choose Quest spells; although each chooses from a different list.

Thieves and Bards experience

Level	Thief	Hit Dice / Special Abilities (d6)	Bard	Hit Dice / Special Abilities (d6)
1	0	1	0	1
2	1250	2	1250	2
3	2500	3	2500	3
4	5000	4	5000	4
5	10000	5	10000	5
6	20000	6	20000	6
7	40000	7	40000	7
8	70000	8	70000	8
9	110000	9	110000	9
10	160000	9+2	160000	9+2
11	220000	9+4	220000	9+4
12	440000	9+6	440000	9+6
13	660000	9+8	660000	9+8
14	880000	9+10	880000	9+10
15	1100000	9+12	1100000	9+12
16	1320000	9+14	1320000	9+14
17	1540000	9+16	1540000	9+16
18	1760000	9+18	1760000	9+18
19	1980000	9+20	1980000	9+20
20	2200000	9+22	2200000	9+22
21	2420000	9+24	2420000	9+24
22	2640000	9+26	2640000	9+26
23	2860000	9+28	2860000	9+28
24	3080000	9+30	3080000	9+30
25	3300000	9+32*	3300000	9+32*
26	3520000	9+34*	3520000	9+34*
27	3740000	9+36*	3740000	9+36*
28	3960000	9+38*	3960000	9+38*
29	4180000	9+40*	4180000	9+40*
30	4400000	9+42*	4400000	9+42*
31	4620000	9+44*	4620000	9+44*
32	4840000	9+46*	4840000	9+46*
33	5060000	9+48*	5060000	9+48*
34	5280000	9+50*	5280000	9+50*
35	5500000	9+52*	5500000	9+52*
36	5720000	9+54*	5720000	9+54*
37	5940000	9+56*	5940000	9+56*
38	6160000	9+58*	6160000	9+58*
39	6380000	9+60*	6380000	9+60*
40	8000000	9+62*	8000000	9+62*

* At this level the character chooses a high-level class ability from either the thief or bard pool.

Wizard and Sorcerer experience levels

Level	Wizard	Hit Dice / Special Abilities (d4)	Sorcerer	Hit Dice / Special Abilities (d4)
1	0	1	0	1
2	2500	2	2500	2
3	5000	3	5000	3
4	10000	4	10000	4
5	20000	5	20000	5
6	40000	6	40000	6
7	60000	7	60000	7
8	90000	8	90000	8
9	135000	9	135000	9
10	250000	9+1	250000	9+1
11	375000	9+2	375000	9+2
12	750000	9+3	750000	9+3
13	1125000	9+4	1125000	9+4
14	1500000	9+5	1500000	9+5
15	1875000	9+6	1875000	9+6
16	2250000	9+7	2250000	9+7
17	2625000	9+8	2625000	9+8
18	3000000	9+9	3000000	9+9
19	3375000	9+10	3375000	9+10
20	3700000	9+11*	3700000	9+11*
21	4125000	9+12*	4125000	9+12*
22	4500000	9+13*	4500000	9+13*
23	4875000	9+14*	4875000	9+14*
24	5250000	9+15*	5250000	9+15*
25	5625000	9+16*	5625000	9+16*
26	6000000	9+17*	6000000	9+17*
27	6375000	9+18*	6375000	9+18*
28	6750000	9+19*	6750000	9+19*
29	7125000	9+20*	7125000	9+20*
30	7500000	9+21*	7500000	9+21*
31	7875000	9+22*	7875000	9+22*

* At this level the character chooses a new 10th level. As a wizard, this spell is added to his 9th level spell page, as a sorcerer the spell is added to his known spells list.

