



NEVERWINTER NIGHTS

Adventurers Journal



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NEVERWINTER AND NEARBY REGIONS

NEVERWINTER

Called "The City of Skilled Hands," Neverwinter (pop. 17,000) is the largest town on the rugged coast north of Waterdeep. As the headquarters for all adventurers in the area, it is your base of operations in the game.

Known for its skilled craftsmen and beautiful indoor gardens, Neverwinter derives its name from the Neverwinter River. This clear blue stream, which runs along the northern edge of the city, is warm year-round and doesn't freeze even in the harsh storms of the violent northern winters. No one knows the explanation of this phenomenon, and the river's source lies somewhere deep in Neverwinter Woods, which is shrouded in mystery and feared by all manner of beings.

Protected by the natural barrier of the Neverwinter River, the town's peaceful image belies its violent past. For centuries Neverwinter suffered with the rest of the Sword Coast under the waves of attacks by orcs streaming through the mountains from the east. In recent times the town had been considered relatively safe except for an occasional attack by raiding parties from the north.

During the last few months, however, great dangers have appeared. The areas to the north, east and south of the city have been beset by bandits and monsters, until residents have abandoned many outlying blocks altogether.

Neverwinter and the nearby towns and villages are allied with Waterdeep, the largest city in the area, which lies several days ride to the south. The area is desired by hostile Luskan, which lies several days ride to the north. It is the belief of many in

Neverwinter that the Five Captains of Luskan (reputed to be pirates) have dispatched the monsters besieging them to weaken Neverwinter's defenses and pave the way for its eventual conquest.

With all these rivalries surrounding Neverwinter, the climate is one of approaching war. Lord Nasher, its leader, is a retired adventurer who has devoted his life to making this beautiful area a peaceful place to work and live. His alliance with Waterdeep provides a coastal bastion against the aggressive raiders from Luskan.

Lord Nasher will welcome to his castle any adventurer who wishes to help in the defense of the area against its enemies. There are tales of great treasures to be found in this savage land, and Nasher is more than willing to help his supporters gain their fair share of the booty.

The city is built around Neverwinter Square, in the center of which is an ancient garden as old as the city itself. Lord Nasher's Castle and two of the city's temples are located here. Inns and Weapon Shops are found by each main gate, and other stores are clustered in the northwest and southeast sections of the town. Training areas for characters who are ready to advance in level are in the northeast and southwest corners of the walled city.

Lord Nasher's Castle. Enter here to visit Lord Nasher and learn of challenges that may await you outside Neverwinter's gates. After completing one of these quests, you may return here for your reward. You can also choose to go exploring without any specific goal or challenge - Lord Nasher may still reward



you for especially heroic victories. The square outside Lord Nasher's Castle is a popular meeting place for groups of adventurers as they prepare to depart on a quest.

Inns. At any Inn you may safely rest, restore hit points, memorize spells, etc. Each Inn charges the same fee for its rooms. Inns are located to the right of each of Neverwinter's three main gates, and at the Eastern end of Neverwinter Square.

Arms & Armor Shops. Your beginning character comes equipped with a weapon appropriate to his class and no armor. Once you have adventured for a while, you'll have earned enough to come to one of these shops and buy better swords, long bows, armor, etc. An Arms and Armor Shop is located to the left of each of Neverwinter's three main gates.

Temple of Tyr, God of Justice. Healing services are available here. All temples have the same services and charge the same amount.

Temple of Oghma, God of Knowledge. Healing services are available here.

Temple of Helm, the Guardian. Healing services are available here.

General Items Shops. These shops sell various items such as flasks of oil, mirrors, and vials of holy water that may be of use against powerful monsters you may encounter as you get farther away from Neverwinter. Closer to town such items are not necessary to defeat the less powerful monsters you'll encounter.

Silver Shops. These shops sell fine jewelry, armor, and weapons. Silver weapons are used to attack creatures like werewolves, which often cannot be hit by normal weapons.

Jeweler. This shop sells expensive jewels, which is an easy way to carry around large sums of money. Even platinum coins are very heavy and inconvenient to carry, so using jewels this way will keep your character's encumbrance down.

Training Hall. Characters of all classes can train here, raising their level(s) and HP.

Indoor Gardens. Neverwinter is famous for its indoor gardens, where residents can stroll through green paths any day of the year. This is a popular meeting place for groups of adventurers who desire privacy as they prepare to depart on a quest.

Berun's Hill

This local landmark is a bare-topped, conical hill that commands a splendid view of the valley of the river Dessarin to the east. This lookout has often been used in time of trouble to watch for advancing orc or barbarian tribes coming down from the north and east. It is named for the famous ranger Berun, who met his end here at the hands of such a horde. He failed to stop the orcs, but slew over 300 single-handedly before he was overwhelmed. Bandits watch here for the approach of likely victims. Northern legend has it that a dwarven tomb lies under the hill, rich in golden armor treasures, but none has ever found it, and dwarves know nothing more of it than legend.



Crossergate

Located to the south of Vilnask, Crossergate is a small town that serves as a convenient resting place for weary travelers on their way to or back from Triboar. In fact, resting and restocking in Crossergate is a necessity for travelers continuing on to Triboar since the Lost Hills must be crossed to reach Triboar. To serve the needs of the numerous wandering adventurers that pass through the town, Crossergate has many shops and inns including the famed Western Weapon Shoppe and the Crossergate Curious Items Emporium. Recently, the Lord Protector has reported unusual activity at night where caravans seem to disappear! Fearing some dire plot, the Lord Protector has sought help from the mayor of Neverwinter, Lord Nasher. Lord Nasher in turn has asked the help of various adventurers in solving this mystery.

Floodblest

Located east of Neverwinter, Floodblest is a small village of farmers. Travelers often stop in Floodblest to rest before continuing onward to either Neverwinter or Nightsedge. The Rankled Boar Inn is a comfortable place to refresh yourself and adventurers can resupply themselves at Sinda's Trading Post. A small temple to Chauntea, the Goddess of Agriculture, is also located within this small village. Recently, the village has fallen on hard times. Many have fallen ill to some mysterious disease. The lord mayor suspects that an evil spell caster has taken up residence somewhere near the village and is the cause of the ill-luck. According to the Mayor, their well went dry at the start of the illness. Explorers have discovered that the well is an entrance to somewhere, but those that ventured too far were never

heard from again. The lord mayor has requested aid from Neverwinter.

Longsaddle

This tiny agricultural village is home to the Harpell family that has produced a number of influential mages in the North (including Malchor Harpell who now splits his time between Longsaddle and Waterdeep).

The village Elder, Ardanac Harpell, dwells in the "Ivy Mansion," the Harpell's ancestral home, high on a hill, in the center of Longsaddle.

The village has a daily farmers' market, a way-stable, a stirrup maker and bellcaster, and The Gilded Horseshoe, an inn noted for its hospitality and its defensible wooden palisade.

Local stories say that griffins are bothering Longsaddle, preying upon cattle, horses and longriders who stay too far from local ranches.

Luskan ("City of Sails")

Luskan is a seafaring merchant city, home to fierce, proud and warlike Northmen. This important northern port city is located at the mouth of the river Mirar, a swift and icy, cold and rocky, unnavigable river.

Although it seeks merchant trade, visitors are few and often made to feel unwelcome. This probably has much to do with the fact that Luskan is a known harbor for northern pirates, if not an outright sponsor of their activities. Inns that serve travelers are rare; (The Cutlass, a notorious dive on the docks (a pirate haven no doubt) and the Seven Sails Inn are the only known lodgings in the city.)



Luskan wages almost constant war against naval powers that its Captains feel they can defeat; recently they crushed Ruathym. In the past, they have been defeated by Mintam and Orlumbor (supported by Waterdeep and Amn) and slaughtered on the seas, by the ships of Lantan, whom they no longer speak of. Luskan warriors often raid inland, particularly when sea vigilance makes raiding the coast difficult.

The Zhentarim are said to be attempting an alliance with Luskan (but it is unknown as to their success).

Luskan Outpost

Founded by the Pirate-Captains of Luskan the Luskan Outpost's purpose is to warn Luskan of any threats from the south and east. At first the outpost was composed of only a watch tower, but later a small town gradually formed around the tower. The residents of the outposts are mostly northern men and are hostile to those from the south such as Neverwinter. As with any town, the outpost includes an arms dealer and an inn. Rumors abound about some dark and sinister force living somewhere near the outpost. Those who have gone looking for this malevolent force haven't been heard from since.

