

FORGOTTEN REALMS™

NEVERWINTER
NIGHTS

2

MASK
OF THE
BETRAYER

EXPANSION PACK

Requires the original *Neverwinter Nights™ 2* to play



OBSIDIAN
ENTERTAINMENT

ATARI

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INTRODUCTION

Welcome to *Neverwinter Nights 2: Mask of the Betrayer!*

We began planning for Mask in the summer of 2006, as we were finishing up *Neverwinter Nights 2* (NWN2). We established three primary goals for the game. First, we wanted to enhance the *Neverwinter Nights* franchise. We recognized the areas in which *Neverwinter Nights 2* could be improved and it was a priority of ours to bring the game to greater heights of excellence. We concentrated on optimizing performance, polishing various aspects of game play, and raising the bar on the look of the environments and models.

Second, we wanted to create an extraordinary game in its own right. Yes, you do need NWN2 to play *Mask of the Betrayer* and, yes, you bought this game at the discounted price of an expansion pack. But make no mistake: the quality of the experience that awaits you is that of a full priced game. The characters, the story, the degree of polish... it's all top-notch.

Third, we wanted to give more to the community. More creatures, more tile sets, new toolset features. The *Neverwinter Nights 2* community continues to grow and we aim to do everything we can to aid you in creating your own adventures. At its very core, the Dungeons & Dragons® game is about friendships, it's about sharing an experience with others. To create your own adventure, your own world, and to enjoy it with your friends - that's what we want to empower you to do.

We hope you enjoy the adventure we've created for you. We look forward to creating more adventures, and playing your creations, in the months and years to come.

Most Sincerely,

Kevin Saunders
Lead Designer and Producer
Obsidian Entertainment, Inc.
www.obsidian.net

QUICK START

The ReadMe File

Neverwinter Nights 2: Mask of the Betrayer has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print. To view the ReadMe, click on the Start button on your Windows® taskbar, then on Programs, then on *Neverwinter Nights 2*, then *Mask of the Betrayer*, then on the Readme file.

System Requirements

| | |
|--------------------------|--|
| Operating System: | Windows® XP |
| Processor: | Intel® Pentium® 4 2.0 GHz or AMD® Athlon XP 2000 or equivalent (Intel® Pentium® 4 3.0 GHz or AMD® Athlon 64 or equivalent (or higher) recommended) |
| Memory: | 512 MB RAM (1 GB RAM recommended) |
| Hard Disk Space: | 5.5 GB Free |
| DVD-ROM Drive: | 4X Speed (8X Speed or higher recommended) |
| Video: | 128 MB Shader Model 2.0-compatible video card (256 MB Shader Model 3.0-compatible video card recommended)* |
| Sound: | Windows® XP-compatible sound card |
| Multiplayer: | Local area network with TCP/IP protocol or Broadband Internet connection |
| DirectX®: | DirectX® version 9.0c or higher |

* Indicates that device should be compatible with DirectX® version 9.0c or higher.

Setup and Installation

1. Start Windows® XP. Exit all other applications.
2. Insert the *Neverwinter Nights 2: Mask of the Betrayer* disc into your DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button.
If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Neverwinter Nights 2: Mask of the Betrayer*.
5. After installing the game you will be offered the choice to view the ReadMe and play the game.

Note: You must insert *Neverwinter Nights 2* Disc 1 or the *Mask of the Betrayer* Disc into your DVD drive in order to play.

New Game

Click on “New Game” in the Main Menu to start playing. Select “Start New Campaign,” then “*Mask of the Betrayer* Campaign.” The next step is to create a character or choose a pre-existing character. If you are anxious to start playing, click on “Select Character.” You can choose a pregenerated character or your own character from the original NWN2.

To use your NWN2 character, first load your NWN2 save game. Then press the Escape key and select “Export Character” from the ESC Menu. Your character will then be one of the options after you choose “Select Character” when starting a *Mask of the Betrayer* campaign.

If you wish to have complete control over the creation of your alter ego, click on “New Character.” Your new character will begin at level 1 with enough experience points to advance to level 18 (assuming you chose a race with no level adjustment). You will begin the game in a “lobby” area and must advance your character before beginning the campaign.

Saving and Loading

To save your game, open the ESC Menu by pressing the Escape key. Click “Save Game,” choose a save slot, then click “Save Game” in the lower right and type in a name. You can Quicksave while playing by pressing the F12 key, which saves your progress under the name “Quicksave.”

To load a game, open the ESC Menu and click on “Load Game,” or choose “Load Game” from the Main Menu. Select a saved game from the list and click “Load Game” to load it. You can save a character at any time by opening the ESC Menu and clicking “Export Character.” The game will then save a snapshot of your character and his or her current equipment that you can load and use in other adventures.

WHAT'S NEW IN MASK OF THE BETRAYER?

In addition to an all-new 20- to 30-hour storyline, *Mask of the Betrayer* (MotB) contains many new features and improvements to the original *Neverwinter Nights 2* game.

NWN2 IMPROVEMENTS

These improvements affect both the core NWN2 game and *Mask of the Betrayer*.

- **Improved Performance.** We have implemented many optimizations since the launch of NWN2 in October 2006. Even with the improved graphics, *Mask of the Betrayer* will run more smoothly on most systems.
- **Interface Enhancements.** New play mode options, a multi-select feature (to make the game play more like a real-time strategy game), and numerous other interface improvements make the gameplay much smoother.
- **New Races and Classes.** We've added six new sub-races, including the four types of genasi. Also new are the spirit shaman and favored soul base classes and five prestige classes. All of these can be used in the original NWN2 campaign.
- **DM Client Improvements.** We have renovated the DM client, making it much more powerful and user friendly.

MASK OF THE BETRAYER FEATURES

These game play enhancements can be found in *Mask of the Betrayer*.

- **Improved Graphics.** We have made several major enhancements to the graphical capabilities of the NWN2 engine. The MotB environments are more alive, and new lighting features allow *Mask of the Betrayer* to portray stunning otherworldly locations such as the Astral Plane and Shadow Plane.
- **Enhanced Companion and Influence System.** You will find your MotB companions much more realistic and reactive. Except for the very beginning of the game, your companions are always optional and can be removed from the party whenever you wish. Your companions have their own agendas and goals beyond just their alignments. Learn their personalities and treat them well and they (and you) will gain game play benefits. Oppose their goals and they will abandon you.
- **Spirit Energy.** This new game play system provides advanced options in both combat and dialogue. The details of this system are a bit of a spoiler, but are explained on page 41 if you can't wait until you discover it during the game.
- **Improved Enchanting.** In *Mask of the Betrayer*, you'll be able to enchant weapons and items without a workbench, using an item called the Enchanter's Satchel. Even already powerful items can generally be enchanted further. Many enemies will drop enchanting essences, whose descriptions explain the basic recipes. Also, many special essences can be found and combined to create artifacts of great power.
- **Epic Levels and Spells.** We've implemented epic levels through level 30, including level 21-30 for each base class. We've also implemented over 60 epic feats and six epic spells. The epic levels, feats, and spells are detailed throughout this manual.

PLAYING THE GAME

The Action Screen is the primary view you'll use as you play NWN2. The majority of the screen is the game world, with your character located in the center. On the edges of the screen, you'll see various interface elements [also called the heads-up display (HUD)]. The components of the Action Screen are described below.



1. **Game World.** The Action Screen is dominated by the Game World, which shows your character and his or her surroundings. How to navigate within the Game World is discussed below.
2. **Active Character.** Your Active Character is who you are currently controlling. You can switch control between your own character and your companions. Using the new multi-select feature (see the Options Menu section, below), you can control multiple characters simultaneously.
3. **Mini-Map.** The Mini-Map shows you a top-down view of the area surrounding the active character. The arrow in the center shows the direction the active character is facing. The trapezoid emanating from the arrow shows the in-game camera's view. The + and - buttons zoom the Mini-Map in and out. Diamond-shaped map pins represent special locations, characters, objects, etc. If one of these pins is beyond the bounds of the map, an arrow at the map edge shows the pin's bearing. If you mouse over one of the pins, information text about that location is displayed.
4. **Mode Bar.** The Mode Bar is used to toggle various states on and off. Some of these states (like Power Attack and Combat Expertise) are mutually exclusive. Some modes are only available if the active character possesses certain feats or skills.

5. **Chat Window.** The transparent Chat Window shows you game information (such as damage you deal and your attack rolls) along with anything you overhear. In multiplayer, anything said by another player also appears in this window. To talk with others, press Enter and then type what you'd like to say. Chatting with other players is discussed in more detail in the Multiplayer section.
When hovering the mouse over the Chat Window, a tab will appear. Clicking and dragging this tab will allow you to move the chat window.
6. **Menu Bar.** The Menu Bar contains buttons that will activate a variety of important interfaces:
 - ◇ **Character.** Opens the Character Information Screen for the active character.
 - ◇ **Inventory.** Opens the Inventory Panel for the active character.
 - ◇ **Journal.** Opens your Journal.
 - ◇ **Spellbook.** Opens the Spellbook for the active character.
 - ◇ **Player List.** List of players online in a multiplayer game.
 - ◇ **Options.** Save game progress, load saved game, and set game options.Next to the Menu Bar are the Rest button, the game Clock, and an AI ON/OFF button that makes it easier to control your companions.
7. **Quick Bar.** The Quick Bar contains any actions you wish, such as spells, items, and class abilities. Drag and drop any action or item to the Quick Bar and it will fill that slot. Any action in the Quick Bar can be used by clicking on it or by pressing its number on the keyboard. The quick bar has multiple pages which can be accessed through the up and down arrow keys, and you can add additional quick bars to the UI through the Options Menu.
8. **Party Bar.** The Party Bar is a list of all party members, showing a portrait and health bar for each. Clicking on a portrait is the same as clicking on the character in the Game World, so you can use the Party Bar to cast a spell on a companion, for example.
9. **Action Queue.** The Action Queue shows your current action and all actions you have ordered. Each action is performed in the order in which it appears in the queue, and when you assign a new order, it is added to the end of the queue. Some commands, such as movement, clear out the Action Queue and are performed immediately. Click on any action in the queue to remove it.
10. **Selected Target.** If you have selected a target, its portrait and health bar (if appropriate) appear to the left of the action queue. This target is the default recipient of any ability you use, including spellcasting.

NAVIGATING THE GAME WORLD

Use the mouse to move the cursor around the screen. In general, left-click (click) to move your character or perform the default action. When you move the mouse over an object, the cursor changes to indicate the default action your character will perform when you click. For example, when the mouse cursor is over a hostile creature, it changes to a combat icon, indicating that clicking will attack the creature. Right-clicking on a creature or object selects it as your target.

By default, whenever you select an action (such as casting a spell) your current target becomes the victim (or beneficiary). You can change this behavior in the Options Menu (see the Options Menu section of the manual for more details). If you perform an action while you have no selected target, the cursor will change to indicate this and you can then click on a creature or object to target it. For example, you can right-click on an orc and then click on your Quick Bar to cast *magic missile* at it. Or you can click on the *magic missile* spell first, and then click on the orc.

By holding the Shift key while right-clicking a creature or object, you'll open the Dropdown Menu of actions that you can perform on it. For example, if you are a monk and open the Dropdown Menu over an enemy, selecting the "Stunning Fist" option would launch that attack against the creature. After you perform the selected action on a creature or object, it will become your target. Right-clicking and holding on a creature or object will also open the Dropdown Menu.

Actions and Movement with the Keyboard

You can also navigate the world using the keyboard. The W, A, S, and D keys control your movement. The W key moves you forward, S moves you backward, A rotates you left, and D rotates you right. You can also use the Q key to sidestep to the left and E to sidestep to the right. You may rebind these and other action keys in the Game Options screen.

Play Modes

The Camera Modes from the original NWN2 have been significantly altered in *Neverwinter Nights 2: Mask of the Betrayer* to make them more efficient and clearer. There are now two Play Modes that you can choose from and configure in the Game Options screen – Character Mode and Strategy Mode. These modes affect both the function of the camera and the controls for each mode, and are designed to be most efficient for the two primary styles of play – controlling a single character, and controlling a full party. Note that while the information given here refers to the default function of each mode, these modes are highly configurable – please refer to the Game Options section of the manual for more details. You can toggle which play mode you are in by pressing the * key.

Character Mode

In Character Mode, the camera follows behind and over the shoulder of the currently controlled character. This mode is useful for getting a good look at your

surroundings and exploring an area while focusing on controlling an individual character.

While in Character Mode, by default, holding the Left Mouse Button down and moving the mouse to the left or right will turn the character. You can also turn by moving the mouse to the edge of the screen. Holding down the Middle Mouse Button or pressing the Arrow keys will allow you to rotate the camera around the currently controlled character.

Strategy Mode

Strategy Mode is a top down Play Mode that is intended to make controlling a full party easier. This mode is most useful for controlling combat situations involving a full party of characters against a large number of enemies.