Spell Progression Charts:

Bard Spell Progression

Bard Level	Spell Level 1	2	3	4	5	6
2	1	0	0	0	0	0
3	2	0	0	0	0	0
4	2	1	0	0	0	0
5	3	1	0	0	0	0
6	3	2	0	0	0	0
7	3	2	1	0	0	0
8	3	3	1	0	0	0
9	3	3	2	0	0	0
10	3	3	2	1	0	0
11	3	3	3	1	0	0
12	3	3	3	2	0	0
13	3	3	3	2	1	0
14	3	3	3	3	1	0
15	3	3	3	3	2	0
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3
21	5	4	4	4	4	3
22	5	5	4	4	4	3
23	5	5	5	4	4	3
24	5	5	5	5	4	3
25	5	5	5	5	4	3
26	5	5	5	5	4	3
27	5	5	5	5	4	3
28	5	5	5	5	5	3
29	5	5	5	5	5	3
30	5	5	5	5	5	4
31	5	5	5	5	5	4
32	5	5	5	5	5	4
33	5	5	5	5	5	4
34	5	5	5	5	5	4
35	5	5	5	5	5	4
36	5	5	5	5	5	4
37	5	5	5	5	5	4
38	5	5	5	5	5	5
39	5	5	5	5	5	5
40	5	5	5	5	5	5

Cleric Spell Progression

Cleric Level	Spell Level 1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	3	1	0	0	0	0
6	3	3	2	0	0	0	0
7	3	3	2	1	0	0	0
8	3	3	3	2	1	0	0
9	4	4	3	2	1	0	0
10	4	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	6	5	5	3	2	2	0
13	6	6	6	4	2	2	0
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	8	8	8	8	5	3	2
18	9	9	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	8	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	7	3
25	9	9	9	9	9	7	3
26	9	9	9	9	9	8	3
27	9	9	9	9	9	8	3
28	9	9	9	9	9	8	4
29	9	9	9	9	9	8	4
30	9	9	9	9	9	8	4
31	9	9	9	9	9	8	5
32	9	9	9	9	9	8	5
33	9	9	9	9	9	8	5
34	9	9	9	9	9	8	6
35	9	9	9	9	9	8	6
36	9	9	9	9	9	8	6
37	9	9	9	9	9	8	6
38	9	9	9	9	9	8	7
39	9	9	9	9	9	8	7
40	9	9	9	9	9	8	7

Druid Spell Progression

DruidLevel	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	3	1	0	0	0	0
6	3	3	2	0	0	0	0
7	3	3	2	1	0	0	0
8	3	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	4	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	6	5	5	3	2	2	0
13	6	6	6	4	2	2	0
14	6	6	6	5	3	2	1
15	6	6	6	6	6	6	6
16	7	7	7	6	6	6	6
17	7	7	7	7	6	6	6
18	8	8	8	8	6	6	6
19	9	9	8	8	6	6	6
20	9	9	9	8	7	6	6
21	9	9	9	9	8	6	6
22	9	9	9	9	8	6	6
23	9	9	9	9	9	7	6
24	9	9	9	9	9	7	6
25	9	9	9	9	9	7	7
26	9	9	9	9	9	7	7
27	9	9	9	9	9	7	7
28	9	9	9	9	9	7	7
29	9	9	9	9	9	7	7
30	9	9	9	9	9	7	7
31	9	9	9	9	9	7	7
32	9	9	9	9	9	7	7
33	9	9	9	9	9	7	7
34	9	9	9	9	9	7	7
35	9	9	9	9	9	7	7
36	9	9	9	9	9	7	7
37	9	9	9	9	9	7	7
38	9	9	9	9	9	7	7
39	9	9	9	9	9	7	7
40	9	9	9	9	9	7	7