Neverwinter Woods

This forest east of Neverwinter seems to have a magical quality about it, or at least an air of mystical secrecy. The always-warm Neverwinter River, which flows out of the wood, has its source deep beneath Mount Hotenow, a sleepy volcano in the northern wood. Fire elementals are said to live deep within Hotenow. The steep mountains to the North of Hotenow hide griffin lairs.

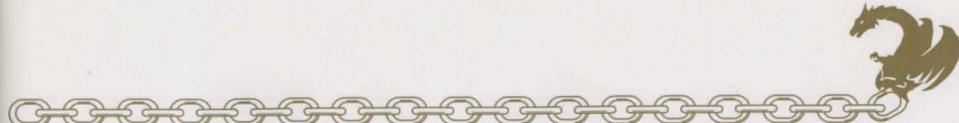
These woods have never been logged by men (they are feared and shunned by the locals), and even today are largely unknown. The depths are said to harbor dire creatures. Orc hoards always go around the woods, never through them.

Nightsedge

Located on the very edge of the mysterious Neverwinter Woods, Nightsedge is constantly in danger. Recently, the danger has increased dramatically with orcs attacking the small town constantly. The Lord Mayor is more than a little worried since these orcs aren't the Trollmoor Orcs that are usually found in this region but some other kind. Outnumbered, the Lord Mayor has pleaded with Lord Nasher to send any help. Lord Nasher has responded by asking all adventurers to travel to Nightsedge to help in the town's defense.

Port Llast

This sleepy little coastal village between Neverwinter and Luskan is known mainly for its skilled stonecutters. Luskan covets the fine harbor, seeking a more southerly berth for its numerous warships. In olden days, when Luskan (the Illusk) was held by orcs and hostile duergar, this village was a thriving city, the "last port," the northernmost access to the mineral wealth of the North. Then it was 20 times as populous as today. Orc raids destroyed that magnificent city, but shattered remnants of mighty walls still ring the village (though much has been plundered or used to repair local homes). Portions are used as gardens, graveyards or have returned to the forest.



Southwall

This area is named for its main feature, the ancient crumbling wall that once guarded the southern edge of the old city of Neverwinter. Once a beautiful residential area, portions of Southwall now have been sacked and overrun by monsters.

Like the brick areas of the Warehouse District, Southwall is not suited for play by single low-level characters. Small parties of low level characters should be able to adventure here, but there are stories of more dangerous creatures that have crept this close to Neverwinter.

Adventurers in the area can win rewards from Lord Nasher by helping to clear this district of monsters, thieves, and bandits.

The Gallant Prince

Merchant ships are a common sight near the docks of Port Llast, but the arrival of the Gallant Prince was anything but common. Slowly drifting in from the sea, the Gallant Prince with tattered sails and rotting wood looked more like a ghost ship than a merchant vessel. Those who helped tow the ship to the docks, found no one aboard. Well, no one was found on the decks that is. No one was brave enough to check the whole ship. What had happened to the crew? Frightened by the unknown, the Port authorities have sent a message to Lord Nasher for aid.

The Lost Hills

A dangerous area located between Triboar and Crossergate, the Lost Hills has claimed the lives of many adventurers. According to the Sage of Neverwinter, in ages past the Lost Hills was once a pleasant, beautiful land. Adventurers had nothing to fear travelling along the many

paths that connected the two towns. Then a mysterious, malignant force appeared and with its appearance came fierce monsters. What was once a safe journey, now became deadly. To make things worse, the paths began to twist and turn as if by magic! Maps became useless, and those travelers strong enough to face the fierce monsters often found themselves lost. This land eventually came to be called the Lost Hills for the many who lose their way along the confusing paths. Only the very courageous or the very foolish now travel through this dangerous land.

The Warehouse District

This area on the northern edge of Neverwinter was once a bustling center of trade, but in recent years has become run-down and dangerous. Just within the last few months, it seems that there has been a sharp upswing in attacks on local residents. Many of the warehouses have been ransacked by monsters and then abandoned by their owners in fear of continued looting. These hostile creatures are believed to have been sent by the Captains of Luskan in an attempt to weaken the city's defenses.

The areas of wooden buildings are of the same danger level as the eastern portion of the Wharves, but the brick buildings around the old Potter's Guild are not recommended for adventures by single first-level characters. Small groups of low level characters, however, should find success there.

Adventurers can win the gratitude of Lord Nasher and all his subjects by assisting in the effort to clear this district of monsters, thieves, and bandits.



The Wharves

Along the edge of the Neverwinter river east of the city, this area has been victimized by monster attacks in recent times. Lord Nasher seeks adventurers who will assist in the effort to clear this district of monsters, thieves, and bandits.

The portion of this area to the west of the Neverwinter River is still relatively safe, and therefore is a good place for adventurers to begin the game. Battles there likely mean facing only a single orc or bandit. The area across the river (there are two bridges) is more dangerous, and that area is best visited once players are through the initial learning curve and are comfortable with the game.

Triboar (TRY-bore)

This small town is strategically located where the Long Road intersects Evermoor Way. Gathered armies have often set forth from Triboar to meet orc hordes. Triboar has two good smithies and Skulner Wainwright, a wagon maker famed throughout the North. Skulner's latest project is the "rolling cog," a massive wagon that can double as a barge. Triboar's name is thought to have come from a traveler's tale of slaying three boars here in a day.

Vilnask

Fifty winters ago, a great supply of silver, iron, and even some mithral was discovered in a cave south of Neverwinter. Almost overnight a town grew near the site where these precious metals were found. Eventually the town was named after the adventurer who discovered the site. Thus, Vilnask was founded. For the next several winters miners, smiths, and merchants from all the nearby regions came to settle

in Vilnask. Vilnask is now known for the fine metal goods it produces especially metal goods produced by Willo Clovyr. One of the greatest smiths of the Savage Frontier, Willo produces weapons known far and wide for their strength and balance. Similar to other small towns, Vilnask has an inn, jeweler, and an arms shop.

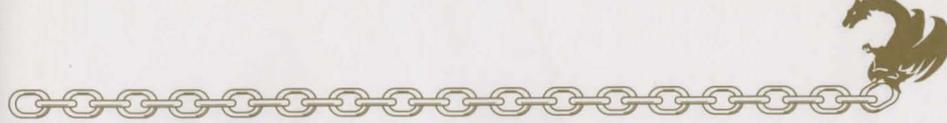
Windycliffs

Situated near a small cliff, Windycliffs is named for the fierce winds that constantly batter this small town. Populated mostly by merchants, Windycliffs serves as a convenient stop for travelers on their way to or back from Port Llast. Travelers and adventurers can fulfill all their needs by visiting the town's inn, stores, arms shop, and jewelers. Recently Windycliffs has been plagued by fierce monsters. The Lord Mayor claims that the pirate-tyrant captains of Luskan are responsible and has asked Lord Nasher of Neverwinter for aid in battling the creatures.

GAME NOTES: Travelers near Windycliffs should have no fear of evil adventurers attacking. Lord Nasher's private guard patrols this area and safeguards all adventurers. However, Lord Nasher's guard can only do so much. Travelers can expect no help against any monsters encountered in this area. Even the inexperienced can survive in Windycliffs. (Non-PvP Region)

CHARACTERS AND PARTIES

To play Neverwinter Nights you must create a character. The following sections explain what you need to know to create successful adventurers.



The Player Races

There are six races from which you may construct your player character (PC). Each race has different talents and limitations. Charts and tables in the appendices at the back of the Journal summarize the abilities and class limitations for the different races. Non-human characters can combine character classes and may also have additional special abilities.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to sleep and charm spells and are adept at finding hidden objects. During combat, Elves receive bonuses when attacking with swords and bows. They cannot be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. They are especially resistant to magic. During combat, Gnomes receive bonuses when attacking

man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Halfings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no level racial limitations or abilities modifiers. Humans do have the disability of shorter lifespans than the other races. This may be a problem, especially if human characters have been subjected to many Haste spells. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores. These scores fall within a range determined by the race and class of the character (see the Range of Ability Scores by Race table on page 25). For humans, that range is from 3 (low) to 18 (high).

Depending on the character class, one or more of these abilities will be a prime requisite. A prime requisite is an ability especially valuable to a given class (strength for a fighter, wisdom for a cleric, etc.). Characters receive bonus experience points when their prime requisite scores are at or above a certain number (16 in most instances).