In Strategy Mode, by default, you can hold the Left Mouse Button to have your character move towards the mouse cursor. You can rotate the camera either by holding the Middle Mouse Button and moving the mouse, by moving the mouse cursor to the edge of the screen, or by pressing the Arrow Keys.

Strategy Mode can also be configured to play more like a Real-Time Strategy game, with the camera unfocused from the currently character and with Marquee Select - the ability to click and drag a box around a character to control individual or multiple characters. Please see the Options Menu section for more details.

INTERFACE GUIDE

This section describes the screens you'll access to change settings and learn more about your character and the game.

Character Panel

The Character Panel shows all of your vital statistics and abilities. You can open the Character Panel by clicking on the Character icon in the Menu Bar or by pressing the C key. The tabs in the Character Panel are:



Info Tab

The Info Tab contains your vital statistics, which include race, class, level, attributes, alignment, saves, experience needed for the next level, armor class, and hit points. Your character's current Influence with a companion can be found on that companion's Info Tab, below their portrait. The bottom of this panel contains detailed information such as the attack bonus and damage of equipped weapons, spell resistance and chance of spell failure. Use the scroll bar on the lower half of the info panel to examine its full contents.

Skills Tab

The Skills panel displays all your character's skills and skill modifiers. The skill modifier equals total ranks in the skill plus the ability score modifier and any bonuses due to feats, items, and spells. Click any skill's icon for more information.

Feats Tab

The Feats panel lists your feats. Feats you purchase in the character creation and leveling process are listed by functionality (Background Traits, Epic, General, Proficiency, Spellcasting, or Skills and Saves), while feats that come to you automatically through race and class are listed under Racial Abilities and Class Abilities. Click on a feat category to get an expanded view and on a specific feat for more information. Click on the category again to hide the expanded view.

Behavior Tab

The Behavior Tab displays a variety of AI settings that will take over when the character is not the active character or when their Action Queue is empty. If you want complete control over your characters, turn on Puppet Mode.

Inventory Panel

The Inventory panel (I key) displays your possessions. The bottom grid shows the contents of your backpack. You can access more inventory space by clicking on one of the bag icons on the panel – each icon represents a new page of item storage.

The upper section of the panel displays various statistics about your character and gear. The “paper-doll” shows what items you have equipped in each equipment slot. Your hit points, armor class, gold, and carried item weight is shown. Note that if you carry too much (the exact amount depends on your Strength), then you will be encumbered and your movement rate will be reduced.

You can equip an item by dragging it from the lower backpack area into the appropriate slot or by simply double-clicking on the item in the backpack area.

Open the Dropdown Menu (right-click) for any item to examine or drop it. The Dropdown Menu also allows you to equip, unequip, and use appropriate items.

Spells Panel

The Spells Panel is accessed by pressing the B key. It is divided into Known Spells and Memorized Spells. Memorized spells are those that you will be able to cast after you rest. Known spells are not the spells you currently have memorized, but those that you *can* memorize. Wizards, clerics, druids, paladins, and rangers are required to prepare their spells before casting them (that is, the “Memorized Spells” area needs to be readied), while bards, warlocks, and sorcerers are not. These classes cast their spells straight from the Known Spells list and do not utilize the Memorized Spells list.

To prepare a spell, first select the spellcasting class from the icons in the upper portion of the Spellbook. Once the class of spells has been selected, choose the spell level from the numbered bubbles below the class icons.

If you have a metamagic feat, then you will see special lists for spells that can be learned at that level with the metamagic feat enhancement. For example, if you have the Extend Spell feat, then your list of 2nd-level spells will include extended versions of your 1st-level spells to which you can apply the feat.

Click on a spell to set it to be memorized. You can click on an occupied spell slot to clear that slot.

The Memorized Spells side of the Spellbook shows how many spells of each level you can memorize. For example, if there are two squares under level 4, your character can memorize two 4th-level spells. Each memorized spell represents one casting and you can memorize the same spell multiple times. If your character is

multiclassed and has access to spells from multiple classes, repeat the preparation process to memorize spells for each spellcasting class.

Remember that your Memorized Spells are not actually available to cast until you rest. To rest, press the R key.

Quickcast Panel

Press F to open the Quickcast Panel. Your spellcasting classes are displayed on the top. If you are a wizard, cleric, druid, ranger, or paladin, all memorized spells are shown organized by spell level. The number on a spell indicates how many times you can cast it before resting.

If you are a bard, sorcerer, or warlock, you do not memorize spells, so all of your known spells are displayed. The number on a spell indicates how many slots are available at that spell level — not the number of times you can cast each spell.

You can also use the Quickcast Panel to spontaneously convert spells to Summon Monster (if a druid) or healing/inflict spells (if a cleric) by checking the Spontaneous Conversion box at the top of the interface.

Metamagic spells are also separated into categories and organized by level.

Journal Panel

The Journal Panel contains information on your on-going quests and acts as a record for previous events in your adventure. The Quests Tab lists all current quests, while the Completed Tab records details on events and quests that have ended (whether in success or failure). You can click on the sorting buttons to arrange your quests.

ESC Menu

The ESC Menu allows you to load and save games, save your character for use in another NWN2 module, change various game options, and exit the game. To access the ESC Menu, press the ESC key or click on its icon in the Player Menu.

Resume Game – Return to the game and close the ESC Menu. Keybinding: ESC.

Load Game – Load a saved game. This option is useful if you’ve made a mistake and want to go back to a previous save.

Save Game – Save your progress. Saved games are stored in the *My Documents\Neverwinter Nights 2\saves* folder.

Export Character – Saves your character to be played in another module. Exported characters are stored in the *My Documents\Neverwinter Nights 2\localvault* folder.

Game Options – Set graphics, audio, camera, and game play settings, including difficulty. If NWN2 is running slowly on your computer try changing your graphics settings here. You can also customize the Character and Strategy Play Modes (see below) through the Game Options screen.

Main Menu – Exit the current game and return to the NWN2 Main Menu.

Exit Game – Exit to Windows.

PLAY MODES

Neverwinter Nights 2: Mask of the Betrayer features a new Options Menu that incorporates and organizes many of the changes made since the release of the original game. It also contains new sections for the newly implemented Character and Strategy Play Modes.

Character Mode

The options on this menu screen only take effect while playing in Character Mode.

Control Options

Move Forward when Left Mouse Button is Held – By default, this option is OFF. When turned on, the character moves forward in addition to turning when the left mouse button is held. When turned off, holding the mouse button only turns the character when the mouse is moved.

Click-to-Move – By default, this option is ON. When turned on, the currently controlled character moves to wherever you click on the ground. When turned off, left-clicking the ground will do nothing.

Take Control of Companion on Left Mouse Click – By default, this option is OFF. When turned on, left-clicking a companion in the game world takes control of them. When turned off, left-clicking a companion targets them.

Turn Camera on Mouse Hitting Edge of Screen – By default, this option is ON. When turned on, moving the mouse cursor to the left or right screen edge turns the camera. When turned off, it will do nothing. This option only works in full-screen mode, and only applies if the camera Focus is set to “Directly on Controlled Character”

Invert Mouse Up/Down – By default, this option is OFF. When turned on, moving the mouse up rotates the camera down and vice versa. When off, moving the mouse up rotates the camera up and moving the mouse down rotates the camera down.

Invert Mouse Left/Right – By default, this option is OFF. When turned on, moving the mouse left rotates the camera counter-clockwise around the character and vice versa.

View Options

Ceilings Always On – By default, this option is ON. This option restricts the camera below the ceiling in interior areas and keeps the ceilings from fading out. When turned off, you can raise the camera above the level of the ceiling and it will fade out.

Object Fade – By default, this option is ON. When turned on, objects that obstruct the camera’s view of the character fade out.

Movement Target Marker – By default, this option is OFF. When turned on, the location that the controlled character is moving to will be displayed as a circle on the ground. This option only applies if Click-to-Move is enabled.

Camera Follows Controlled Character from Behind – By default, this option is ON. When turned on, the camera rotates with the character whenever they turn. When turned off, the camera stays facing the same direction when the character turns.

Cursor Highlighting

This option selects what types of interactive objects will be highlighted when the mouse is moved over them:

Nothing – When selected, nothing is highlighted when the mouse is moved over it.

Only Objects – This is the default option. When selected, all interactive objects except creatures are highlighted when the mouse is moved over them.

Everything – When selected, any interactive object is highlighted when the mouse cursor is moved over it.

Mouse/View Turning

These sliders allow you to fine-tune various aspects of the mouse and camera controls.

Turn Speed Using Mouse – This value adjusts how quickly your character turns when holding the left mouse button.

Edge of Screen Turn Speed – This value adjusts how quickly your character turns when moving the mouse to the edge of the screen.

Camera Lag – This value adjusts how quickly the camera follows behind the player character when turning.

Mouse Wheel Zoom Speed – This slider adjusts how much the camera zooms in and out when the mouse wheel is scrolled up or down.

Strategy Mode

These options only take effect when playing in Strategy Mode.

Control Options

Turn Camera on Mouse Hitting Edge of Screen – By default, this option is ON. When enabled, moving the mouse to the edge of the screen rotates the camera if a character is selected.

Scroll Camera on Mouse Hitting Edge of Screen – By default, this option is ON. When enabled, moving the mouse to the edge of the screen scrolls the screen. This option only applies when the Camera Focus is set to “Close to Controlled Character” or “Can be Moved Freely (Free Camera).”

Take Control of Companion on Left Mouse Click – By default, this option is ON in Strategy Mode. When turned on, clicking a companion in the game world takes control of them. When turned off, clicking a companion targets them.

View Options

Ceilings Always Off – By default, this option is ON. When turned on, ceilings do not draw in interior areas, even if the camera is below the level of the ceiling.

Object Fade – By default, this option is ON. When turned on, objects that obstruct the camera's view of the character fade out.

Movement Target Marker – By default, this option is ON. When turned on, a circle is drawn on the ground when clicking to move, indicating the movement destination.

In Free Camera Center Camera on Selected Character if Off Screen – By default, this option is ON. When both this option and Free Camera are turned on, the camera jumps to a character when you gain control of them if they are not currently on-screen. When turned off, the camera does not change when a different character is controlled.

Show Selected Character Cursor in Free Camera – By default, this option is ON. When enabled, a selection ring will always be underneath the currently controlled character in Strategy Mode. When disabled, the selection ring will fade out after several seconds.

Cursor Highlighting

This option selects what types of interactive objects will be highlighted when the mouse is moved over them:

Nothing – When selected, nothing is highlighted when the mouse is moved over it.

Only Objects – When selected, all interactive objects except creatures are highlighted when the mouse is moved over them.

Everything – This is the default option in Strategy Mode. When selected, any interactive object is highlighted when the mouse cursor is moved over it.

Left Click and Hold

This option selects what will happen when the Left Mouse Button is held down. By default, this is set to Marquee Selection.

Move Character – When this option is selected, holding down the left mouse button moves the controlled character(s) toward the mouse cursor.

Scroll Camera – When this option is selected, holding down the left mouse button and moving the mouse scrolls the camera in the direction of the mouse movement.

Marquee Selection – When this option is selected, clicking and dragging creates a selection box that you can drag over your characters/companions to add them to a multi-select group.

Camera Focus

This option determines whether or not the camera is restricted to and moves with the currently controlled character.

Directly on Controlled Character – When selected, the camera is locked to the currently controlled character.

Close to Controlled Character – When selected, the camera will try to stay close to the current character but you can move it somewhat and select other nearby characters without shifting the view.

Can be Moved Freely (Free Camera) – When selected, the camera can be moved freely, independent of the currently selected character.

Mouse/View Turning

Camera Scroll Speed with Mouse – This slider determines how quickly the camera scrolls when using screen edge or click-and-hold scrolling when the camera is not focused on a character.

Camera Scroll Speed with Keyboard – This slider determines how quickly the camera scrolls when using the keyboard when the camera is not focused on a character.

Mouse Wheel Zoom Speed – This slider adjusts how much the camera zooms in and out when the mouse wheel is scrolled up or down.

Turn Speed Using Mouse – This slider determines how quickly the camera rotates around a character when using screen edge turning or the middle-mouse button when the camera is focused on a character.

NEW RACES

Mask of the Betrayer contains six new sub-races, described briefly below. To find out the precise benefits, penalties, and special abilities of each sub-race, check the information section during the character creation process.

Wild Elf



The wild elves were always close to nature, even more so than other elves, but they have forgotten many of the high arts and lore of their people, choosing stealth and survival over building and book learning. Wild elves are stocky and strongly built for elves. Their skin tends to be dark brown, and their hair ranges from black to light brown, lightening to silvery white with age.