Paladin Spell Progression

Paladin Level	Casting Level	Spell Level			
		1	2	3	4
9	1	1	0	0	0
10	2	2	0	0	0
11	3	2	1	0	0
12	4	2	2	0	0
13	5	2	2	1	0
14	6	3	2	1	0
15	7	3	2	1	1
16	8	3	3	2	1
17	9	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20	9*	3	3	3	3
21	9*	3	3	3	3
22	9*	3	3	3	3
23	9*	3	3	3	3
24	9*	3	3	3	3
25	9*	3	3	3	3
26	9*	3	3	3	3
27	9*	3	3	3	3
28	9*	3	3	3	3
29	9*	3	3	3	3
30	9*	3	3	3	3
31	9*	3	3	3	3
32	9*	3	3	3	3
33	9*	3	3	3	3
34	9*	3	3	3	3
35	9*	3	3	3	3
36	9*	3	3	3	3
37	9*	3	3	3	3
38	9*	3	3	3	3
39	9*	3	3	3	3
40	9*	3	3	3	3

* This is the maximum spell casting level.

Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently	Casting Level	Spell Level 1	2	3
1	10	15	-	-	-	-
2	15	21	-	-	-	-
3	20	27	-	-	-	-
4	25	33	-	-	-	-
5	31	40	-	-	-	-
6	37	47	-	-	-	-
7	43	55	-	-	-	-
8	49	62	1	1	0	0
9	56	70	2	2	0	0
10	63	78	3	2	1	0
11	70	86	4	2	2	0
12	77	94	5	2	2	1
13	85	99	6	3	2	1
14	93	99	7	3	2	2
15	99	99	8	3	3	2
16	99	99	9	3	3	3
17	99	99	9*	3	3	3
18	99	99	9*	3	3	3
19	99	99	9*	3	3	3
20	99	99	9*	3	3	3
21	99	99	9*	3	3	3
22	99	99	9*	3	3	3
23	99	99	9*	3	3	3
24	99	99	9*	3	3	3
25	99	99	9*	3	3	3
26	99	99	9*	3	3	3
27	99	99	9*	3	3	3
28	99	99	9*	3	3	3
29	99	99	9*	3	3	3
30	99	99	9*	3	3	3
31	99	99	9*	3	3	3
32	99	99	9*	3	3	3
33	99	99	9*	3	3	3
34	99	99	9*	3	3	3
35	99	99	9*	3	3	3
36	99	99	9*	3	3	3
37	99	99	9*	3	3	3
38	99	99	9*	3	3	3
39	99	99	9*	3	3	3
40	99	99	9*	3	3	3

* This is the maximum spell casting level.

Wizard Spell Progression

Wizard Level	Spell Level 1	2	3	4	5	6	7	8	9
1	1	0	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0	0
3	2	1	0	0	0	0	0	0	0
4	3	2	0	0	0	0	0	0	0
5	4	2	1	0	0	0	0	0	0
6	4	2	2	0	0	0	0	0	0
7	4	3	2	1	0	0	0	0	0
8	4	3	3	2	0	0	0	0	0
9	4	3	3	2	1	0	0	0	0
10	4	4	3	2	2	0	0	0	0
11	4	4	4	3	3	0	0	0	0
12	4	4	4	4	4	1	0	0	0
13	5	5	5	4	4	2	0	0	0
14	5	5	5	4	4	2	1	0	0
15	5	5	5	5	5	2	1	0	0
16	5	5	5	5	5	3	2	1	0
17	5	5	5	5	5	3	3	2	0
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	5	4	3	2
22	5	5	5	5	5	5	5	3	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	4	3
25	5	5	5	5	5	5	5	4	3
26	5	5	5	5	5	5	5	4	3
27	5	5	5	5	5	5	5	4	4
28	5	5	5	5	5	5	5	5	4
29	5	5	5	5	5	5	5	5	4
30	5	5	5	5	5	5	5	5	4
31	5	5	5	5	5	5	5	5	4
32	5	5	5	5	5	5	5	5	4
33	5	5	5	5	5	5	5	5	4
34	5	5	5	5	5	5	5	5	4
35	5	5	5	5	5	5	5	5	5
36	5	5	5	5	5	5	5	5	5
37	5	5	5	5	5	5	5	5	5
38	5	5	5	5	5	5	5	5	5
39	5	5	5	5	5	5	5	5	5
40	5	5	5	5	5	5	5	5	5