Non-human characters may receive modifiers to the basic ability scores to reflect differences between the races. Dwarves, for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. When a character is generated with the CREATE NEW CHARACTER command, all racial modifiers are calculated automatically.

Strength (STR) is the measure of physical power. The higher a character's strength, the more he can carry, the more likely he is to hit in melee combat, and the more damage he can do when he does hit. Fighters, rangers, and paladins with an 18 strength also have a percentage value from 1 to 100. The maximum percentage values vary from race to race. Strength is most important for fighter type characters (fighters, rangers, paladins). If it is 16 or higher, fighters receive a bonus of 10% additional experience points. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus.

Non-human fighters may have a lower maximum level if their strength is less than 18. There is a Strength table on page 26.

Intelligence (INT) is the measure of learning ability. Magic-Users with an intelligence of 16 or higher receive a 10% experience point bonus. Non-human spell-casters may have a lower maximum level if their intelligence is less than 18. Rangers must have strength, intelligence and wisdom of 16 or higher to receive a 10% experience point bonus.

Wisdom (WIS) is the measure of ability to understand the ways of the world and to interact with the world. Clerics get the 10% experience bonus if their wisdom is 16 or higher. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus. Clerics with a wisdom of 14 or higher receive additional low level spells. There is a Wisdom Bonus table for clerics on page 31.

Dexterity (DEX) is the measure of manual dexterity and agility. Thieves especially benefit from high dexterity. Thieves receive a 10% experience bonus if their dexterity is 16 or higher. For every dexterity point from 15 to 18, a character receives a corresponding one point improvement in his armor class. For every dexterity point from 16 to 18, a character receives a one point improvement on his ability to hit with missile weapons. It is highly recommended that all characters have a high dexterity. This is considered essential for magic-users and thieves. There is a Dexterity table on page 26.

Constitution (CON) is the measure of overall health. Fighters receive one extra hit point (HP) per hit die for each point of constitution above 14. Non-fighters receive similar benefits except they receive a maximum of two extra HP per level (no HP benefits for constitutions above 16). Constitution also determines the maximum number of times that a character can be raised from the dead and the percent chance of a resurrection attempt being successful. Every time a character is successfully resurrected, he loses one point of constitution. There is a Constitution table on page 26.



Charisma (CHA) is the measure of how others react to a character. Charisma is sometimes a factor when the character has an encounter with NPCs. The higher a character's charisma, the more that character can persuade others to do what he wants.

Each character also has three other important values that change as the game goes on: Experience Points (XP), Level, and Hitpoints (HP).

Experience Points (XP) are a measure of what the character has learned on his adventures. Characters receive XP for actions such as fighting monsters, finding treasures and successfully completing quests. See the Tables of Experience on pages 30-32 for each class' XP requirements.

Level is a measure of a character's ability in his class. As characters gain XP, they may go up in levels. New characters begin the game at 1st level.

When characters have enough XP they can go to a hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough XP to go up two or more levels since the last time he has trained, he goes up one level and lose all XP in excess of one point below the next level.

EXAMPLE: A 3rd level thief enters a training hall with 12,000 XP. He leaves as a fourth level thief with 10,000 XP, only 1 XP below the needed amount to advance to fifth level.

Hitpoints (HP) represent the amount of damage a character can take before he becomes unconscious or dies. Characters gain HP every time they increase in level. Bonuses for high constitutions are calculated automatically.

The maximum potential number of HP a character can have is referred to as Hit Dice (HD). A 4th level fighter, for example, has 4 d10 hit dice. This means that his theoretical hitpoint maximum is (4 * 10 = 40) plus any constitution bonus.

NOTE: Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10.

When a character takes enough damage that his HP reaches 0 (or less), he is unconscious. An unconscious character leaves combat and wakes near the entrance to the current region. When you view a character, his HP on the screen will never be displayed as less than 0.

Character Classes

A character must belong to at least one character class. Non-human characters can have more than one class at the same time. Non-human characters with multiple classes have more playing options, but increase in level more slowly because XP is divided evenly among all classes.

Characters receive HP, spells and abilities based on their class, level and (sometimes) ability scores. Refer to the tables at the back of the journal to find the hit dice and spells (if any) that a character receives.



Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users. When clerics gain a new spell level, they automatically are able to use any of the available spells for the new level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons. Rangers can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. At 8th level, rangers may begin to cast druid spells; at 9th level, they gain magic-user spells. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Paladins can fight with any armor or weapons and can cast a few clerical spells once they reach 9th level. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they were a cleric two levels below their current level, and are always surrounded by the equivalent of a Protection from Evil spell. A paladin may heal two HP of damage per his level once a day. A paladin may Cure Disease

once a week at 1st-5th levels, twice a week at 6th-10th, and three times a week at 11th-15th level. At 9th level paladins gain the ability to cast clerical spells. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magical grimoires (personal spell books) or use scrolls. Magic-Users may add new spells to their grimoires whenever they go up in level or find scrolls with spells of levels that they can scribe. The prime requisite for magic-users is intelligence.

Thieves can fight with swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' which is described in the Combat section. Thieves also have special skills for opening locks and removing traps. High-level thieves may also cast magic-user spells from scrolls. The prime requisite for thieves is dexterity.

Multi-Class Characters are non-human characters who belong to two or more classes at the same time. The characters' experience points are divided among each of the classes, even after the characters can no longer advance in one or more of those classes. The characters' HP per level are averaged among the classes. The multi-class characters gain all the benefits of all classes with regard to weapons and equipment.



Dual-Class Characters are human characters who had one class for the first part of their lives, and then changed into a new class for the remainder. A character must have a 17 or 18 in the prime requisite for the class he wishes to change to. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain HP and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains HP according to his new class and may use abilities from both classes.

Alignment

Alignment is the philosophy a character lives by. Alignment can affect how Non-Player Characters (NPCs) and some magic items in the game react to a character.

Lawful Good characters believe in the rule of law for the good of all.

Lawful Neutral characters believe the rule of law is more important than any objective good or evil outcome.

Lawful Evil believe in the rule of law as a tool to achieve evil ends.

Neutral Good characters believe that the triumph of good is more important than the rule of either law or chaos.

True Neutral characters believe that there must be a balance between good and evil, and law and chaos.

Neutral Evil characters believe that evil ends are more important than the methods used to achieve them.

Chaotic Good characters believe in creating good outcomes unfettered by the rule of law.

Chaotic Neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

Chaotic Evil believe that chaos is the best environment for practicing evil acts.

Combat

Combat occurs often during your adventures. Combat takes place on a tactical map. This map is a detailed 3-D view of the map terrain that your character was in when combat began. This map is overlaid with an invisible square grid.

As you move characters, you notice that everything moves on the grid from square to square. Moving diagonally often costs more movement points than moving horizontally or vertically.

Initiative

Each round of combat is divided into 10 segments. Which segment a character or monster acts in depends on his initiative number. This is a randomly-generated number for each character and monster. This random number is generated at the beginning of each combat round and is modified by dexterity bonuses or penalties and random factors (such as surprise) to arrive at the initiative number.

Sometimes a character acts in segment 10 of one round and segment 1 in the next, appearing to act twice in a row. This is especially common if you use the DELAY command. When the DELAY command is given, that character's action is delayed until segment 10.



Computer Control

The computer controls the actions of monsters and characters set to computer control with the AUTO command. You may take control of your character during any combat round.

Combat Ability

Each character's ability in combat is defined by his AC, THACO, and damage.

AC

A character or monster's difficulty to be hit is represented by his armor class or AC. The lower the AC, the harder it is to hit the target. AC is based on the armor a character is wearing and any dexterity bonus. Some magic items, such as enchanted armor, help a character's AC.

THACO

The character's THACO represents his ability to hit enemies in melee or with missile fire. THACO stands for "To Hit Armor Class 0." This is the number a character must 'roll' (equal to or greater than) to do damage to a target with an AC of 0. The lower the THACO the better the chance to hit the target.

NOTE: The generation of a random number is often referred to as a 'roll'. In determining if an attack is successful, the roll is a random number from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACO minus the target's AC. THACO may be modified by range, attacking from the rear, magic weapons, and magic spells among other things.