Racial Traits:

- **Ability Adjustments:** +2 Dexterity, -2 Intelligence
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow, and shortbow as bonus feats
- **Special Abilities:** Immunity to Sleep, Hardiness vs. Enchantments, Lesser Skill Affinity (Listen), Lesser Skill Affinity (Search), Lesser Skill Affinity (Spot), Low-light Vision
- **Favored Class:** Sorcerer. A multiclass wild elf's sorcerer class does not count when determining whether he takes an experience point penalty. Despite their lack of learning and skill, wild elves are just as naturally talented at arcane magic as most other elves.

Half-Drow



Half-drow are often just as dark-hearted as their elven parents, but with a bitter resentment that comes from knowing that they are considered second-class members of drow society. Despite this, good half-drow are much less rare than good drow. Half-drow have dusky skin, silver or white hair, and a broad range of eye colors.

Racial Traits:

- **Special Abilities:** Immunity to Sleep, Hardiness vs. Enchantments, Lesser Skill Affinity (Listen), Lesser Skill Affinity (Search), Lesser Skill Affinity (Spot), Skill Affinity (Diplomacy), Skill Affinity (Bluff), Darkvision
- **Favored Class:** Any. When determining whether a multiclass half-drow takes an experience point penalty, her highest-level class does not count.

Air Genasi



Air genasi see themselves as the inheritors of the sky, the wind, and the very air of the world. They appear mostly human, with one or two unusual traits reflecting their quasi-elemental nature, such as a light blue color to their skin or hair, a slight breeze in their presence at all times, or flesh that is cool to the touch.

Racial Traits:

- **Ability Adjustments:** +2 Dexterity, +2 Intelligence, -2 Wisdom, -2 Charisma
- **Special Abilities:** Darkvision, Air Resistance (electricity resistance 5)
- **Summon Gale:** Once per day, an air genasi can call upon his elemental nature and summon a powerful blast of wind which can knock over foes who fail a Fortitude save as well as disperse any harmful cloud effects in its path.
- **Level Adjustment +1:** Air genasi are slightly more powerful and gain levels more slowly than other races.
- **Favored Class:** Fighter. An air genasi's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Earth Genasi



Earth genasi are slow to act, ponderous in thought, and set in their ways. They appear mostly human, with one or two unusual traits reflecting their quasi-elemental nature, such as earthlike skin, rough facial features, or eyes like black pits.

Racial Traits:

- **Ability Adjustments:** +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma
- **Special Abilities:** Darkvision, Earth Resistance (acid resistance 5)
- **Merge with Stone:** Once per day, an earth genasi can call upon his elemental nature to make his skin as hard as stone, gaining damage reduction 5/adamantine. The effect lasts for 5 rounds or until it has absorbed 20 points of damage, whichever comes first.
- **Level Adjustment +1:** Earth genasi are slightly more powerful and gain levels more slowly than other races.
- **Favored Class:** Fighter. An earth genasi's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Fire Genasi



Fire genasi are hot-blooded and quick to anger, proud and unafraid to take action. They appear mostly human, with one or two unusual traits reflecting their quasi-elemental nature, such as skin the color of burnt coal, red hair that waves like flames, or eyes that glow when the genasi is

angry.

Racial Traits:

- **Ability Adjustments:** +2 Intelligence, -2 Charisma
- **Special Abilities:** Darkvision, Fire Resistance (fire resistance 5)
- **Reach to the Blaze:** Once per day, a fire genasi can call upon his elemental nature and radiate flames which damage all those within 5 feet, doing 2d4 points of fire damage per round (Reflex save for half damage). This effect lasts for 5 rounds.
- **Level Adjustment +1:** Fire genasi are slightly more powerful and gain levels more slowly than other races.
- **Favored Class:** Fighter. A fire genasi's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Water Genasi



Water genasi are patient and slow to change, preferring to wear away opposition slowly, but are capable of great violence in extreme situations. They appear mostly human, with one or two unusual traits reflecting their quasi-elemental nature, such as lightly scaled skin, clammy flesh, blue-green skin or hair, or hair that waves as if underwater.

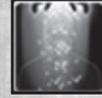
Racial Traits:

- **Ability Adjustments:** +2 Constitution, -2 Charisma
- **Special Abilities:** Darkvision, Water Resistance (cold resistance 5)
- **Shrouding Fog:** Once per day, a water genasi can call upon his elemental nature to summon a dense fog that provides concealment. This effect lasts 5 rounds.
- **Level Adjustment +1:** Water genasi are slightly more powerful and gain levels more slowly than other races.
- **Favored Class:** Fighter. A water genasi's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

NEW CLASSES

Mask of the Betrayer features two new base classes and five new prestige classes.

Favored Soul



The favored soul follows the path of the cleric but is able to channel divine power with surprising ease. She is able to perform the same tasks as her fellow divine spellcasters but with virtually no study. Favored souls cast their spells naturally, as much through force of personality as through study. Though this gives them extraordinary divine abilities no normal person could ever match, they see their gift as a call to action, and so in some ways may lag behind their more studious colleagues.

Class Features:

- **Hit Points per Level:** 8
- **Base Attack Bonus:** Medium
- **High Saves:** All
- **Base Skill Points:** 2
- **Class Skills:** Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Diplomacy, Heal, Lore, Parry, and Spellcraft
- **Spells:** A favored soul casts divine spells which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must. To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a favored soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier. Unlike a cleric, a favored soul's selection of spells is limited, but at 4th level, and at every even-numbered favored soul level after that, the favored soul may swap a spell she already knows for another spell of the same level. In effect, the favored soul "loses" the old spell in exchange for the new one.
- **Deity's Weapon Proficiency:** Favored souls gain a weapon proficiency feat that allows them to use their deity's favored weapon. (For example, favored souls of Kelemvor will gain the Exotic Weapon Proficiency feat, enabling them to use a bastard sword.)
- **Deity's Weapon Focus:** At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon.
- **Energy Resistance:** At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against another energy type of her choosing.
- **Deity's Weapon Specialization:** At 12th level, a favored soul gains the Weapon Specialization feat with her deity's favored weapon.
- **Haste:** At 17th level, a favored soul can cast haste 3 times/day.
- **Damage Reduction:** At 20th level, a favored soul gains damage reduction. She may choose between damage reduction 10/silver or damage reduction 10/cold iron.

Spirit Shaman



Master of the spirit world, the spirit shaman follows a different divine tradition than the cleric or druid. Her world is filled with powerful, living spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid her comrades or smite her enemies. Creatures that are considered spirits include fey, elementals, and incorporeal undead such as wraiths and shadows.

Class Features:

- **Hit Points per Level:** 8
- **Base Attack Bonus:** Medium
- **High Saves:** Fortitude and Will
- **Base Skill Points:** 4
- **Class Skills:** Concentration, Craft Alchemy, Diplomacy, Heal, Lore, Listen, Spellcraft, Spot, and Survival
- **Spells:** A spirit shaman casts divine spells, which are drawn from the druid spell list. Unlike the druid, a spirit shaman does not have to memorize his spells in advance, but he is only able to learn a limited number of spells. To cast a spell, a spirit shaman must have a Wisdom score equal to at least 10 + the spell level. A spirit shaman's Charisma determines the Difficulty Class of his spells.

Special Abilities

- **Spirit Guide:** Spirit shamans have a spirit guide, a personification of the spirit world, which exists only inside her mind and soul. The spirit guide grants the spirit shaman the Alertness feat at 1st level.
- **Chastise Spirits:** Beginning at 2nd level, a spirit shaman can deal 1d4 damage/shaman level to all spirits within 30 feet of herself. The affected spirits get a Will save (DC 10 + spirit shaman level + Charisma modifier) for half damage. This ability can be used a number of times per day equal to 3 + the shaman's Charisma modifier.
- **Detect Spirits:** At 3rd level, the spirit shaman gains the ability to use her spirit guide to detect any nearby spirits. Detected spirits will appear on the minimap. This effect lasts for 10 minutes.
- **Blessing of the Spirits:** At 4th level, the spirit shaman gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks and effects made by spirits. This effect may be dispelled, but the spirit shaman can reactivate it at will.
- **Follow the Guide:** A spirit shaman's spirit guide helps her maintain control of her mind. At 5th level, if a spirit shaman is targeted by a mind-affecting spell or effect and fails her saving throw, she can attempt it again immediately at the same DC. She only gets this one extra chance to succeed on each saving throw. This ability does not stack with similar abilities granted by other classes the spirit shaman may have.
- **Ghost Warrior:** At 6th level, the spirit shaman is able to strike spirits with unerring accuracy. The spirit shaman ignores all concealment and miss chance effects when fighting against spirits.

- **Warding of the Spirits:** At 7th level, the spirit shaman is able to grant his party members a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks and effects made by spirits. This ability is usable once per day and lasts for 10 minutes per shaman level. The effects from this ability do not stack with the spirit shaman's Blessing of the Spirits effect.
- **Spirit Form:** At 9th level, the spirit shaman gains the ability to become temporarily incorporeal once per day, gaining a 50% concealment bonus for 5 rounds. The spirit shaman can use this ability twice per day at 15th level, and three times per day at 20th level.
- **Recall Spirit:** At 11th level, the spirit shaman gains the ability to restore life to the recently deceased once per day. This effect is similar to the raise dead spell.
- **Weaken Spirits:** At 16th level, the spirit shaman can choose to strip all spirits within 30 feet of herself of their defensive abilities by expending a daily use of her Chastise Spirits ability. When a spirit is weakened, it loses its spell resistance, any damage reduction, and any miss chance or concealment effect it may have. This weakening effect lasts for 1 round plus 1 additional round for every 3 spirit shaman levels. Spirits that make their Will save (DC 10 + spirit shaman level + Charisma modifier) are unaffected by the weakening effect.
- **Spirit Journey:** At 17th level, the spirit shaman gains the ability to vanish bodily into the spirit world once per day. This effect lasts for 1 round per spirit shaman level, and during this time the spirit shaman cannot attack or be attacked.
- **Favored of the Spirits:** At 19th level, the spirit shaman can perform a special rite to guard herself from death. Under this protection, the spirit shaman instantly heals 10 hit points per spirit shaman level, up to 150 hit points, if she is reduced to 0 hit points. Once the rite's protection has been discharged, the spirit shaman must rest to regain the favor of the spirits.
- **Spirit Who Walks:** At 20th level, the spirit shaman becomes one with the spirit world. She gains damage reduction 5/cold iron, a +3 resistance bonus to saves against enchantments, and the Low-light Vision feat if she doesn't already have it.

NEW PRESTIGE CLASSES

Prestige classes are like regular classes, except that they have requirements that must be met before you can take levels in them. Some prestige classes may require a certain number of ranks in one or more skills, others may require the ability to cast arcane or divine spells. Each has a range of abilities that make it substantially different from the others. All of the new prestige classes listed below have a maximum level of 10, except for the invisible blade, which has a maximum level of 5.

Arcane Scholar of Candlekeep



Arcane scholars seek to raise the study of magic to the level of an academic discipline. Their interest is not in researching new spells or finding more specialized uses for their craft, but in understanding the fundamental processes of magic and the inner workings of the Weave.

The first arcane scholars emerged from the dusty libraries of Candlekeep, where they pored through the writings of a thousand long-dead mages, seeking the unifying principles that underlie all magic. But even the archives of Candlekeep have their limits, and not all practitioners of magic have the means or the desire to record their experiences with the Art. So arcane scholars dispersed into the wider world, observing and recording all the various expressions of magic they could find. Their tradition has gradually spread, and some mages who have never set foot in Candlekeep have adopted their disciplined and systematic approach to magic.

By gaining a deeper understanding of magic, and by discerning its underlying principles, arcane scholars become specialists in metamagic. Their spells are more powerful, last longer, and can be cast more quickly than those of their peers. Arcane scholars have also become especially adept at explaining the workings of magic to ordinary folk. Those who travel with arcane scholars gain the benefit of their considerable knowledge and are better able to evade hostile magic.

Arcane scholars do not limit themselves to studying particular sorts of arcane magic. To truly understand the Art, they believe that one must understand all its expressions. Thus, all arcane casters are equally welcome to join their fellowship. Indeed, the insights of sorcerers and bards are particularly prized by arcane scholars, as such casters rarely have the patience to discuss the deeper workings of magic.

Requirements:

- Skills: Spellcraft 8 ranks
- Feats: Empower Spell, Skill Focus (Concentration), and Skill Focus (Spellcraft)
- Spellcasting: Able to cast 3rd-level arcane spells

Class Features:

- Hit Points per Level: 4
- Base Attack Bonus: Low
- High Saves: Will
- Base Skill Points: 2
- Class Skills: Appraise, Concentration, Craft Alchemy, Diplomacy, Lore, Search, and Spellcraft

- Spells per Day/Spells Known: When a new arcane scholar level is gained, the character gains new spells per day (and spells known, if applicable) as though he had gained a level in an arcane spellcasting class.