Sorcerer Spells known (the number of spells a Sorcerer knows)

Sorcerer Level	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
1	2	0	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0	0
3	3	0	0	0	0	0	0	0	0
4	3	1	0	0	0	0	0	0	0
5	4	2	0	0	0	0	0	0	0
6	4	2	1	0	0	0	0	0	0
7	5	3	2	0	0	0	0	0	0
8	5	3	2	1	0	0	0	0	0
9	5	4	3	2	0	0	0	0	0
10	5	4	3	2	1	0	0	0	0
11	5	5	4	3	2	0	0	0	0
12	5	5	4	3	2	1	0	0	0
13	5	5	4	4	3	2	0	0	0
14	5	5	4	4	3	2	1	0	0
15	5	5	4	4	4	3	2	0	0
16	5	5	4	4	4	3	2	1	0
17	5	5	4	4	4	3	3	2	0
18	5	5	4	4	4	3	3	2	1
19	5	5	4	4	4	3	3	3	2
20	5	5	4	4	4	3	3	3	3
21	5	5	4	4	4	4	3	3	3
22	5	5	5	4	4	4	4	3	3
23	5	5	5	5	4	4	4	4	3
24	5	5	5	5	4	4	4	4	3
25	5	5	5	5	4	4	4	4	4
26	5	5	5	5	4	4	4	4	4
27	5	5	5	5	4	4	4	4	4
28	5	5	5	5	5	4	4	4	4
29	5	5	5	5	5	4	4	4	4
30	5	5	5	5	5	5	4	4	4
31	5	5	5	5	5	5	5	4	4
32	5	5	5	5	5	5	5	5	4
33	5	5	5	5	5	5	5	5	4
34	5	5	5	5	5	5	5	5	4
35	5	5	5	5	5	5	5	5	4
36	5	5	5	5	5	5	5	5	5
37	5	5	5	5	5	5	5	5	5
38	5	5	5	5	5	5	5	5	5
39	5	5	5	5	5	5	5	5	5
40	5	5	5	5	5	5	5	5	5

Sorcerer Spell Progression (the number of spells he casts per day)

Sorcerer Level	1	2	3	4	5	6	7	8	9
	3	0	0	0	0	0	0	0	0
1	3	0	0	0	0	0	0	0	0
2	4	0	0	0	0	0	0	0	0
3	5	0	0	0	0	0	0	0	0
4	6	3	0	0	0	0	0	0	0
5	6	4	0	0	0	0	0	0	0
6	6	5	3	0	0	0	0	0	0
7	6	6	4	0	0	0	0	0	0
8	6	6	5	3	0	0	0	0	0
9	6	6	6	4	0	0	0	0	0
10	6	6	6	5	3	0	0	0	0
11	6	6	6	6	4	0	0	0	0
12	6	6	6	6	5	3	0	0	0
13	6	6	6	6	6	4	0	0	0
14	6	6	6	6	6	5	3	0	0
15	6	6	6	6	6	6	4	0	0
16	6	6	6	6	6	6	5	3	0
17	6	6	6	6	6	6	6	4	0
18	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6
21	6	6	6	6	6	6	6	6	6
22	6	6	6	6	6	6	6	6	6
23	6	6	6	6	6	6	6	6	6
24	6	6	6	6	6	6	6	6	6
25	6	6	6	6	6	6	6	6	6
26	6	6	6	6	6	6	6	6	6
27	6	6	6	6	6	6	6	6	6
28	6	6	6	6	6	6	6	6	6
29	6	6	6	6	6	6	6	6	6
30	6	6	6	6	6	6	6	6	6
31	6	6	6	6	6	6	6	6	6
32	6	6	6	6	6	6	6	6	6
33	6	6	6	6	6	6	6	6	6
34	6	6	6	6	6	6	6	6	6
35	6	6	6	6	6	6	6	6	6
36	6	6	6	6	6	6	6	6	6
37	6	6	6	6	6	6	6	6	6
38	6	6	6	6	6	6	6	6	6
39	6	6	6	6	6	6	6	6	6
40	6	6	6	6	6	6	6	6	6