EXAMPLE: A fighter with a THACO of 15 attacking a monster with an AC of 3 would need to roll: (THACO 15) - (AC 3) = 12+

*But to hit a monster with an AC of -2 he would need to roll:
(THACO 15) - (AC -2) = 17+*

Damage

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat. Damage depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapon List on page 29.

Some monsters take only partial or no damage from certain weapon types. Giant slugs, for example, take no damage from blunt weapons (maces, etc.), while some other monsters only take damage from magical weapons.

Saving Throws

Whenever a character or monster is poisoned or attacked by most magic spells, such as Fireball or Lightning, the computer checks to see if the Saving Throw is made. A successful save means that the target had some innate immunity to the poison, or was not hit full-force by the spell. Generally, a successful save means that the target was unaffected or damage that would otherwise be taken is halved.

Back Stabbing

A thief back stabs if he attacks a target from exactly opposite the first character to attack the target. The thief may not backstab if he has readied armor heavier than leather (exception: elfin chain mail). A back stab has a better chance of hitting and does additional damage.



Missile Attacks

A character may not attack an adjacent target with a missile weapon (bow, sling, etc.). A character may attack an adjacent target with a thrown weapon (ax, club, etc.).

Bows can attack twice per turn. Thrown darts can attack three times per turn.

Multiple Attacks

Fighters, paladins, and rangers attack more than once per combat round when they get to higher levels. The first bonus is three attacks every two rounds. Later, they attack twice each round. See the chart on page 26.

All of a character's attacks are aimed against the first target. If the first target goes down with the first attack, aim any remaining attack at another target.

Movement

The number of squares a character can move is affected by the weight he's carrying, his strength, and the kind of armor he has readied. A character's movement range is displayed on the view screen and when moving during combat.

Running Away

A character may flee from the battlefield if he can move faster than all enemies. A character may not move off the battlefield if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster.

EXCEPTION: If a monster or character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he may be slower than his opponents.

A character that moves off the battlefield appears in a nearby location, or next to the entrance of that region which is closest to Neverwinter. If your character flees he does not receive any XP for monsters killed before retreating.

Combat Strategies

Throughout Neverwinter Nights, your character engages a colorful collection of foes. At times, your character may elect to avoid a confrontation, choosing conversation or flight instead. More often, however, he must stand and fight.

To succeed in combat, when multiple players are involved, skilled players deploy their characters well, casting effective spells before and during combat, maneuvering their characters into advantageous positions, and attacking using the most powerful weapons.

Deploying your Character (Multi-player Combat)

When a battle begins, your character is automatically positioned based on the order of entry into combat. Placement of a character does not occur until it is that character's turn.

When battle begins, your character may be placed in a bad position. If you wish to be defensive, move characters to anchor your flanks on an obstacle such as a wall. Keep magic-users behind the front line. Setting up behind a doorway that your enemies have to move through makes for a very strong defensive position.

Characters who are seriously injured should be moved out of the front lines if possible. Be warned, however, that if you move away from an adjacent enemy, he gets a free attack at your back. Back attacks have an improved chance to hit.



Missile weapons cannot be fired if there is an adjacent opponent. If you want to fire missiles, make sure you keep away from the enemy. Thrown weapons, such as axes, are exceptions as they may be used either as a missile weapon or a melee weapon. If you want to stop enemy missile fire, move someone next to the opponent.

Exploit your opponents' weaknesses by directing attacks against helpless enemy characters. Gang up on isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spell-casters). A foe with one HP remaining attacks as powerfully as an uninjured one.

A spell caster who takes damage cannot cast a spell that round. If the spell-caster had started to cast and was hit, he loses that spell from memory. Therefore, try to injure all enemy spell-casters every round even if it is only for one point of damage. Conversely, if you want to cast spells, make sure your spell-casters are protected.

Player vs. Player Combat (PvP)

As an adventurer within the setting of Neverwinter Nights, one must become aware of ones surroundings. Indeed, many beasts lay in wait at nearly every footing, but even more so, one must consider the numerous acquaintances that one meets during travel. As you know, PC (player character) alignments are far ranging and one never knows the true nature of the role player one encounters until it is often too late.

One of the most popular activities within Neverwinter Nights is Player vs. Player Combat, or PvP as it is called. Regions have been designated as PvP regions, as well as regions set aside from such activity. The basic understanding of PvP is that players (spell-casters only at this time) are able to attack and ultimately kill other players. This has spread into the formation of Guilds and sponsored events that include PvP. It has become a part of Neverwinter Nights and continues to reach new bounds.

PvP is not necessarily a personal attack, but should be viewed as a dangerous encounter much like a NPC (Non-Player Character) in which this encounter thinks, moves and is capable of equal, if not stronger (based on the players PvP prowess and class) abilities as yourself. Currently the most favored class for participation in PvP is without doubt, the formidable Cleric/Magic-User of human race. With the maxxing of 10th level Cleric and dualing to Magic-User to reach 11th level, this character class and race is capable of inflicting powerful spells, and is very often deadly in nature.

As you enter Neverwinter Nights, remember to observe those that surround you, either in passing or lurking in ones travels.

NOTE: For additional information regarding PvP and Non-PvP Regions, visit Neverwinter Nights' "New Members Area."



Magic

Magic is integral to your success in Neverwinter Nights. Magic-Users, clerics and high-level paladins and rangers can cast spells. If your character is not a spell-caster, you should team up with a player who has a spell-casting character before attempting the higher-level areas.

A spell can exist in one of four forms: in a character's memory, in a character's grimoire (spell book), in a scroll, or in a wand.

Scrolls and Wands

To cast spells from magic-user scrolls, the character must cast Read Magic from camp or have the scroll identified. Magic-Users can then cast with the USE command after the contents of the scroll are known.

The USE command can cast spells from clerical scrolls and from wands.

Thieves of 10th or greater level have a 75% chance of successfully using a magic-user scroll.

Memorized Spells

Any spell-caster with a memorized spell can cast it using the CAST command. Spells are memorized during rest while encamped. Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. First and second level spells take a minimum preparation of four hours. Third and fourth level spells take a minimum preparation of six hours.

*EXAMPLE: To memorize (2) 1st level spells, (1) 2nd level spell and (1) 3rd level spell would take: (6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min.*

Spells do not automatically have full effect on their targets. Each target of a spell may get a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve.

NOTE: Some monsters have magic resistance which gives them a greater chance to be unaffected by the spell.

Magic-Users

When a magic-user trains for a new level in a Training Hall, he is allowed to select a new spell to scribe into his grimoire. A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast. Only magic-users (and high level thieves) can cast magic-user spells from scrolls.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric or high-level paladin; the character need only memorize them.

When a cleric finds a clerical scroll, he can use the spells directly from the scroll regardless of level. Paladins can never use clerical scrolls, even if they can cast the spells.

Tips on Magic Spells

Both clerics and magic-users can cast spells which assist your character in combat. Preparatory spells just before a battle can protect and strengthen characters. During battle, spells damage your opponents and help your party.



Spells should be memorize as soon as possible after they are used. This is most likely to happen after combat. Encamp, have your character memorize spells, and select REST to allow him to imprint the spells for later use.

Magical Treasures

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you also find magical items to help you on your way. Here are descriptions of some items that you may find. Not all of these items may be found in your adventure. You can find out if there is a magic item in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to an armory or find a shop and have it identified.

Some magic items are, in reality, cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Wands

Wands are the traditional objects of enchantment. Wands generally cast a set number of a given spell (10 Fire Balls or 15 Magic Missiles for instance). Only experimentation or paying to have them identified can tell you what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions

Potions are a common magical treasure. Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command will allow a character to drink a readied potion.

Scrolls

For either clerics or magic-users, these items may have spells that characters couldn't otherwise cast.

A magic-user may use the SCRIBE command to permanently transfer a scroll into his grimoire if the spell is of a level that he can memorize. Magic-Users and clerics can cast spells directly from scrolls with the USE command. High-level thieves may also attempt to cast magic-user spells from scrolls. Scrolls disappear after they have been used or scribed.

Enchanted Armor and Shields

Sometimes you may run across armor or shields that have been created by skilled craftsmen and then enchanted with protective spells. The power of the magic these items contain may vary a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items, ready them from the **Items** menu.

Enchanted Weapons

Enchanted weapons come in many sizes, shapes, and potencies. Sometimes a weapon adds between one and five to your THACO and damage. Other weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the **Items** menu, the character has it for all combats.