Special Abilities

- Bonus Metamagic Feats: At 1st level, the arcane scholar gains the Maximize Spell feat. At 5th level, he gains the Quicken Spell feat.
- Spell Knowledge: At 2nd level, the arcane scholar and any party members gain a +1 bonus to their saves versus spells. This bonus increases to +2 at 8th level.
- Improved Empower Spell: At 3rd level, the arcane scholar becomes especially adept at empowering spells. Empowered spells now only use up a spell slot one level higher than the spell's actual level.
- Improved Maximize Spell: At 7th level, the arcane scholar becomes especially adept at maximizing spells. Maximized spells now only use up a spell slot two levels higher than the spell's actual level.
- Improved Quicken Spell: At 10th level, the arcane scholar becomes especially adept at quickening spells. Quicken spells now only use up a spell slot three levels higher than the spell's actual level.

Invisible Blade



Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal.

Requirements:

- Skills: Bluff 8 ranks
- Feats: Feint, Two-Weapon Fighting, Weapon Focus (Dagger or Kukri)

Class Features:

- Hit Points per Level: 6
- Base Attack Bonus: High
- High Saves: Reflex
- Base Skill Points: 4
- Class Skills: Bluff, Craft Alchemy, Craft Armor, Craft Weapon, Craft Trap, Hide, Listen, Move Silently, Parry, Perform, Spot, and Tumble

Special Abilities

- Bleeding Wound: At 1st level, when an invisible blade hits with a successful sneak attack, he inflicts a bleeding wound that deals 2 points of damage per round for 3 rounds. This damage stacks with previous damage caused by a Bleeding Wound attack. He must be either unarmed or wielding only light weapons in order to inflict a Bleeding Wound. At 3rd level, the damage increases to 4 points per round, and at 5th level, it increases to 6 points per round. Each level of Bleeding Wound counts as 1d6 sneak attack for the

purposes of qualifying for prestige classes that require a certain number of sneak attack dice.

- **Unfettered Defense:** An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds 1 point of his Intelligence bonus (if any) per invisible blade level to his Armor Class in addition to any other modifiers he would normally receive. If the invisible blade is caught flat-footed or is otherwise denied his Dexterity modifier to Armor Class, he also loses this bonus. Unfettered Defense functions only when an invisible blade is not wearing armor and is not wielding a ranged weapon. Unfettered Defense does not stack with the duelist ability Canny Defense.
- **Feint Mastery:** At 5th level, an invisible blade armed with a light weapon becomes so sure of his ability to mislead opponents that he cannot roll less than 5 on his Bluff check when using the Feint feat.

Red Wizard



The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi, and the would-be magical overlords of Faerûn. They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic).

Requirements:

- **Race:** Human
- **Class:** Wizard (Specialist)
- **Alignment:** Any nongood
- **Skills:** Spellcraft 8 ranks
- **Feats:** One metamagic or item creation feat (other than Scribe Scroll), Spell Penetration, Greater Spell Penetration
- **Arcane Spellcasting:** Can cast spells of at least level 3

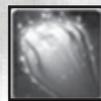
Class Features:

- **Hit Points per Level:** 4
- **Base Attack Bonus:** Low
- **High Saves:** Will
- **Base Skill Points:** 2
- **Class Skills:** Bluff, Concentration, Craft Alchemy, Intimidate, Lore, and Spellcraft
- **Spells per Day/Spells Known:** When a new Red Wizard level is gained, the character gains new spells per day (and spells known, if applicable) as if he had gained a level in wizard.

Special Abilities

- **Enhanced Specialization:** Upon becoming a Red Wizard, the character becomes even more skilled at casting spells from his chosen school of specialization. The Difficulty Check for saves against spells cast from the specialist school is increased by +1, and the Red Wizard receives +1 to his caster level when attempting to penetrate spell resistance when casting a spell from the specialist school.
- **Specialist Defense:** A Red Wizard gains a bonus on saving throws against spells from his specialist school. This bonus is +1 at 1st level, +2 at 3rd level, +3 at 7th level, and +4 at 9th level.
- **Spell Power:** At 2nd level, the Red Wizard's effective caster level for determining level-dependent variable checks is increased by +1. This bonus increases by +1 at every even Red Wizard level (+2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level).
- **Wizard Bonus Feat:** At 5th level, the Red Wizard gains a bonus metamagic or item creation feat. The Red Wizard gains an additional metamagic or item creation feat at 10th level.

Sacred Fist



Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony. Sacred fists have sworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity. For them, failing to develop these gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity. Sacred fists are strong in faith, will, and body.

Clerics are excellent candidates for sacred fist orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

Requirements:

- **Base Attack Bonus:** +4
- **Feats:** Improved Unarmed Strike, Stunning Fist, Combat Casting
- **Skills:** Lore 8 ranks
- **Spellcasting:** Ability to cast 1st level divine spells.

Class Features:

- **Hit Points per Level:** 8
- **Base Skill Points:** 4
- **Spells per Day/Spells Known:** When a new sacred fist level is gained (except levels 4 and 8), the character gains new spells per day (and spells known, if applicable) as though he had gained a level in whatever divine spellcasting class gave him access to 1st-level divine spells. If the character had more than one applicable divine spellcasting class, he must pick one to improve.

Special Abilities

- **Sacred Fist Code of Conduct:** Sacred fists have vowed to refrain from using weapons. Whenever a sacred fist equips any weapon they suffer a -8 attack penalty.
- **AC Bonus:** When unencumbered and wearing light or no armor, a first-level sacred fist gains a +1 AC bonus. This bonus increases to +2 at 5th level, and +3 at 10th level.
- **Unarmed Damage:** A sacred fist deals unarmed combat as a monk of equal level. A sacred fist's monk level (if any) stacks with his class level for the purposes of determining unarmed damage.
- **Fast Movement:** If the sacred fist has levels of monk, his sacred fist level stacks with his monk level for purposes of determining Monk Speed. Otherwise he gets the equivalent of Monk Speed at 3rd level, and it progresses identically to the 3rd level monk ability Monk Speed.
- **Sacred Flames:** At 4th level the sacred fist can invoke sacred flames around his fists. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus Wisdom modifier. This lasts 10 combat rounds. This ability initially can only be used once per day, increasing to twice per day at 8th level.
- **Uncanny Dodge:** At 6th level the sacred fist retains any Dexterity bonus to AC when flat-footed or struck by an invisible attacker.
- **Inner Armor:** At 10th level, the sacred fist can protect himself from harm once per day. He gets a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance equal to 25 for a number of rounds equal to his Wisdom modifier.

Stormlord



Stormlords wield thunder and lightning like a warrior wields his sword. Because of their command of one of the most destructive aspects of nature, stormlords are viewed with awe and fear by lesser folk, regardless of their motivation.

Requirements:

- **Base Save Bonus:** Fortitude +4
- **Feats:** Toughness, Great Fortitude, and Weapon Focus (Spear, Throwing Axe, Dart, or Shuriken).
- **Spellcasting:** Able to cast 3rd-level divine spells.

Class Features:

- **Hit Points per Level:** 8
- **Base Attack Bonus:** Medium
- **High Saves:** Fortitude and Will
- **Base Skill Points:** 2
- **Class Skills:** Bluff, Concentration, Craft Alchemy, Intimidate, Lore, and Spellcraft
- **Spells per Day/Spells Known:** When a new stormlord level is gained, the character gains new spells per day (and spells known, if applicable) as though

he had gained a level in whatever divine spellcasting class gave him access to 3rd-level divine spells. If the character has more than one applicable divine spellcasting class, he must pick one to improve.

Special Abilities

- **Electricity Resistance:** At 1st level, a stormlord gains electrical resistance 5. This increases to electrical resistance 10 at 4th level and electrical resistance 15 at 7th level.
- **Enhanced Stormlord Weapons:** At 1st level, the stormlord's thrown weapons and spears count as +1 weapons. This bonus increases to +2 at 6th level and +3 at 9th level.
- **Shock Weapon:** At 2nd level, a stormlord may enchant any equipped thrown weapon or spear to deal an additional 1d8 points of electricity damage. This effect lasts 20 rounds.
- **Shocking Burst Weapon:** At 5th level, a stormlord may enchant any equipped thrown weapon or spear to deal an additional 1d8 points of electricity damage and an extra 2d8 points of weapon damage on a critical hit (4d8 if the critical multiplier is x3, 6d8 if the critical multiplier is x4). This effect lasts 20 rounds.
- **Shocking Burst and Sonic Weapon:** At 8th level, the stormlord may enchant any equipped thrown weapon or spear to deal an additional 1d8 points of electrical damage, an extra 1d8 points of sonic damage, and an extra 2d8 points of weapon damage on a critical hit (4d8 if the critical multiplier is x3, 6d8 if the critical multiplier is x4). This effect lasts 20 rounds.
- **Electricity Immunity:** At 9th level, the stormlord gains immunity to electrical damage.
- **Extended Storm Avatar:** At 10th level, the stormlord can cast storm avatar as if he were a druid with a caster level equal to his character level. This ability is usable once per day and otherwise functions as the 8th-level druid spell of the same name, lasting twice the normal duration.

EPIC LEVELS

Characters in *Neverwinter Nights 2: Mask of the Betrayer* can reach a maximum character level of 30. Levels 21 through 30 are considered epic levels and unlock access to more powerful feats and other benefits. While prestige class maximum levels are the same as in NWN2 (5 or 10, depending upon the class), characters can advance up to level 30 in any base class. If a character has multiple classes, it is their total level that determines whether they are an epic character.

Below is a brief description of epic bonuses gained by all characters, followed by the specific benefits for reaching levels 21 through 30 in each base class.

All Characters

The following benefits apply to all epic level characters, regardless of class level.

- New feats are gained every other level instead of every third level (levels 21, 23, 25, 27, 29). These feats are in addition to the bonus feats mentioned below for specific classes.
- Ability score improvements continue every 4 levels (levels 24, 28).
- Base Attack Bonus and Base Saves continue as normal.
- Epic level characters continue to gain additional attacks per round with every 5 BAB, unlike in D&D where the base number of attacks is capped at 4.
- Any spellcaster gains +1 DC to all of their spells every third epic level (23, 26, 29).

Epic Barbarian

- +1 rage per day at levels 24 and 28 (every 4 levels).
- +1 trap sense at levels 21, 24, 27, 30 (every 3 levels).
- +1 damage reduction at levels 22, 25, 28 (every 3 levels).
- +1 feat at levels 24 and 28 (every 4 levels).

Epic Bard

- Caster level = class level
- Bardic Knowledge continues to increase with bard level.
- +1 Inspire Courage at level 26 (every 6 levels).
- +1 Inspire Toughness at levels 23 and 28 (every 7 levels).
- +1 Inspire Regeneration at levels 22 and 27 (every 5 levels).
- +2 Inspire Competence at level 27 (every 8 levels).
- +1 Inspire Defense at levels 25 and 30 (every 5 levels).
- +1 feat at levels 23, 26, 29 (every 3 levels).

Epic Cleric

- Caster level = class level
- Turn Undead level continues to increase with class level.
- +1 feat at levels 23, 26, 29 (every 3 levels).

Epic Druid

- Caster level = class level
- +1 Wild Shape per day at levels 22, 26, 30 (every 4 levels).
- The druid's animal companion continues to improve:
 - ◇ 21-23 +14 HD +14 Natural Armor +7 Str/Dex
 - ◇ 24-26 +16 HD +16 Natural Armor +8 Str/Dex
 - ◇ 27-29 +18 HD +18 Natural Armor +9 Str/Dex
 - ◇ 30-33 +20 HD +20 Natural Armor +10 Str/Dex
 - ◇ 34-36 +22 HD +22 Natural Armor +11 Str/Dex
- +1 feat at levels 24, 28 (every 4 levels).

Epic Favored Soul

- Caster level = class level.
- +1 feat at levels 23, 26, and 29 (every 3 levels).

Epic Fighter

- +1 feat at levels 22, 24, 26, 28, 30 (every 2 levels).

Epic Monk

- +1 AC at levels 25 and 30 (every 5 levels).
- Stunning Attack DC continues to increase (DC = 10 + 0.5*class level + Wis modifier).
- Wholeness of Body continues to improve (heal 2*class level 1/day).
- Diamond Soul continues to improve (SR = 10+class level).
- Quivering Palm DC continues to increase (DC = 10 + 0.5*class level + Wis modifier).
- Empty Body's duration continues to increase (duration = 1 round/class level).
- Unarmed Strike continues to increase as follows:
 - ◇ 20-23 2d10 (medium) 2d8 (small)
 - ◇ 24-27 3d8 (medium) 2d10 (small)
 - ◇ 28-30 3d10 (medium) 3d8 (small)
- +1 feat at levels 25 and 30 (every 5 levels).

Epic Paladin

- Caster level = 0.5*class level.
- Lay on Hands continues to improve (heal class level * Cha modifier 1/day).
- Smite Evil continues to improve:
 - ◇ +1 use per day at levels 25 and 30 (every 5 levels).
 - ◇ Damage bonus = class level.
- Turn Undead level continues to increase with class level.
- +1 Remove Disease per day at levels 21, 24, 27, and 30 (every 3 levels).
- +1 feat at levels 23, 26, and 29 (every 3 levels).