Wild Surge Table

Number Rolled	Wild Surge
1	Repulsion field centered on the caster
2	Wild color changes upon the caster
3	Squirrels appear around caster
4	The caster becomes itchy
5	The caster glows
6	A fireball centers on the caster
7	The caster's sex is changed
8	The caster's color changes
9	Every one in the area changes direction
10	Explosion centered on caster
11	Entangle spell centered on caster
12	Slow spell centered on target
13	Target polymorphed into a wolf.
14	Caster held
15	Caster hasted
16	Caster changed into a squirrel
17	Gold on the caster is destroyed
18	Target weakened
19	Sunfire spell centered on caster
20	Movement rate lowered on target
21	Fireball centered on caster
22	Caster held as per the spell Hold Person
23	Fear spell centered on target
24	Roll twice more. Both effects apply
25	Entire area explored
26	Globe of invulnerability centered on target
27	Silence 15 foot radius centered on caster
28	Caster dizzy
29	Target invisible
30	Pretty sparkles! No other effect
31	Caster is spell's target
32	Caster becomes invisible
33	Color spray from caster
34	Birds appear around the caster
35	Fireball centered on caster. No damage done
36	Gems created on caster
37	Combat music starts
38	Goodberries created on caster
39	Fireball flies toward target
40	Charges drained on area effect around target
41	Random treasure created on caster
42	Caster is combat ready (+2 THACO +2 Damage)
43	Teleport field spell centered on caster
44	Teleport field spell centered on target
45	Area effect hiccups centered on target
46	All doors in area of effect open. If there are no doors, then roll twice and use both effects
47	Caster polymorphs into wolf
48	Change target randomly
49	Caster recuperates as if he rested
50	Monsters summoned by target
51	Start snowing if outside, otherwise roll twice more
52	Loud noise. Target must save or be stunned
53	Target's hit points doubled
54	Summon demon to attack target
55	Spell fired but with squealing noise
56	Spell goes off but duration is halved
57	Strange visual effect, but the spell fizzles
58	Projectile speed halved
59	All weapons in the area glow
60	No saving throw is allowed against the spell
61	Target is held as per the Hold Person spell
62	Detect magic spell centered on target
63	Roll 4 more times. All effects happen
64	Slow spell centered on target
65	Instead of the chosen spell, a different spell of the same level goes off
66	Lightning bolt spell cast at target
67	Target strengthened
68	Heal centered on the target
69	Entangle target
70	Caster weakened
71	Fireball spell centered on target
72	Flesh to stone on target
73	Spell fired. Caster also recuperated as if rested
74	Heal spell centered on caster
75	Target dizzy
76	Sunfire centered on target (caster unaffected)
77	Target held
78	Target blinded
79	Target charmed
80	Gems created on target
81	Target's movement rate reduced
82	Random treasure created on target
83	Target polymorphed into squirrel
84	Silence 15 foot radius centered on target
85	Target's sex changed
86	Fake explosion (no damage) centered on target
87	Stinking cloud centered on target
88	Cow falls from sky on the target.
89	Target dizzy
90	Spell has 60 foot radius at target (change projectile)
91	Target itchy
92	Casters hit points doubled
93	Target held
94	Target hastened
95	Destroy all gold on target
96	Spell casts at double effectiveness
97	Spell cast, -4 to target's saving throw
98	Target's color changed
99	Spell cast at double level
100	Spell casts normally

Baldur's Gate™ II: Throne of Bhaal™ Credits

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Producer: Doug Avery
Audio & Localization
Producer: Fred Hatch
Division Operations: Benson
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Black Isle Studios Quality Assurance
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John Kirkland

Special thanks to Darren Monahan for all of his help on both Baldur's Gate™ II: Shadows of Amn™ and Throne of Bhaal™.