Enchanted Adornments

Bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items help your AC, others may fire Magic Missiles, or even be cursed. Once one of these items has been readied from the **Items** menu, a character automatically gains all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing

Wizards sometimes cast enchantments on commonplace items of clothing such as gauntlets or cloaks. A wide variety of these items are known to exist. To use these items, ready them from the **Items** menu.

Gauntlets of Ogre Strength

When worn, these gauntlets give a character the tremendous strength and combat bonuses of an ogre. To wear the gauntlets, ready them.

Creatures of the Forgotten Realms

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them at all.

Anhkheg

Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Banshee

These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.



Basilisk

Reptilian monsters whose very gaze can turn to stone any fleshy creature.

Beholder

Globular creatures, Beholders move with an innate levitation. Each of their ten eyestalks has a unique magical ability, and a single large eye emits a powerful Anti-Magic ray. Their ability to instantly kill their targets make beholders one of the most dangerous creatures in the Forgotten Realms.

Bugbear

HIDEOUS giant-sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters.

Bulette

Also called landsharks, these are the result of a mad mage's experiment. They are stupid, irascible, and always hungry.

Carrion Crawler

These are giant, segmented creatures whose eight tentacles can attack once apiece each round. Carrion crawlers paralyze their victims and devour them.

Centaur

These good creatures are half men and half horse. They are capable fighters and can be valuable allies.





Centipede (Giant)

True giants, often reaching over 5' in length. Their poisonous bite is extremely dangerous.

Cockatrice

A repulsive creature that appears as part cock, part lizard. They have the power to turn flesh to stone.

Crocodile (Giant)

Large reptilian carnivores - much more dangerous than their smaller cousins.

Cryo Snake

These fierce snakes prefer to inhabit glaciers and high peaks. Humans will rarely confront these beasts unless they move to higher elevations during exceptionally cold winters. Their breath is identical to that of a white dragon.

Cyclopskin

Cyclopskins are large humanoids that have one eye.

Displacer Beast

A creature resembling six-legged puma, with two ebony tentacles growing from behind its shoulders. These beasts have the magical ability to displace their image about three feet from their actual body, making them an especially tricky opponent.

Dracolich

When very powerful evil dragons die, some become a hideous form of undead dragon which paralyze with their very gaze. Their gaze - and breath - makes Dracoliches dangerous enemies.

Dragons

These are some of the most powerful and dangerous of the monsters a party can encounter. The older and larger the dragon, the more damage it can do and the harder it is to kill.



Black Dragon

Black dragons spit streams of acid while attacking with claws and fangs.

Bronze Dragon

In addition to vicious claw and fang attacks, these good dragons spit a bolt of lightning.

Red Dragon

Red dragons can exhale great spouts of flame or attack with their claws and fangs.

White Dragon

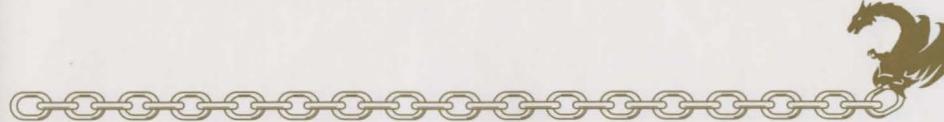
Unique among dragons in their preference for cold climates, these evil beasts can attack with their freezing cold breath in addition to razor sharp claws and fangs. Small in size and not as intelligent as their cousins, these dragons are still quite dangerous.

Drider

Part dark-elf, part spider monster. This horror is the subterranean counterpart of the centaur.

Efreeti

These large powerful djinns are from the elemental plane of fire. They are very arrogant and will only serve a powerful master.



Electric Spider

Electric spiders can be found throughout the lands. They can breathe a lightning bolt similar to that of a blue dragon's. They favor narrow confines where they can bounce their bolt through a victim several times.

Elementals

Elementals are strong, but relatively stupid beings conjured up from their normal habitat on the elemental planes.

Earth Elemental

These are powerful creatures who travel very slowly and can be summoned from earth or stone.

Fire Elemental

Fire elementals are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.

Ettin

These foes look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Frog (Giant)

These are giant carnivorous frogs. They are fast, dangerous predators which may be poisonous.

Gargoyle

Ferocious predators of a magical nature. Gargoyles are typically found amid ruins or dwelling in underground caverns.

Ghoul

These are evil undead whose touch may paralyze a person in combat. They feed on corpses and attack all living creatures on-site.

Giants

Giants vary greatly in power, intelligence, and tastes. The following is a list of the types of giants you are likely to encounter:

Cloud Giant

These members of the giant races consider themselves to be above all others of the species, except storm giants, whom they view as equals.

Cloud Giant (Shaman)

A few cloud giant tribes have shamans who can cast spells as a cleric. In all other respects, they are identical to other cloud giants.

Fire Giant

Brutal and ruthless warriors, these giants resemble huge dwarves and have flaming red or orange hair and coal black skin.

Fire Giant (Mage)

Some fire giants have the ability to cast spells as a magic user. In all other respects, they are identical to other fire giants.

Frost Giant

These giants have a reputation for crudeness and stupidity. While the reputation may be deserved, frost giants are crafty and skilled fighters.

Hill Giant

One of the smaller of the giant races, they are brutish hulks possessing low intelligence and tremendous strength.



Storm Giant

This is one of the most noble and intelligent of the giant races. These giants are dangerous fighters when angry, and can often use magic.



Gnoll

These creatures are hyena-headed humanoids who stand over seven feet tall.

Goblin

These are small humanoids common in the Realms.

Golems

Magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. All are dangerous.

Great Vilstrak

Great vilstraks are giant vilstraks, also called "marl muggers" or "tunnel thugs." A vilstrak's stony surface provides it with both excellent protection and the uncanny ability to physically merge with earth or stone.

Greenhag

Greenhags are a race of evil creatures related to both annis and nighthags. They are resistant to magic and have spell-like powers. A typical greenhag resembles a nighthag, but with green skin.

Griffin

These are half-lion, half-eagle avian carnivores. Their favorite prey are horses and their distant kin (hippogriffs, pegasi, and unicorns).

Harpy

Harpies are wicked avian humanoids that prey upon nearly all creatures, but prefer the flesh of humans and demihumans.

Hell Hound

These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.

Hippogriff

Magnificent creatures with the forelimbs and head of an eagle and the body and hind legs of a horse.

Hobgoblin

These are human-sized, intelligent relatives of the goblin.

Hydra

Immense reptilian monsters with multiple heads. All of its heads must be severed before a hydra can be slain. Hydras come in many sizes, with the number of heads increasing as they grow stronger.

Ice Hound

Ice hounds are relatives of the hell hound and are not originally from the material plane. These creatures are summoned to serve as guards in cold weather regions. In addition to a normal bite attack, ice hounds can breathe a cone of frost, causing 7 points of damage (save for half damage).

Kampfult (Giant)

Giant Kampfult are a larger version of the kampfult, sometimes called the "sinewy mugger." This creature originally inhabited woodland areas, but has been driven out by human hunters. They now can be found in ruins or dungeon settings. Once a victim is hit by one of the kampfult's rope-like vines, there is no escape until the kampfult is slain.

Kobold

These are small, cowardly humanoids who delight in killing and torture.



Lich

This is perhaps the single most powerful type of undead creature. A lich is the remains of a powerful magic user who has kept his body animated after death through the use of foul magics. Liches can use magic as they did while still living, and have other powers similar to greater undead creatures.

Lizard (Giant)

Huge, carnivorous reptiles which can often be found in river valleys.

Lizard Men

These are savage reptilian humanoids. They generally attack in groups and are often accompanied by a larger, tougher Lizard King.

Mammoth

There are several varieties of mammoth, including the woolly and imperial - the latter being the largest. They inhabit climes ranging from subarctic to subtropical. These massive herbivores can be quite aggressive if threatened.

Manticore

Human head, bat wings and a lion body make Manticores one of the oddest creatures in the Realms. They attack with claws and volleys of iron spikes thrown from their tail.



Margoyle

Stony monsters are immune to normal weapons and can attack many times with their sharp claws and spikes.

Mastodon

Large cold climate relatives of the elephants found in warmer regions.

Medusa

These are hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.

Minotaur

These creatures are part-man and part-bull warriors. They are highly intelligent and dangerous opponents.

Mobat

These are huge omnivorous bats who like nothing better than warm-blooded humanoids for dinner!