Epic Ranger

- Caster level = 0.5*class level.
- +1 favored enemy at levels 25 and 30.

- Bonus feat at level 21 based upon combat style: Perfect Two-Weapon Fighting or One Shot.
- +1 feat at levels 23, 26, and 29 (every 3 levels).

Epic Rogue

- +1d6 sneak attack damage at levels 21, 23, 25, 27, and 29 (every 2 levels).
- +1 bonus feat at levels 24 and 28 (every 4 levels). These bonus feats can be from the rogue's special list.

Epic Sorcerer and Epic Wizard

- Caster level = class level.
- The sorcerer or wizard's familiar continues to improve:
 - ◇ 21-22 +11 Natural armor
 - ◇ 23-24 +12 Natural armor
 - ◇ 25-26 +13 Natural armor
 - ◇ 27-28 +14 Natural armor
 - ◇ 29-30 +15 Natural armor
- +1 feat at levels 23, 26, and 29 (every 3 levels).

Epic Spirit Shaman

- Caster level = class level.
- Chastise spirits continues to improve (1d4 damage/class level).
- +1 Spirit Form use at levels 25 and 30 (every 5 levels).
- +1 feat at levels 23, 26, and 29 (every 3 levels).

Epic Warlock

- +1 damage reduction at levels 23 and 27 (every 4 levels).
- +1d6 Eldritch blast damage at levels 22, 24, 26, 28, and 30 (every 2 levels).*
- At level 30, the Warlock's energy resistance increases to 15.
- +1 feat at levels 23, 26, and 29 (every 3 levels).

EPIC FEATS

Neverwinter Nights 2: Mask of the Betrayer includes over 60 epic feats. All of these have a prerequisite of 21st level. These feats are outlined in the below tables. For more detailed information, please check the in-game descriptions.

| Epic Feats | | |
|-------------------------|---|--|
| Feat | Prerequisites | Benefit |
| Armed Deflection | 21st level, Dex 21, Int 13, Wis 15, Combat Expertise, Epic Weapon Focus, Weapon Focus | When wielding a weapon you have selected for the Epic Weapon Focus feat, you automatically deflect the first ranged weapon attack made against you that round. |
| Armor Skin | 21st level | You gain a +2 natural armor bonus to Armor Class. |
| Automatic Quicken Spell | Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells | You cast all 0- and 1st-level spells as quickened spells without using higher-level spell slots. Each additional time you take this feat, the maximum spell level that is automatically quickened increases by 1. So if you take this feat three times, your spells of level 0 through 3 will be automatically quickened. |
| Automatic Silent Spell | Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells | You cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots. Each additional time you take this feat, the maximum spell level that is automatically silenced increases by 3. So if you take this feat three times, all of your spells will be automatically silenced. |
| Automatic Still Spell | Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells | You cast all 0-, 1st-, 2nd-, and 3rd-level spells as still spells without using higher-level spell slots. Each additional time you take this feat, the maximum spell level that is automatically stilled increases by 3. So if you take this feat three times, all of your spells will be automatically stilled. |
| Bane of Enemies | Ranger 21st level | Any weapon you wield against any of your favored enemies is treated as a bane weapon for that creature type (+2 to hit and an additional +2d6 damage). |
| Blazing Aura | 21st level, Wis 25, Diamond Soul | As a standard action, you can engulf your body in magical flames. While this aura is active, you deal an additional 1d10 fire damage with every attack, and enemies that attack you in melee take 1d6 fire damage whether they hit or miss. Blazing Aura lasts for 5 rounds + 1 round/Wis modifier. It has a cooldown of 20 rounds." |
| Blinding Speed | 21st level, Dex 25 | Once per day, you can act as if hasted for 5 rounds. |

Epic Feats

| Feat | Prerequisites | Benefit |
|-----------------------|---|--|
| Chorus of Heroism | 21st level, Bard level 15, Perform 18 ranks, Song of Heroism. | Your Song of Heroism ability now rallies the entire party. For 5 rounds, rallied creatures gain +4 dodge bonus to AC and +4 morale bonus to saving throws. Additionally the rallied creatures gain +4 temporary hit points per level. There is a cool down of 20 rounds before this ability can be used again. |
| Combat Insight | 21st level, Int 19, Combat Expertise, Epic Prowess, base attack bonus +15 | When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls. |
| Damage Reduction | 21st level, Con 21 | You gain damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects or class features (such as the barbarian's damage reduction). |
| Dragon Companion | 21st level, Dragon Shape, Epic Animal Companion | Your animal companion is now a small dragon. |
| Dragon Shape | 21st level, Wis 29, Wild Shape 8/day | You can spend a Wild Shape use to transform into a Black Dragon, Blue Dragon, or Red Dragon. |
| Eldritch Master | 21st level, Warlock 16th level, Spellcraft 24 | Your eldritch blasts deal +50% damage and have +2 to attack rolls. |
| Epic Animal Companion | 21st level, Wis 25, Animal Companion | Your animal companion's abilities are determined as if you possessed three additional druid levels. |
| Epic Deflection* | 21st level, Dex 25, Deflect Arrows, Improved Unarmed Strike | You automatically deflect the first two projectile attacks made against you each round. |
| Epic Divine Might | 21st level, Cha 21, Str 21, Divine Might, Power Attack, Turn Undead | Spend one of your turn undead attempts to add twice your Charisma bonus to your weapon damage for a number of rounds equal to twice your Charisma modifier. |
| Epic Dodge | Dex 25, Dodge, Improved Evasion, Defense Roll, Tumble 30 ranks | Once per round, when struck by your current target or last attacker, you automatically avoid all damage from the attack. |

Epic Feats

| Feat | Prerequisites | Benefit |
|---------------------------|--|---|
| Epic Eldritch Blast | 21st level, Eldritch Blast 9d6 | When you take this feat, the damage dealt by your eldritch blast increased by 1d6. Special: You can gain this feat multiple times. Its effects stack. |
| Epic Energy Resistance | 21st level, Resist Energy (type) | You are even more resistant to the effects of the chosen type of energy (acid, cold, electricity, fire or sonic). Your resistance to the selected type of energy increases to 15. |
| Epic Fiendish Resilience | 21st level, Fiendish Resilience 5 | The Fiendish Resilience ability now grants fast healing 25. |
| Epic Fortitude | 21st level, Great Fortitude | You gain a +4 bonus on all Fortitude saving throws. This overlaps (does not stack with) the previous bonus. |
| Epic Precision | 21st level, Crippling Strike | You deal 1/2 normal sneak attack damage against creatures that are normally immune to sneak attacks. |
| Epic Prowess | 21st level | You gain a +1 bonus on all attacks. |
| Epic Rage | 21st level, Str 30, BAB +25, Mighty Rage | While raging, your Strength and Constitution bonuses increase to +10 and your Will save bonus increases to +8. |
| Epic Reflexes | 21st level, Lightning Reflexes | You gain a +4 bonus on all Reflex saving throws. This overlaps (does not stack with) the previous bonus. |
| Epic Resilience | 21st level, Toughness, Epic Toughness | You no longer automatically fails saving throws on a roll of 1. You will still fail the save if your result fails to equal or beat the DC. |
| Epic Spell: Damnation | 21st level, ability to cast 9th-level cleric spells or dark invocations, Spellcraft 32 | You can cast the Epic Spell Damnation (see Epic Spells on page 67). |
| Epic Spell: Entropic Husk | 21st level, ability to cast 9th-level druid, sorcerer, spirit shaman, or wizard spells, or dark invocations, Spellcraft 31 | You can cast the Epic Spell Entropic Husk (see Epic Spells on page 67). |

Epic Feats

| Feat | Prerequisites | Benefit |
|----------------------------|---|--|
| Epic Spell: Epic Gate | 21st level, ability to cast 6th-level bard spells, 9th-level cleric, druid, sorcerer, spirit shaman, or wizard spells, or dark invocations, Spellcraft 27 | You can cast the Epic Spell Epic Gate (see Epic Spells on page 67). |
| Epic Spell: Hellball | 21st level, ability to cast 9th-level druid, sorcerer, spirit shaman, or wizard spells, or dark invocations, Spellcraft 30 | You can cast the Epic Spell Hellball (see Epic Spells on page 67). |
| Epic Spell: Mass Fowl | 21st level, ability to cast 6th-level bard spells or 9th-level druid, sorcerer, spirit shaman, or wizard spells, Spellcraft 24 | You can cast the Epic Spell Mass Fowl (see Epic Spells on page 67). |
| Epic Spell: Vampiric Feast | 21st level, ability to cast 9th-level cleric, druid, sorcerer, spirit shaman, or wizard spells, or dark invocations, Spellcraft 24 | You can cast the Epic Spell Vampiric Feast (see Epic Spells on page 67). |
| Epic Spell Focus | 21st level, Spell Focus in the selected school, Greater Spell Focus in the selected school | You add +3 to the Difficulty Class for all saving throws against spells from the selected school. You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different school of magic. |
| Epic Spell Penetration | 21st level, Spell Penetration, Greater Spell Penetration | You gain a +6 bonus on caster level checks to beat a creature's spell resistance. This overlaps (does not stack with) the bonuses from Spell Penetration and Greater Spell Penetration. |

Epic Feats

| Feat | Prerequisites | Benefit |
|----------------------------|---|---|
| Epic Toughness | 21st level, Toughness | You gain +30 hit points. This feat may be taken multiple times, up to a maximum of +300 hit points. The effects of Epic Toughness and Toughness stack. |
| Epic Weapon Focus | 21st level, Weapon Focus in the chosen weapon | Add a +2 bonus to all attack rolls you make using the selected weapon. You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon. |
| Epic Weapon Specialization | 21st level, Epic Weapon Focus in the chosen weapon, Weapon Focus in the chosen weapon, Weapon Specialization in the chosen weapon | Add +4 to all damage you deal using the selected weapon. You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon. |
| Epic Will | 21st level, Iron Will | You gain a +4 bonus on all Will saving throws. This overlaps (does not stack with) the previous bonus. |
| Expose Weakness | 21st level, Evasion, Epic Prowess | As a full attack action, you make a single normal attack against an opponent (regardless of the number of attacks per round you normally receive). If the attack hits, the target's weakness is exposed: every round for 5 rounds the target takes damage equal to your Dexterity bonus (minimum of 1). This damage ignores all damage reductions and immunities. During this time, the target's AC is also reduced by 3. |
| Great Charisma | 21st level | Your Charisma increases by 1 point. This feat can be taken multiple times and its effects stack. |
| Great Constitution | 21st level | Your Constitution increases by 1 point. This feat can be taken multiple times and its effects stack. |
| Great Dexterity | 21st level | Your Dexterity increases by 1 point. This feat can be taken multiple times and its effects stack. |
| Great Intelligence | 21st level | Your Intelligence increases by 1 point. This feat can be taken multiple times and its effects stack. |
| Great Smiting | 21st level, Cha 25, Smite Evil or Smite Good or Destruction Domain | Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level). |
| Great Strength | 21st level | Your Strength increases by 1 point. This feat can be taken multiple times and its effects stack. |
| Great Wisdom | 21st level | Your Wisdom increases by 1 point. This feat can be taken multiple times and its effects stack. |

Epic Feats

| Feat | Prerequisites | Benefit |
|---------------------------|---|--|
| Hymn of Requiem | Bard level 21, Song of Requiem, Perform 30 ranks | Your Song of Requiem now also heals all party members. The amount healed is the same as the damage caused by the Hymn and is divided among all party members; the minimum amount healed per ally is Perform/3. |
| Improved Sneak Attack | 21st level, Sneak attack +8d6 | Add +1d6 to your sneak attack damage. |
| Improved Spell Resistance | 21st level, Diamond Soul | You gain +2 to the spell resistance granted by Diamond Soul. This feat may be taken multiple times. |
| Improved Stunning Fist | 21st level, Dex 19, Wis 19, Stunning First, Improved Unarmed Strike | Add +2 to the DC of your stunning attack. |
| Improved Whirlwind Attack | 21st level, Dodge, Combat Expertise, Spring Attack, Whirlwind Attack, Int 13, Dex 23 | Your whirlwind attack has a larger area of effect, attacking all nearby opponents with melee attacks made at full base attack bonus. |
| Last Stand | 21st level, Epic Fortitude, Epic Prowess | You and all party members gain 20d10 temporary hit points for 1 round per your Charisma bonus. Minimum duration is 2 rounds. This ability can be used once per day and requires a standard action. |
| Magical Beast Wild Shape | 21st level, Wis 25, Wild Shape 4/day | You can use one Wild Shape use to transform into a Celestial Leopard, Phase Spider, or Winter Wolf. |
| One Shot | 21st level, Dex 27, Point Blank Shot, Improved Rapid Shot. | You can attempt to deliver an extremely powerful ranged attack. This attack ignores all concealment and circumvents any arrow deflection (like that granted by Deflect Arrows or Armed Deflection). If the attack hits, it deals maximum damage and inflicts a critical hit, even if the target would normally be immune to critical hits. This ability has a cooldown of 60 seconds. |
| Overwhelming Critical | 21st level, Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon) | When using the chosen weapon, you deal +1d6 points of bonus damage on a successful critical hit. If the weapons critical multiplier is x3, add +2d6 points of bonus damage instead, and if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits are also immune to the effects of this feat. You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon. |