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[DOLBY SURROUND]

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Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

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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 or older, have a touch-tone phone, and the cost is $0.95 per minute. Please keep in mind not all games will have hints and tips on our hint line.

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> direct line: 040-8970 33 00 (M-F 15.00-20.00)
> 24 hour infoline: 040-8970 33 33
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> Web: http://www.setupcs.de
> E-Mail: hotline setupcs.de

Spain

> Virgin Interactive Entertainment ESPA-A, S.A.
> C/ Hermosilla, 46-2? Derecha
> 28001 Madrid
> Tel: (91) 578.13.67
> Fax: (91) 575.45.88

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> Virgin Interactive
> Customer Support
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> London W1P 1LR
> Tel: 0171 551 4266
> Fax: 0171 551 4267
> Web: www.vie.co.uk
> Email: customer support vie.co.uk

All Other Territories outside Europe, N. America & Canada
Contact your local distributor for support as listed in your game manual.
In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.
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If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

• Speed and Manufacturer of your Processor.

• Make and Model of your Sound Card and Video Card.

• Make and Model of your CD-ROM drive.

• Amount of RAM present.

• Any additional Hardware and Peripherals.

• Information contained in your Config.Sys and Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call. When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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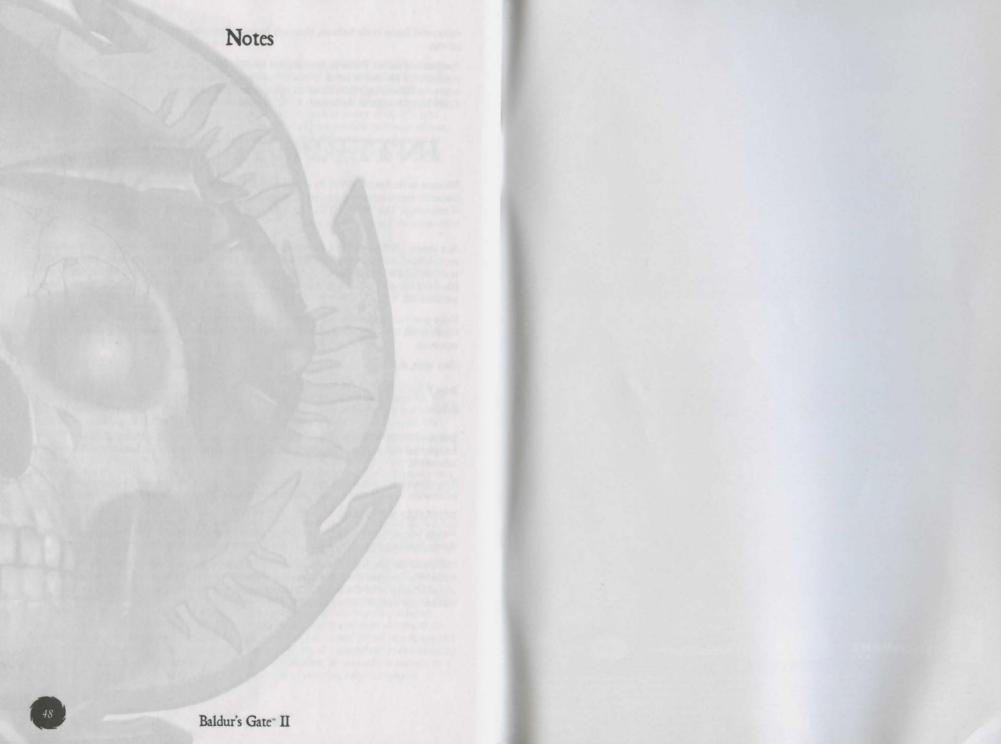
Once again, welcome.

Brian Fargo

C.E.O.

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Notes