Mummy

These are powerful undead with great strength. The mere sight of one has been known to paralyze a man in combat. The touch of the mummy causes a strange, rotting disease.

Neo-Otyugh

This is a more powerful form of Otyugh. These disgusting scavengers get several vicious attacks and have a heavily armored body.

Ogre

Large, ugly, foul-tempered humanoids, ogres generally attack with a spiked club.



Ogre (Shaman)

A few ogre tribes have shamans who can cast spells as a cleric. In all other respects, they are identical to other ogres.



Ogre Mage

Ogre magi, or Japanese ogres are not as common as other ogres. They normally seek uninhabited places in which to lair - typically in a fortified dwelling or some secure cavern complex below ground. From this location, the ogre magi will foray to capture treasure and humans for slaves and food.

Otyugh

These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.

Phase Spider

These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.

Poisonous Snake

These are giant snakes that are extremely poisonous. Some varieties who are so poisonous that even if a saving throw versus poison is made, the victim takes up to 3-18 hit points of additional damage.

Purple Worm

These enormous carnivores burrow through solid ground in search of small (man-sized) morsels.

Pyro Snake

These fierce snakes are always found near fire or in very hot climates. They are dangerous foes, attacking with a vicious bite and capable of spitting hazardous fireballs.

Rat (Giant)

Giant rats are ferocious rodents the size of large dogs.

Remorhaz

These are sometimes referred to as Polar Worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.

Rock Reptile

Rock reptiles are lizards with a lumpy, warty hide, and chameleon-like powers.

Salamander

Salamanders are natives of the elemental plane of fire, and so are immune to all fire-based attacks. They are dangerous foes because of their evil nature and the fact that they can only be hit by magical weapons.

Scorpion (Giant)

Giant Scorpions can be up to 8' long. Their tail stinger can inject a fatal poison to those unlucky enough to be in the way.

Shambling Mound

Omnivorous, intelligent vegetable life forms, Shambling Mounds resemble large heaps of rotting vegetation. They are usually found in wet, subterranean places.



Skeleton

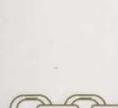
These are the least of the undead. These animated skeletons are usually controlled by some evil force.

Skeleton (Giant)

Animated skeletons from giants. They hit harder and can take more damage than normal skeletons.

Slug (Giant)

These are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.



Snake (Giant)

These large reptiles slay their prey with deadly venom. Neutralize Poison counters snake bite.

Sphinx

An extremely rare creature that is part-lion, and has the upper torso of a woman. Rather than fight, sphinxes often converse with adventurers.

Spider (Giant)

These giant cousins of the small predator attack with a poisonous bite.

Stirge

These are small, blood-sucking birds.

Tiger

These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become "man eaters."

Troll

These are large, strong, ugly humanoids. They know no fear and can regenerate wounds which have not been caused by fire.

Umber Hulk

These powerful subterranean creatures can use their claws to burrow through solid stone in search of prey.

Warg

These large, vicious wolves show more intelligence and are twice as dangerous as their normal cousins.

White Gorgimera

This fearsome three-headed monster is a relative of the chimera. It has the hind-quarters and head of a gorgon; the

forequarters and head of a mountain lion; and, the mid-body wings and head of a white dragon. It attacks with its lion claws and all three heads. The white dragon head can breathe twice per day, and its gorgon head can use petrifying breath twice per day. These monsters can only be found in cold, mountainous regions.

Wild Boar

These creatures are the wild relatives of the pig.

Wolf

Packs of wild wolves often roam the ruins and forests of the Realms looking for food.

Wyvern

These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tails.

Yeti

Yetis are large creatures that inhabit ice regions. Their white fur makes them nearly invisible. Oftentimes you cannot spot them until they are within 10 to 30 feet of you.

Zombie

Magically animated corpses controlled by an evil force. Zombies always fight back until destroyed or turned.

SPELLS

First-Level Cleric Spells

Bless improves the THACO of friendly characters by 1. The Bless spell does not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.



Curse impairs the THACO of targets by 1. The target cannot be adjacent to a party character or NPC.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

Cause Light Wounds inflicts 1-8 hitpoints of damage on a target.

Detect Magic indicates which equipment or treasure is magical. You can view a character's items or take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Protection from Evil improves the Armor Class (AC) and saving throws of the target by 2 against evil alignment attackers.

Protection from Good improves the Armor Class (AC) and saving throws of the target by 2 against good alignment attackers.

Resist Cold halves the damage and improves saving throws against cold attacks by 3.

Second-Level Cleric Spells

Find Traps indicates the presence of traps in the character's path.

Hold Person may paralyze targets of character types (human, etc.). You may aim a Hold Person spell at up to 3 targets.

Resist Fire halves the damage and improves saving throws against fire attacks by 3.

Silence 15' Radius must be cast on a character or a monster. That character or monster, and all adjacent to him, cannot cast their spells for the duration of your spell.

Slow Poison revives a poisoned character for the duration of the spell.

Snake Charm paralyzes as many hitpoints of snakes as the cleric has hitpoints.

Spiritual Hammer creates a temporary magic hammer that is automatically readied. It can strike at range and does normal hammer damage. Spiritual Hammers can hit monsters that may only be struck by magic weapons.

Third-Level Cleric Spells

Bestow Curse reduces the target's THACO and saving throws by 4.

Cause Blindness blinds one target. This can only be cured with a Cure Blindness spell.

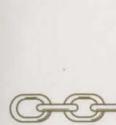
Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease infects the target with a debilitating ailment that saps strength and hitpoints.

Cure Disease removes the effects of disease caused by some monsters or caused by a Cause Disease spell.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of your characters that have been held, slowed, or made nauseous.

Prayer improves the THACO and saving throws of friendly characters by 1 and reduces the THACO and saving throw of monsters by 1. This is a good spell to cast before going into combat.



Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fourth-Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hitpoints of damage on a target.

Cure Serious Wounds heals 3-17 hitpoints (up to the target's normal maximum hitpoints).

Neutralize Poison revives a poisoned person.

Poison attempts to poison the target, causing the target to make a saving throw against poison or die.

Protection from Evil 10' Radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.

Sticks to Snakes causes snakes to torment the target. The snakes make movement and spell-casting impossible for the duration of the spell.

Fifth-Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hitpoints of damage on a target.

Cure Critical Wounds heals 6-27 hitpoints of damage (up to a character's normal maximum hitpoints).

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call down a column of fire from the heavens doing 6-48 hitpoints of damage.

Slay Living attempts to kill one target. If the target makes his saving throw, then he suffers 3-17 hitpoints of damage.

Sixth-Level Cleric Spells

Harm inflicts terrible damage on any living creature, leaving only 1-4 hitpoints.

Heal cures all diseases, blindness, feeblemindedness, and all except 1-4 of a character's full hitpoints.

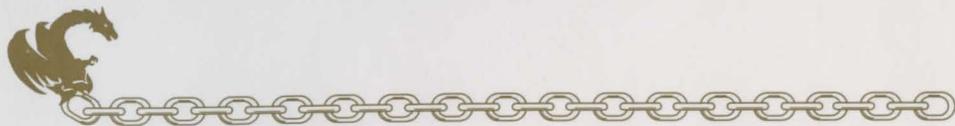
First-Level Druid Spells (For High-Level Rangers)

Detect Magic indicates which equipment or treasure is magical. You can view a character's items or take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Entangle causes plants in the area of effect to grow and entwine around the feet of any creature in the area. Be careful not to catch allies in the spell area.

Faerie Fire rings a targeted creature in magical light. This spell outlines otherwise invisible creatures, and gives a +2 THACO bonus to anyone attacking an affected creature.

Invisibility to Animals makes the target invisible to non-magical, low or non-intelligent animals. This spell does not offer protection against intelligent opponents or magical creatures.



Second-Level Druid Spells (For High-Level Rangers)

Barkskin causes the target's skin to become tougher and harder to damage. The effect of this spell is a -1 bonus to AC. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in a combat. It affects character types (human, etc.) and other mammals.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

First-Level Mage Spells

Burning Hands causes 1 hitpoint of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in a combat. It only affects character types (human, etc.).

Detect Magic indicates which equipment or treasure is magical. You can view a character's items or take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is 6th level, the target becomes as strong as an Ogre. If the caster is 10th level, the target becomes as strong as a Fire Giant. A target can only be under the effect of one *Enlarge* spell at a time. Unwilling targets get a saving throw against this effect. The spell stays in effect for more than one combat, and should be cast before combat.

Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter.

Magic Missile does 2-5 hitpoints per missile with no saving throw. A mage throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell will damage any target within its range unless the target is magic resistant or has certain magical protection. Casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against evil attackers.

Read Magic allows a mage to ready a scroll and read it. For scrolls, this works as if they have been identified. A mage may scribe the spells from a scroll (if appropriate for his class and level) after it has been read.

Shield negates enemy Magic Missile spells, improves the mage's saving throw, and may increase his AC.

Shocking Grasp does electrical damage of 1-8 hitpoints, +1 hitpoint per level of caster.

Sleep puts 1-16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.



Second-Level Mage Spells

Detect Invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THACO of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Invisibility is dispelled when the target attacks or casts a spell.

Knock is used to open locks. It can be cast from the door opening menu if the active character has a memorized knock spell.

Mirror Image creates 1-4 illusionary duplicates of the mage. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for two rounds. This spell has a very short range and care should be taken to avoid including party members in the cloud.

Strength raises the target's strength by 1-8 points, depending on the class of the target.

Third-Level Mage Spells

Blink protects the mage. The mage 'blinks out' after he acts each round. The mage may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel Magic removes the effects of spells that do not have specific counter spells (such as Cause Blindness or Disease).

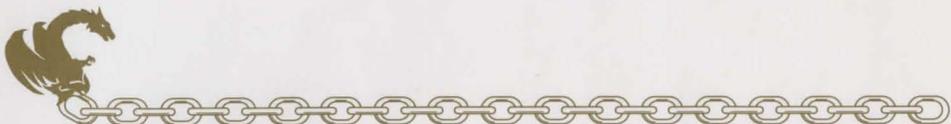
Fireball does 1-6 hitpoints of damage per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. The only safe area on the screen at the time you target the spells are the squares in each corner of the screen and the squares directly above and below these corner squares. Be sure to use the CENTER command to determine who is in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. Warning: each time a haste spell is cast on a character, he ages one year.

Hold Person may paralyze targets of character types (human, etc.). You may aim a Hold Person spell at up to four targets (Exit to target fewer).

Invisibility 10' Radius makes all targets adjacent to the caster invisible. The THACO of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt does 1-6 hitpoints per level of the caster to targets along its path. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, move the spell-caster to send the bolt down a row of



opponents. It attacks all opponents along the line within its range. Target the first creature in the row (closest to caster). Lightning bolts reflect off walls back toward the spell-caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Be careful the caster isn't hit by the reflected bolt. *Protection from Evil 10' Radius* protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against evil attackers.

Protection from Good 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good attackers.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects one target per level of caster. The spell halves the target's movement and number of melee attacks per round. *Slow* can be used to negate a *Haste* spell. This spell is useful against any high-damage creature. It only affects the side opposing the spell-caster.

Fourth-Level Mage Spells

Charm Monster changes the target's allegiance in combat. It works on any living creature. The spell affects 2-8 1st-level targets, 1-4 2nd-level targets, 1-2 3rd-level targets, or one target of 4th-level or above.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become

enraged, flee in terror, or go berserk. *Confusion* is most effective when used against a large number of enemies.

Dimension Door allows the mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes. fighter/mages use the "Door" to reach the opposition's rear area.

Fear causes all within its area to flee.

Fire Shield protects the mage so that any creature who hits the mage in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by 2. He takes double damage from the form of attack the shield is attuned to.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a *Slow* spell.

Ice Storm does 3-30 hitpoints to all targets within its area. There is no saving throw. This spell inflicts damage on opponents protected by *Minor Globes of Invulnerability*.

Minor Globe of Invulnerability protects the caster from incoming first, second, or third-level spells. The *Globe* is very effective when used in combination with *Fire Shield*.

Remove Curse removes the effects of a *Bestow Curse* spell and allows the target to unready cursed magic items.



Fifth-Level Mage Spells

Cloud Kill is similar to the *Stinking Cloud* spell, except that its area of effect is larger and it kills weaker monsters. Stronger monsters may be immune to the spell.

Cone of Cold fires a withering cone-shaped blast of cold. The spell's range and damage increases with the caster's level.

Feeblemind causes targets who fail their saving throws to drop dramatically in intelligence and wisdom and become unable to cast spells. A *Heal* spell must be cast on the victim to recover from the effect.

Hold Monster is similar to *Hold Person*, except that it affects a wider variety of creatures.

Sixth-Level Mage Spells

Death Spell kills opponents instantly and irrevocably. The spell kills a greater number of weak opponents than strong.

Disintegrate destroys one target. Some creatures with an innate magic resistance may avoid the effects of the spell, while most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

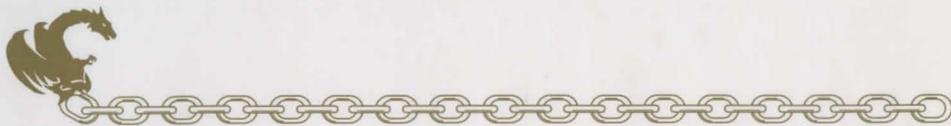
Globe of Invulnerability will protect against 1st through 4th-level spells.

Seventh-Level Mage Spells

Delayed Blast Fireball is a more powerful version of the 3rd-level spell and goes through a *Minor Globe of Invulnerability*. The fireball explosion can be delayed for some period of time if the caster wishes.

Mass Invisibility is identical to the *Invisibility* spell, except that it effects several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word Stun will cause one creature to be stunned, reeling and unable to think or act effectively. The weaker the target, the longer it will be stunned.



GLOSSARY OF AD&D® COMPUTER GAME TERMS

Ability Scores are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Adventurer is a term for one of the characters you play in this game.

Alignment is the basic philosophy of a character. See Alignment on page 7.

Armor Class (AC) is a rating of how difficult a target is to damage. The lower the AC number, the more difficult it is to hit.

Character is another name for the person you play in the game. A party consists of several characters.

Class is a character's occupation. For example, mage, fighter and cleric are classes.

Combat Round is one turn of a battle. All characters and monsters who are able to fight will get to act at least once per combat round.

Combat Segment is one-tenth of a Combat Round. Which combat segment a character or monster acts on in a round is determined by his dexterity and a random number.

Command is a one or two-word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Dice - In the computer AD&D game, dice are random numbers. They are referred to by the highest number they can be, for

example a d10 can be a value from 1 to 10, a d6 would be from 1 to 6. When a die number is generated it is called a "Roll."

Encounter is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter is the act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP) - Every encounter a character has yields experience points depending on how successful the encounter was for your character. A character who gains enough XP can advance a level.

Facing - In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Grimoire (Spell Book) is the book in which a mage carries his spells.

Hit Points (HP) is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all his hit points, he is unconscious or dying and will be removed from combat.

Icon is the small picture of a monster or a character seen during combat. Character icons can be altered using the ALTER command in the **Encamp** menu.

Initiative is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.



Level describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spell-casters can cast high-level spells.

Spell Level is the degree of difficulty of a spell. The higher the level of a spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

Magic covers spell-casting, enchanted items, and any other application of the supernatural.

Melee Combat is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster includes human and other player races as well as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile; some may be helpful. That's what the PARLAY command on the **Encounter** menu is for.

Multi-Class Characters are non-human characters which may belong to two or three classes at the same time. Such multi-class characters split their experience among all their classes, even if they have reached their racial maximum level.

Non-Player Character (NPC) is a member of a player race who is not controlled by the player.

Player Character (PC) is a member of a player race who is controlled by the player. Your character is a PC.

Race is the species a character may be in the game. For example, human, elf and dwarf are races.

Saving Throw is the chance that a character or monster is unaffected, or only partially affected, by a spell, poison, or similar attack. As characters gain levels their saving throws are more likely to protect them from adverse effects.

Spell is a magic incantation that can alter the nature of reality. Magic-Users, clerics, and high-level paladins and rangers can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

THACO (To Hit Armor Class 0) is the number that a character must make or exceed to hit an opponent with AC0.