Epic Feats

| Feat | Prerequisites | Benefit |
|-----------------------------|--|---|
| Perfect Two-Weapon Fighting | 21st level, Dex 25, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting | You can make as many attacks with your off-hand weapon as with your main hand weapon, using the same base attack bonus. A ranger with the two-weapon combat style can qualify for this feat even if he doesn't meet the feat and ability prerequisites, but he can only use it while wearing light or no armor. |
| Planar Turning | 21st level, Cha 25, Turn Undead | When turning undead, all outsiders are affected as if they were undead. |
| Rescue | 21st level, Fort Save +12, Epic Toughness | When Rescue is activated, allies within 5 ft. take half damage; the amount of damage not taken by your allies is taken by you. You also gain damage reduction 2/- while activated. |
| Self-Concealment | Dex 30, Improved Evasion, Hide 30 ranks, Tumble 30 ranks | Attacks against you have a 10% chance to miss automatically. |
| Song of Requiem | Bard level 21, Perform 24 ranks | This song damages all enemies within 20 feet for 5 rounds. The total sonic damage caused is equal to 2*Perform skill; the minimum damage caused per target is Perform/3. For example, with Perform 30, a total of 60 points of damage is inflicted each round. If six (or more) enemies are affected, they would each take 10 sonic damage per round. |
| Thundering Rage | 21st level, Str 25, rage 5/day | Any weapon you wield while in a rage does an additional 1d8 points of sonic damage on a successful critical hit. If the weapon's multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage instead. In addition, targets dealt a critical hit must make a DC 14 Fortitude save or be deafened for 3 rounds. |

NEW CLERIC DOMAINS

In addition to the 19 domains available in NWN2, *Mask of the Betrayer* gives clerics access to the following new domains:



Chaos

Ability: Bonus Feat (Slippery Mind)

Spells

- 1st level: Color Spray
- 5th level: Confusion



Cold

Ability: Cold Resistance 5

Spells

- 2nd level: Creeping Cold
- 3rd level: Hypothermia
- 9th level: Polar Ray



Darkness

Ability: Bonus Feat (Blind Fight)

Spells

- 2nd level: Blindness and Deafness
- 5th level: Shadow Conjunction
- 7th level: Power Word Blind



Dream

Ability: Immune to Sleep

Spells

- 1st level: Sleep
- 4th level: Phantasmal Killer
- 7th level: Hiss of Sleep



Law

Ability: Bonus Feat (Iron Will)

Spells

- 1st level: Lionheart
- 5th level: Hold Monster
- 7th level: Mass Hold Person



Luck

Ability: Bonus Feat (Luck of Heroes)

Spells

- 3rd level: Freedom of Movement
- 8th level: Greater Spell Mantle

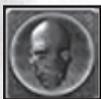


Time

Ability: Bonus Feat (Improved Initiative)

Spells

- 3rd level: Haste
- 7th level: Premonition



Undeath

Ability: Bonus Feat (Extra Turning)

Spells

- 2nd level: Animate Dead
- 7th level: Create Greater Undead



War

Ability: Bonus Feat (Weapon Focus)

Spells

- 4th level: Flame Strike
- 8th level: Power Word Stun

SPIRIT HUNGER

Spoiler Warning: *Details about significant plot developments follow. It is recommended that you not read further into this section until completing the quest "Wrath of the Bear God" at the end of the game's first chapter.*

In *Mask of the Betrayer*, it is possible to become a spirit-eater, an affliction that makes your character more powerful, but at a cost. A spirit-eater develops a thirst for spirits and souls. Without a steady diet of them, its power wanes, and it must seek out opportunities to devour spirits and be restored.



Spirit Energy

A spirit-eater subsists on energy gained from devouring spirits and souls. Over time, that energy is consumed, and must be replenished, or its health will begin to decline.

Your spirit energy will be displayed to you in the form of a bar on which you can monitor its status. Watermarks on either side of the bar denote points at which you will enter a new stage of health impairment should your energy drop below them. The progress to new stages accelerates as spirit energy drops, and each of them may mean new penalties to statistics, status impairments, or hit point damage over time. The final stage, at the very bottom of the bar, means death and the end of the game for a spirit-eater character.

Craving

The more inclined to embrace its hunger and devour spirits that a spirit-eater is, the more it will begin to crave them, and become dependent upon them. Conversely, a spirit-eater that tends to fight for control over its hunger will find that it is progressively able to subsist on fewer of them.

Just below your spirit energy bar is a horizontal bar that displays your present level of craving. Its level is influenced by what spirit-eater powers you decide to use, as well as particular decisions you make along the game's storyline. The more full the bar, the more consumed you are by your hunger, and the faster your spirit energy will be depleted. However, frequently giving in to your hunger may also cause you to manifest certain new spirit-eater characteristics, and those characteristics may be to your benefit...

Powers

A spirit-eater gains a number of powers, which he can use to manage his affliction, improve combat, and manipulate souls for use in crafting.

Devour Spirit



- **Limitations:** 10 uses/day. Each use after the first causes a significant increase in craving, 5-minute cooldown. May not be used on the same day as Suppress.
- **Description:** Causes a fixed amount of damage to a target, replenishing your spirit energy and staving off your affliction.

May be used only on spirits - elementals, fey (such as telthors), and incorporeal undead (such as wraiths or shadows). Killing a target with this attack confers a sizeable bonus to your spirit energy and yields a valuable spirit-based crafting essence.

Suppress



- **Limitations:** 1 use/day. May not be used on the same day as Devour Spirit, Devour Soul, Spirit Gorge, Eternal Rest, or Ravenous Incarnation.
- **Description:** You suppress your urge to consume spirits and regain a small amount of spirit energy. This also reduces your level of craving. Suppress shifts alignment toward Lawful and Good.

Satiate



- **Limitations:** 1 use/day
- **Description:** At the cost of XP, you feed upon your own spirit to fully recharge your spirit energy.

Provoke Spirits



- **Description:** You reveal the nature of your supernatural hunger to spirits in a radius around you. Any neutral spirits within that radius will turn hostile and attack you, thereby making them susceptible to being devoured.

Mold Spirit



- **Description:** You gain the ability to use spirit-based crafting essences gained from Devour Spirit in special new crafting recipes.

Malleate Spirit



- **Description:** You refine your ability to work with spirit-based crafting essences, and are now able to use recipes that feature any grade of spirit essence.

Devour Soul



- **Limitations:** Costs 1 use of Devour Spirit. Each use after the first causes a significant increase in craving. May not be used on the same day as Suppress.
- **Description:** This is the same as Devour Spirit, but can be applied to humanoids as well as spirits.

Eternal Rest



- **Limitations:** Costs 1 use of Devour Spirit. May not be used on the same day as Suppress.
- **Description:** You perform the Devour Spirit effect on an undead creature, feeding upon the negative energy that animates it. This ability causes no craving. Eternal Rest shifts alignment towards Good.

Spirit Gorge



- **Limitations:** Costs 1 use of Devour Spirit. Each use causes a significant increase in craving. May not be used on the same day as Suppress.
- **Description:** This has the same effects as Devour Spirit, but with an area of effect. If you possess the Devour Soul ability, it also gains area of effect. Spirit Gorge shifts alignment toward Evil.

Bestow Life Force



- **Limitations:** Friendly targets only, cannot be in last stage of affliction.
- **Description:** You fully heal your companions using the spirit energy you have stored. Bestow Life Force shifts alignment toward Good.

Ravenous Incarnation



- **Limitations:** Costs 1 use of Devour Spirit. Each use causes a major increase in craving. May not be used on the same day as Suppress.
- **Duration:** 1 round/level
- **Description:** You take on a terrifying form and gain damage resistance as well as a powerful attack that can siphon spirit energy from those it hits. Ravenous Incarnation shifts alignment toward Chaotic and Evil.

CRAFTING

Mask of the Betrayer features a revised item enchantment system that provides greater flexibility and allows for more powerful items. When you defeat certain types of creatures, such as elementals or telthors (Rashemi spirits), you will receive essences. (Unlike in *NWN2*, you obtain essences automatically and do not have to distill components to acquire them.) These essences can be used to add enchantments to almost any equippable item, such as your weapon or helmet.

Item Enchantments

Typically, you'll find volatile essences. Though this grade of essence is not powerful enough to enchant items, they can be combined to create brilliant essences, which are. Brilliant essences in turn can be combined into pristine essences, which can be used to create even greater enchantments. The primary types of essences you'll find are Air, Earth, Fire, Water, and Power.

To enchant an item, just place the item and one or more brilliant (or pristine) essences into the Enchanter's Satchel, which you'll find in the inventory of Safiya, a Red Wizard of Thay and your first companion. Then cast the appropriate spell on the satchel.

Your character's level determines how many and how powerful of essences you can use in crafting. If your character doesn't have the appropriate Craft Item feats, then you can use Safiya's abilities to craft. The higher the enchanter's caster level, the more essences they can use in recipes:

| Maximum Essences by Caster Level | | |
|----------------------------------|-----------------------------|----------------------------|
| Caster Level | Max # of Brilliant Essences | Max # of Pristine Essences |
| 12 | 1 | 0 |
| 15 | 2 | 0 |
| 18 | 3 | 0 |
| 21 | 4 | 0 |
| 24 | 4 | 1 |
| 27 | 4 | 2 |
| 30 | 4 | 3 |

Items with three or fewer enchantments can receive additional abilities. If the enchanter is of an epic level (21 or higher), then they can add enchantments to any item with four or fewer abilities. After you enchant an item, you'll have the opportunity to rename it.

Enchantment Recipes

All standard recipes are explained in the item descriptions of the essences themselves. For example, place a Brilliant Water Essence and a weapon into the Enchanter's Satchel, then cast (or have Safiya cast) *ice storm* on the satchel. Your weapon will now inflict cold damage. Warlocks can use their *Imbue Item* ability on the satchel to mimic the spell.

If a similar enchantment is already on the item, then your new enchantment will replace it. For example, using another Brilliant Water Essence on your weapon will not add additional cold damage (but using two would).

Special recipes (and essences!) can be discovered through play. These recipes may provide more exotic properties or even create powerful artifacts.

For recipes involving spirit essences the *Mold Spirit* feat (gained through play) is used instead of casting a spell.

Essence Distillation

To combine essences, use a Shaper's Alembic, which you'll also find in Safiya's inventory. The Alembic has the following capabilities:

1. **Combine Essences.** Upgrades a stack of volatile essences into a brilliant essence or a stack of brilliant essences into a pristine one. The full value of the essences is retained.
2. **Divide Essence.** Breaks down a pristine essence into many brilliant essences or a brilliant essence into volatile ones. The full value is retained.
3. **Convert Air, Earth, Fire, or Water Essences into Power Essences.** Some value is lost in this conversion, however.
4. **Convert one Power Essence into many weaker Air, Earth, Fire, and Water Essences.** Some value is lost.

SPELLS

Below is a quick summary of all the spells, grouped by class and level. Full descriptions appear in the game.

Note: Spell titles marked by an asterisk (*) indicate a spell that was added with *Mask of the Betrayer*.

BARD

0-Level Bard Spells

Cure Minor Wounds: Heals target 4 hit points.

Daze: Weak enemy is dazed.

Flare: Dazzles one creature (-1 to hit).

Light: Creates small light source.

Resistance: Grants target +1 to saves.

1st-Level Bard Spells

Amplify: Listen checks much easier in area.

Balagarn's Iron Horn: Knocks creatures prone.

Cause Fear: Causes fear in a weak creature.

Charm Person: Befriends one person.

Cure Light Wounds: Heals target 1d8 +1/level hit points.

Expeditious Retreat: Caster's speed increases by 150%.

Grease: Slows or knocks down opponents.

Identify: Greatly improves Lore skill checks.

Joyful Noise: Ends any silence effect on party.

Lesser Dispel: Ends weak magic effects.

Remove Fear: Ends fear effects on target.

Sleep: Weaker creatures fall asleep.

Summon Creature I: Summons an appropriate creature.

Tasha's Hideous Laughter: Target laughs hysterically, unable to defend itself.

2nd-Level Bard Spells

Blindness/Deafness: Target is struck blind and deaf.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

Cloud of Bewilderment: Enemies are stunned and blinded 1d6 rounds.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Curse of Impending Blades: Target receives a penalty to his armor class.

Darkness: Shrouds creatures in darkness.

Eagle's Splendor: Grants target +4 Cha.

Fox's Cunning: Grants target +4 Int.

Ghostly Visage: 10/+2 damage reduction; damage reduction 5/magic; immune to 0-level and 1st-level spells.

Heroism: Grants target +2 to hit and +2 on saves and skill checks.

Hold Person: Paralyzes target humanoid.

Invisibility: Target is invisible until it attacks or casts a spell.

Mirror Image: Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom: Grants target +4 Wis.

Rage: Party affected by barbarian's Rage ability.

Scare: Causes fear in weak creatures.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons an appropriate creature.

3rd-Level Bard Spells

Charm Monster: Befriends one monster.

Clairaudience and Clairvoyance: Target receives +10 Spot and Listen.

Confusion: Target behaves erratically.

Crushing Despair: Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Deep Slumber: Creatures fall asleep.

Dispel Magic: Ends magical effects.

Displacement: ½ of attacks miss target.

Fear: Causes fear in enemies.

Find Traps: Caster receives +10 Search.

Haste: Grants target +1 attack/round, +50% movement rate, +1 to hit, and +1 AC.

Invisibility Sphere: Sphere of invisibility hides party.

**Mass Curse of Impending Blades*: Multiple targets receive a penalty to their armor class.

Remove Curse: All curses removed from target.

See Invisibility: Target can see invisible creatures.

Slow: Target is slowed.

Summon Creature III: Summons an appropriate creature.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4th-Level Bard Spells

Cure Critical Wounds: Heals target 4d8 +1/level hit points.

Dominate Person: Caster temporarily gains control of target humanoid.

Freedom of Movement: Target receives immunity to paralysis.

Greater Invisibility: Target is invisible, even when attacking or casting spells.

**Greater Resistance*: Grants a +4 bonus to all saves.

Hold Monster: Target monster is paralyzed.

Legend Lore: Greatly improves Lore skill checks for a long time.

Neutralize Poison: Cures target of poison.

Shadow Conjuration: Casts shadowy version of one of a variety of spells.

**Shout*: Cone of sonic energy deals 5d6 damage and can deafen.

Summon Creature IV: Summons an appropriate creature.

War Cry: Party receives +2 to hit and damage; enemies are stricken with fear.

5th-Level Bard Spells

**Cacophonous Burst*: Deals sonic damage to all enemies in an area.

Ethereal Visage: 20/+3 damage reduction and immunity to 2nd-level and lower spells; damage reduction 20/adamantine.

Greater Dispel Magic: Ends powerful magic effects.

Greater Heroism: Target receives +1 temporary hit points per level and +4 to hit and on saves and skill checks.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Mind Fog: Those within fog suffer -10 on Will saves.

Song of Discord: Enemies have a 50% chance of attacking each other.

Summon Creature V: Summons an appropriate creature.

6th-Level Bard Spells

Dirge: Enemies suffer 2 points of Str and Dex ability score damage each round.

Energy Immunity: Grants target immunity to one energy type.

**Greater Shout*: Cone of sonic energy deals 10d6 damage, causes deafness, and can stun.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

**Mass Cat's Grace*: Target creatures gain a bonus to Dexterity.

Mass Charm Monster: Charms many enemies.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

**Mass Eagle's Splendor*: Affected creatures gain a bonus to Charisma.

**Mass Fox's Cunning*: Affected creatures gain a bonus to their Intelligence.

Mass Hold Person: Paralyzes many enemies.

Summon Creature VI: Summons an appropriate creature.

**Superior Resistance*: Grants a +6 bonus to all saves.

CLERIC

0-Level Cleric Spells

Cure Minor Wounds: Heals target 4 hit points.

Inflict Minor Wounds: Harms target for 1 damage.

Light: Creates small light source.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

1st-Level Cleric Spells

Bane: Enemies suffer -1 to hit and on saves against fear.

Bless: Grants nearby allies +1 to hit and damage.

Cause Fear: Causes fear in weak creatures.

Cure Light Wounds: Heals target 1d8 +1/level hit points.

Detect Undead: Undead revealed on minimap.

Divine Favor: Grants caster +1 /3 levels to hit and damage.

Doom: Target suffers -2 to hit and damage and -2 on saves, ability, and skill checks.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Entropic Shield: 20% of ranged attacks miss caster.

Inflict Light Wounds: Caster's touch attack inflicts 1d8 + 1/level damage. Heals undead.

**Lesser Vigor*: Target gains slow regeneration.

Magic Weapon: Temporary +1 enhancement bonus to a weapon.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Remove Fear: Ends fear effects on target.

Sanctuary: Nearby enemies ignore caster.

Shield of Faith: Target receives +2 + 1/6 levels AC.

Summon Creature I: Summons an appropriate creature.

2nd-Level Cleric Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Darkness: Shrouds creatures in darkness.

Death Knell: Absorbs life energy from corpse, giving caster +2 Str, 1d8 temporary hit points, and +1 caster level.

Eagle's Splendor: Grants target +4 Cha.

Find Traps: Caster receives +10 Search.

Fox's Cunning: Grants target +4 Int.

Hold Person: Paralyzes target humanoid.

Inflict Moderate Wounds: Caster's touch attack inflicts 2d8 +1/level damage. Heals undead.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, or saves.

Owl's Wisdom: Grants target +4 Wis.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. Half of target's damage is redirected to caster.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons an appropriate creature.

3rd-Level Cleric Spells

Animate Dead: Summons an undead minion.

Bestow Curse: Target suffers -2 to all ability scores.

Blind Sight: Target can see invisible and in darkness.

Blindness and Deafness: Target is struck blind and deaf.

Contagion: Afflicts target with random disease.

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Dispel Magic: Ends magical effects.

Glyph of Warding: Creates stationary glyph that explodes when enemies pass, inflicting 1d8/2 levels sonic damage.

Inflict Serious Wounds: Caster's touch attack inflicts 3d8 +1/level damage. Heals undead.

Invisibility Purge: Removes invisibility from nearby creatures.

**Lesser Visage of the Deity:* You gain Charisma and some elemental resistances.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind-affecting spells of the specified alignment.

Magic Vestment: Grants armor or shield +1/4 levels enhancement bonus.

**Mass Aid:* Grants allies a bonus to hit, saves against fear, and bonus hitpoints.

**Mass Lesser Vigor:* Grants entire party slow regeneration.

Prayer: Grants party +1, and afflicts enemies with -1, to hit and damage and on skill, and saves.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

Remove Disease: Cures target of diseases.

Searing Light: Inflicts 1d8/level damage to undead, 1d6/level to constructs, 1d8/2 levels to others.

Summon Creature III: Summons an appropriate creature.

**Vigor:* Target gains regeneration.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4th-Level Cleric Spells

Assay Resistance: Greatly reduces target's spell resistance to caster's spells.

Cure Critical Wounds: Heals target 4d8 +1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

Dismissal: Dispel the target's summoned companions.

Divine Power: Caster gains attack bonus, +6 Str, and +1 hit points/level.

Freedom of Movement: Target receives immunity to paralysis.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

**Greater Resistance:* Grants a +4 bonus to all saves.

Hammer of the Gods: Inflicts 1d8/2 levels damage.

**Hypothermia:* Causes a target to suffer cold damage and fatigue.

Inflict Critical Wounds: Caster's touch attack inflicts 4d8 +1/level damage. Heals undead.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

**Recitation:* Grants combat bonuses to those in the area. Subjects that share your deity selection receive a greater bonus.

Restoration: Removes most negative effects on target, including level drain and blindness.

Least Spell Mantle: Absorbs up to 1d4 + 4 spell levels.

Summon Creature IV: Summons an appropriate creature.

5th-Level Cleric Spells

Battlelode: Curses enemies that enter area with -2 to hit and damage and -2 on saves.

The caster gains an additional attack (if not already hasted).

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Lesser Spell Mantle: Absorbs up to 1d6 + 6 spell levels.

**Mass Contagion:* Causes all hostile targets in the prescribed area to become infected with a disease.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Mass Inflict Light Wounds: Damages each nearby enemy 1d8 +1/level hit points. Heals undead.

Raise Dead: Revives one knocked out party member.

Righteous Might: Caster increases in size, receiving +4 Str, +2 Con, +2 AC, and damage reduction 3/good. (Size increase also results in -1 to hit and -1 AC but +3 damage.)

Slay Living: Kills target.

Spell Resistance: Grants target 12 +1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

True Seeing: Caster sees through Ethereal and Invisibility effects.

**Wall of Dispel Magic:* Creates a transparent barrier that casts *dispel magic* on anyone passing through it.

6th-Level Cleric Spells

Banishment: Destroys many summoned creatures.

Blade Barrier: Creates a wall of blades that inflicts 1d6/level damage.

Control Undead: Dominates one undead creature.

Create Undead: Creates one undead creature.

Energy Immunity: Grants target immunity to one energy type.

Greater Dispel Magic: Ends powerful magic effects.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target, however.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

**Mass Bear's Endurance:* Grants multiple targets a bonus to their Constitution.

**Mass Bull's Strength:* Targets are granted a strength bonus.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

**Mass Eagle's Splendor:* Affected creatures gain a bonus to Charisma.

Mass Inflict Moderate Wounds: Damages each nearby enemy 2d8 +1/level hit points.

Heals undead.

**Mass Owl's Wisdom:* Targeted creatures gain a bonus to their Wisdom.

Planar Ally: Summons an outsider.

Summon Creature VI: Summons an appropriate creature.

**Superior Resistance:* Grants a +6 bonus to all saves.

Stone Body: Grants caster +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Undeath to Death: Slays many undead creatures.

**Vigorous Cycle:* Grants party fast regeneration.

7th-Level Cleric Spells

Destruction: Kills target.

Ethereal Jaunt: Enemies cannot detect the caster until he performs a hostile action.

Greater Restoration: Cures target of most temporary and all permanent negative effects.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Mass Inflict Serious Wounds: Damages each nearby enemy 3d8 +1/level hit points.
Heals undead.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Resurrection: Revives and fully heals one knocked out party member.

Summon Creature VII: Summons an appropriate creature.

Word of Faith: Kills or stuns enemies.

8th-Level Cleric Spells

Aura versus Alignment: +4 AC, immunity to mind-affecting spells, and 25 spell resistance against creatures of the specified alignment.

Create Greater Undead: Creates a powerful undead creature.

Earthquake: Inflicts 10d6 damage to creatures in a large area.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

Mass Inflict Critical Wounds: Damages each nearby enemy 4d8 +1/level hit points.
Heals undead.

**Mass Death Ward:* Targets gain immunity to death effects.

Spell Mantle: Absorbs up to 1d8 + 8 spell levels.

Summon Creature VIII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

**Wall of Greater Dispel Magic:* Creates transparent barrier that casts *greater dispel magic* on anyone passing through it.

9th-Level Cleric Spells

Energy Drain: Target temporarily loses 2d4 levels.

Etherealness: Enemies cannot detect the party until any member performs a hostile action.

Gate: Summons a horned devil.

**Greater Visage of the Deity:* You gain many ability bonuses and resistances.

Implosion: Kills all nearby living things.

Mass Heal: Heals each nearby ally 10/level hit points and cures them of most negative effects.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

Undeath's Eternal Foe: Grants party immunity to negative damage, level/energy drain, ability score decreases, poisons, and diseases.

DRUID

0-Level Druid Spells

Cure Minor Wounds: Heals target 4 hit points.

Flare: Dazzles one creature (-1 to hit).

Light: Creates small light source.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

1st-Level Druid Spells

Camouflage: Grants target +10 Hide.

Cure Light Wounds: Heals target 1d8 + 1/level hit points.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Entangle: Traps enemies with clinging vegetation.

**Lesser Vigor:* Target gains slow regeneration.

Low-Light Vision: Party can see in the dark like elves.

Magic Fang: Grants animal companion +1 to hit and damage.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature I: Summons an appropriate creature.

2nd-Level Druid Spells

Barkskin: Hardens the target creature's skin, improving Armor Class.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

**Creeping Cold:* Deals cold damage over time to target victim.

Flame Weapon: Adds 1d6 fire damage to target weapon.

Gust of Wind: Blast of air knocks down creatures and disperses gaseous effects.

Hold Animal: Paralyzes target animal.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, and saves.

Mass Camouflage: Party receives +10 Hide.

Owl's Wisdom: Grants target +4 Wis.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Summon Creature II: Summons an appropriate creature.

3rd-Level Druid Spells

Blind Sight: Target can see invisible and in darkness.

Call Lightning: Lightning bolt inflicts 1d6/level electricity damage.

Contagion: Afflicts target with random disease.

Cure Moderate Wounds: Heals target 2d8 + 1/level hit points.

Dominate Animal: Controls target animal.

Greater Magic Fang: Grants animal companion +1/3 levels to hit and damage.

**Hypothermia:* Causes a target to suffer cold damage and fatigue.

Infestation of Maggots: Infests target with maggots, inflicting 1d4 points of temporary Con damage each round.