APPENDICES

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18

RACIAL ABILITY SCORE MODIFIERS:

Dwarf	Constitution +1	Charisma -1
Elf	Dexterity +1	Constitution -1
Halfling	Dexterity +1	Strength -1

MINIMUM/MAXIMUM ABILITY SCORE:

(xx) = maximum percentage for an 18 strength (fighters, paladins, and ranger only)

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	DWARF‡	ELF‡	GNOME‡	HALF-ELF‡	HALFLING‡	HUMAN
Cleric	Any	no	no	no	5	no	10*
Fighter	STR 16-	7	5	5	6	4	12*
	STR 17	8	6	5	7	5	12*
	STR 18+	9	7	6	8	no	12*
Paladin	Any	no	no	no	no	no	11*
Ranger	STR 16-	no	no	no	6	no	11*
	STR 17	no	no	no	7	no	11*
	STR 18+	no	no	no	8	no	11*
Magic-User	INT 16-	no	9	no	6	no	11*
	INT 17	no	10	no	7	no	11*
	INT 18	no	11	no	8	no	11*
Thief	Any	12*	12*	12*	12*	12*	12*

no : Characters of this race cannot be of this class.

* : Highest Level Available in Neverwinter Nights.

Normal AD&D® game Characters have unlimited level advancement in these classes.

‡NOTE: Except for thieves, most non-human characters may not advance to as high a level as the game provides for humans.

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one-handed swords, short bow

STRENGTH TABLE: ABILITY ADJUSTMENTS

ABILITY SCORE	THACO BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses available to Fighter classes only (Fighter, Paladin, Ranger).

CONSTITUTION TABLE

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL	ABILITY SCORE	HIT POINT SCORE	RESURRECTION ADJUSTMENT	SURVIVAL
3	-2	40%	11	0	80%	
4	-1	45%	12	0	85%	
5	-1	50%	13	0	90%	
6	-1	55%	14	0	92%	
7	0	60%	15	+1	94%	
8	0	65%	16	+2	96%	
9	0	70%	17	+2 (+3)*	98%	
10	0	75%	18	+2 (+4)*	100%	

* Bonus applies only to Fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

FIGHTER, PALADIN, RANGER ATTACKS PER ROUND

CLASS-LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

DEXTERITY TABLE

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

MONEY CONVERSIONS

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL PARAMETERS LIST

This is a listing of spells available to player characters as they gain in level. The following are abbreviations used in the list:

Cmbt = *Combat only spell*

dia = *diameter*

t = *turns*

Camp = *Camp only spell*

rad = *radius*

/lvl = *per level of caster*

Both = *Camp or Combat spell*

All = *All characters in combat*

targets = *aim at each target.*

T = *Touch Range*

r = *combat rounds*

1ST-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	3	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

2ND-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3 targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3RD-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispels Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

4TH-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	T	1	-
Protection Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

5TH-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispels Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

6TH-LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

1ST-LEVEL DRUIDICAL SPELLS (FOR HIGH-LEVEL RANGERS)

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	4	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

2ND-LEVEL DRUIDICAL SPELLS (FOR HIGH-LEVEL RANGERS)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl
Charm Person/Mammal	Cmbt	12	1	-

1ST-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Cmbt	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

2ND-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	-
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	T	1+.25/lvl	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6r/lvl

3RD-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispels Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	2/3 rad	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection Evil 10' Radius	Both	T	2 dia	2r/lvl
Protection Good 10' Radius	Both	T	2 dia	2r/lvl
Protection Normal Missile	Both	T	1	1r/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

4TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	-
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1r/lvl

5TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4 targets	1r/lvl

6TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Deathspell	Cmbt	1	.5/lvl	Instantaneous
Disintegrate	Cmbt	.5/lvl	Special	Permanent
Globe of Invulnerability	Both	0	1	1r/lvl
Flesh to Stone	Cmbt	1/lvl	1	Permanent

7TH-LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	2/3r	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special

WEAPON LIST

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER NUMBER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	2-8	1-6	2	f
Bill-Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f,cl
Glaive+	1-6	1-10	2	f
Glaive, Guisarme+	2-8	2-12	2	f
Guisarme+	2-8	1-8	2	f
Guisarme-Voulge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Jo Stick	1-6	1-4	1	f
Light Crossbow#	1-4	1-4	2	f
Long Bow*	1-6	1-6	2	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick, Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f, cl, mu
Ranseur+	2-8	2-8	2	f
Scimitar	1-8	1-8	1	f,th
Short Bow*	1-6	1-6	2	f
Short Sword	1-6	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f

+ Polearm

* Must have ready arrows to fire. Two Attacks per round.

Must have ready quarrels to fire. One Attack per round.

f=fighter, cl=cleric, th=thief, mu=magic-user

ARMOR LIST

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
None	0	10	-
Shield	50	9	-
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

TABLES OF EXPERIENCE PER LEVEL

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

CLERIC

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL					
			1	2	3	4	5	6
1	0-1,500	1d8	1					
2	1,501-3,000	2d8	2					
3	3,001-6,000	3d8	2	1				
4	6,001-13,000	4d8	3	2				
5	13,001-27,000	5d8	3	3	1			
6	27,001-55,000	6d8	3	3	2			
7	55,001-110,000	7d8	3	3	2	1		
8	110,001-225,000	8d8	3	3	3	2	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-
10‡	450,001-675,000	9d8+2	4	4	3	3	2	-

* Usable only by clerics of 17 or greater wisdom

‡ Maximum level in Neverwinter Nights.

BONUS SPELLS FOR CLERICS WITH HIGH WISDOM ABILITY SCORES

CLERIC'S WISDOM	BONUS SPELLS					
	1	2	3	4	5	
9-12	-	-	-	-	-	<i>Note</i> that these bonus spells are only available when the Cleric is entitled to spells of the applicable level. Thus an 6th-level Cleric with a Wisdom of 18 can memorize the following spells: 6th-Level Cleric with 18 Wisdom
13	+1	-	-	-	-	
14	+2	-	-	-	-	
15	+2	+1	-	-	-	
16	+2	+2	-	-	-	
17	+2	+2	+1	-	-	
18	+2	+2	+1	+1	-	

NUMBER OF SPELLS

1 2 3 4 5

5 5 3 - -

MAGIC-USER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL							
			1	2	3	4	5	6	7	
1	0-2,500	1d4	1							
2	2,501-5,000	2d4	2							
3	5,001-10,000	3d4	2	1						
4	10,001-22,500	4d4	3	2						
5	22,501-40,000	5d4	4	2	1					
6	40,001-60,000	6d4	4	2	2					
7	60,001-90,000	7d4	4	3	2	1				
8	90,001-135,000	8d4	4	3	3	2	-	-	-	
9	135,001-250,000	9d4	4	3	3	2	1	-	-	
10	250,001-375,000	10d4	4	4	3	2	2	-	-	
11‡	375,001-750,000	11d4	4	4	4	3	3	-	-	

‡ Maximum level in Neverwinter Nights.

RANGER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS PER LEVEL			
			DRUIDIC		MAGIC-USER	
			1	2	1	2
1	0-2,250	2d8	-	-	-	-
2	2,251-4,500	3d8	-	-	-	-
3	4,501-10,000	4d8	-	-	-	-
4	10,001-20,000	5d8	-	-	-	-
5	20,001-40,000	6d8	-	-	-	-
6	40,001-90,000	7d8	-	-	-	-
7	90,001-150,000	8d8	-	-	-	-
8	150,001-225,000	9d8	1	-	-	-
9	225,001-325,000	10d8	1	-	1	-
10	325,001-650,000	11d8	2	-	1	-
11‡	650,001-975,000	11d8+2	2	-	2	-

‡ Maximum level in Neverwinter Nights.

PALADIN

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11‡	1,050,001-1,400,000	9d10+6	2	1	-	-

‡ Maximum level in Neverwinter Nights.

THIEF

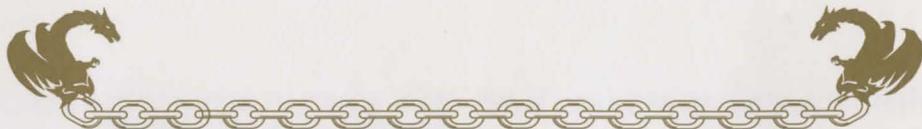
LEVEL	EXPERIENCE	HIT DICE
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12‡	440,001-660,000	10d6+4

‡ Maximum level in Neverwinter Nights.

FIGHTER

LEVEL	EXPERIENCE	HIT DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12‡	1,000,001-1,250,000	9d10+9

‡ Maximum level in Neverwinter Nights.



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