**Mass Lesser Vigor:* Grants entire party slow regeneration.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Quillfire: Inflicts 1d8 + 1/2 levels damage and mildly poisons target.

Remove Disease: Cures target of diseases.

Spiderskin: Target gets +1 + 1/3 levels AC, saves vs. poison, and Hide.

Spike Growth: Creates spikes that inflict 1d4 damage to enemies each round.

Summon Creature III: Summons an appropriate creature.

**Vigor:* Target gains regeneration.

Vine Mine: Creates sinuous vines that entangle enemies.

4th-Level Druid Spells

Cure Serious Wounds: Heals target 3d8 + 1/level hit points.

Dispel Magic: Ends magic effects.

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Freedom of Movement: Grants target immunity to paralysis.

**Greater Creeping Cold:* Deals cold damage over time to the victim.

**Greater Resistance:* Grants a +4 bonus to all saves.

Hold Monster: Paralyzes target.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

Restoration: Removes most negative effects on target, including level drain and blindness.

Stoneskin: Grants caster 10/adamantine damage reduction.

Summon Creature IV: Summons an appropriate creature.

5th-Level Druid Spells

Awaken: Enhances animal companion.

**Call Lightning Storm:* Calls down a number of lightning bolts upon your foes.

Cure Critical Wounds: Heals 4d8 + 1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

**Heal Animal Companion:* A powerful healing spell usable only on animal companions.

Inferno: Burns target for 2d6 fire damage each round.

**Mass Contagion:* Causes all hostile targets in the prescribed area to become infected with a disease.

Owl's Insight: Grants target bonus to Wis equal to half the caster's level.

Slay Living: Kills target.

Spell Resistance: Grants target 12 + 1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

Wall of Fire: Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

6th-Level Druid Spells

Crumble: Crushes target construct for 1d6/level damage.

Drown: Almost kills a living target.

Energy Immunity: Grants target immunity to one energy type.

Extract Water Elemental: Dehydrates target for 1d6/level damage. If this spell kills its victim, a water elemental appears to serve you.

Greater Dispel Magic: Ends powerful magic effects.

Greater Stoneskin: Grants caster 20/adamantine damage reduction.

**Mass Bear's Endurance:* Grants multiple targets a bonus to their Constitution.

**Mass Bull's Strength:* Targets are granted a strength bonus.

**Mass Cat's Grace:* Target creatures gain a bonus to Dexterity.

Mass Cure Light Wounds: Heals each nearby ally 1d8 + 1/level hit points.

**Mass Owl's Wisdom:* Targeted creatures gain a bonus to their Wisdom.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Stonehold: Creates a cloud that encases creatures in stone.

Summon Creature VI: Summons an appropriate creature.

**Superior Resistance:* Grants a +6 bonus to all saves.

**Vigorous Cycle:* Grants party fast regeneration.

7th-Level Druid Spells

Aura of Vitality: Grants allies +4 Str, Con, and Dex.

Creeping Doom: Carpet of insects attacks at your command.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target, however.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

Summon Creature VII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

True Seeing: Caster sees through Ethereal and Invisibility effects.

8th-Level Druid Spells

Bombardment: Blasts nearby enemies for 10d8 damage.

Earthquake: Inflicts 10d6 damage to creatures in a large area.

Finger of Death: Kills target.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Premonition: Grants target damage reduction 30/adamantine.

Summon Creature VIII: Summons an appropriate creature.

Sunburst: Inflicts 1d6/level to undead creatures (6d6 damage to non-undead enemies). Can also permanently blind enemies.

9th-Level Druid Spells

Burst of Glacial Wrath: You create a burst of icy energy that flash-freezes creatures.

Targets cannot be killed outright by this spell, but those almost slain are frozen solid.

Elemental Swarm: Summons elementals.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

**Mass Death Ward:* Targets gain immunity to death effects.

**Mass Drown:* You fill targets' lungs with water.

Shapechange: Caster shapechanges into a powerful form.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

PALADIN

1st-Level Paladin Spells

Bless: Grants nearby allies +1 to hit and damage.

Bless Weapon: Grants melee weapon +2d6 damage against undead. The weapon also becomes good for purposes of overcoming damage resistance.

Cure Light Wounds: Heals target 1d8 +1/level hit points.

Detect Undead: Reveals undead on minimap.

Divine Favor: Grants caster +1/3 levels to hit and damage.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, and saves.

**Lionheart:* The subject gains immunity to fear effects.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

2nd-Level Paladin Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Aura of Glory: Grants caster +4 Cha. Grants allies +4 bonus to saves against fear.

Bull's Strength: Grants target +4 Str.

Eagle's Splendor: Grants target +4 Cha.

Owl's Wisdom: Grants target +4 Wis.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. ½ of target's damage is redirected to caster.

3rd-Level Paladin Spells

Cure Moderate Wounds: Heals target 2d8 + 1/level hit points.

Dispel Magic: Ends magical effects.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind-affecting spells of the specified alignment.

Prayer: Grants party +1, and afflicts enemies with -1, to hit, damage, skills, and saves.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

4th-Level Paladin Spells

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Death Ward: Grants target immunity to death spells or effects.

Freedom of Movement: Grants target immunity to paralysis.

**Greater Visage of the Deity:* You gain Charisma and some elemental resistances.

Holy Sword: Transforms caster's melee weapon into a Holy Avenger.

Neutralize Poison: Cures target of poison.

Restoration: Removes most negative effects on target, including level drain and blindness.

RANGER

1st-Level Ranger Spells

Camouflage: Grants target +10 Hide.

Cure Light Wounds: Heals 1d8 + 1/level hit points.

Entangle: Traps enemies with clinging vegetation.

Low-Light Vision: Party can see in the dark like elves.

Magic Fang: Grants animal companion +1 to hit and damage.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Summon Creature I: Summons an appropriate creature.

2nd-Level Ranger Spells

Barkskin: Hardens the target creature's skin, improving armor class.

Bear's Endurance: Grants target +4 Con.

Cat's Grace: Grants target +4 Dex.

**Curse of Impending Blades*: Target receives a penalty to his armor class.

Hold Animal: Target animal is paralyzed.

Mass Camouflage: Party receives +10 Hide.

Owl's Wisdom: Grants target +4 Wis.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Sleep: Weaker creatures fall asleep.

Spike Growth: Creates spikes that inflict 1d4 damage to enemies each round.

Summon Creature II: Summons an appropriate creature.

3rd-Level Ranger Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Cure Moderate Wounds: Heals 2d8 +1/level hit points.

Greater Magic Fang: Grants animal companion +1/3 levels to hit and damage.

**Heal Animal Companion*: A powerful healing spell usable only on animal companions.

Invisibility Purge: Removes invisibility from nearby creatures.

**Mass Curse of Impending Blades*: Multiple targets receive a penalty to their armor class.

Neutralize Poison: Removes poison from target.

Remove Disease: Removes diseases from target.

Summon Creature III: Summons an appropriate creature.

4th-Level Ranger Spells

Cure Serious Wounds: Heals 3d8 +1/level hit points.

Freedom of Movement: Target receives immunity to paralysis.

Polymorph Self: Caster shapechanges into a monster.

Summon Creature IV: Summons an appropriate creature.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells (Cantrips)

Acid Splash (C): 1d3 points acid damage.

Daze (E): Weak enemy is dazed.

Flare (V): Dazzles one creature (-1 to hit).

Light (V): Create small light source.

Ray of Frost (V): Inflicts 1d4 cold damage.

Resistance (A): Grants target +1 to saves.

**Touch of Fatigue* (N): Touched target becomes fatigued.

1st-Level Sorcerer/Wizard Spells

Burning Hands (V): Fire cone deals 1d4/level fire damage.

Cause Fear (N): Causes fear in a weak creature.

Charm Person (E): Befriends one person.

Color Spray (I): Knocks out, blinds, or stuns enemies.

Detect Undead (D): Undead revealed on minimap.

Endure Elements (A): 10/- damage resistance against all elemental damage types.

Enlarge Person (T): Gives +2 Str, -2 Dex, -1 to hit, -1 AC, and +3 melee damage.

Expeditious Retreat (T): Caster's speed increases by 150%.

Grease (C): Slows or knocks down opponents.

Identify (D): Greatly improves Lore skill checks.

Low-Light Vision (T): Party can see in the dark like elves.

Mage Armor (C): Grants target +4 AC.

Magic Missile (V): 1d4 + 1 damage/arrow; extra arrow at levels 3, 5, 7, 9.

Magic Weapon (T): Temporary +1 enhancement bonus to a weapon.

Protection from Alignment (A): Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Ray of Enfeeblement (N): Ray inflicts 1d6 Str damage.

Shield (A): Caster receives +4 AC.

Shocking Grasp (V): Caster's touch inflicts 1d6/level electricity damage.

Sleep (E): Weaker creatures fall asleep.

Summon Creature I (C): Summons an appropriate creature.

True Strike (D): Caster receives +20 on next attack roll.

2nd-Level Sorcerer/Wizard Spells

Balagarn's Iron Horn (T): Knocks creatures prone.

Bear's Endurance (T): Grants target +4 Con.

Blind Sight (T): Target can see invisible and in darkness.

Blindness and Deafness (I): Target is struck blind and deaf.

Bull's Strength (T): Grants target +4 Str.

Cat's Grace (T): Grants target +4 Dex.

Cloud of Bewilderment (V): Enemies are stunned and blinded 1d6 rounds.

Combust (V): Flames erupt, causing 2d6 +1/level fire damage and igniting victims.

**Curse of Impending Blades* (I): Target receives a penalty to his armor class.

Darkness (V): Shrouds creatures in darkness.

Death Armor (N): Damages creatures that touch caster.

Eagle's Splendor (T): Grants target +4 Cha.

False Life (N): Caster gains 1d10 + 1/level (max 10) temporary hit points.

Fireburst (V): Nearby creatures take 1d8 fire damage/level.

Fox's Cunning (T): Grants target +4 Int.

Gedlee's Electric Loop (V): Lightning strikes creatures, dealing 1d6 electricity damage/2 levels and stunning victims.

Ghostly Visage (I): 10/+2 damage reduction; damage reduction 5/magic; immune to 0-level and 1st-level spells.

Ghoul Touch (N): Caster's touch can paralyze.

Gust of Wind (V): Blast of air knocks down creatures and disperses gaseous effects.

Invisibility (I): Target is invisible until it attacks or casts a spell.

Knock (T): Unlocks doors and containers.

Lesser Dispel (A): Ends weak magic effects.

Melf's Acid Arrow (C): Bolt does 3d6 acid damage plus 1d6/round until spell expires.

Mirror Image (I): Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom (T): Grants target +4 Wis.

Protection from Arrows (A): Target receives damage resistance 10/magic against ranged weapons.

Resist Energy (A): Grants target 20/- damage resistance against all elemental damage types.

Scare (N): Causes fear in weak creatures.

See Invisibility (D): Target can see invisible creatures.

Summon Creature II (C): Summons an appropriate creature.

Tasha's Hideous Laughter (E): Target laughs hysterically, unable to defend itself.

**Touch of Idiocy* (E): Touched foe's spellcasting abilities are diminished.

Web (C): Traps enemies in a web.

3rd-Level Sorcerer/Wizard Spells

Clairaudience and Clairvoyance (D): Target receives +10 Spot and Listen.

Deep Slumber (E): Creatures fall asleep.

Dispel Magic (A): Ends magical effects.

Displacement (I): ½ of attacks miss target.

Fireball (V): Massive flames deal 1d6 fire damage/level.

Flame Arrow (C): Inflicts 4d6 fire damage/arrow; 1 arrow/ 4 levels.

Greater Magic Weapon (T): Weapon receives +1 enhancement/ 4 levels.

Haste (T): Grants target +1 attack/ round, +50% movement speed, +1 to hit, and +1 AC.

Heroism (E): Grants target +2 attack, +2 saves, and +2 for all skill checks.

Hold Person (E): Paralyzes target humanoid.

Improved Mage Armor (C): Target receives +3 AC + 1/2 levels.

Invisibility Sphere (I): Party becomes invisible.

Keen Edge (T): Slashing or piercing weapon more frequently deals critical hits.

Lightning Bolt (V): Horizontal energy bolt deals 1d6 electricity damage/level.

Magic Circle against Alignment (A): Caster and nearby allies receive +2 AC, +2 saves, and immunity to mind-affecting spells from the specified alignment.

**Mass Curse of Impending Blades* (I): Multiple targets receive a penalty to their armor class.

Mestil's Acid Breath (V): Cone deals 1d6 acid damage/level.

**Power Word Maladroit* (D): Causes dexterity damage to a single creature.

**Power Word Weaken* (D): Weakens target creature.

Protection from Energy (A): Grants target 30/- damage resistance against all elemental damage types.

Rage (E): Party affected by barbarian's Rage ability.

Scintillating Sphere (V): Cracking projectile deals 1d6 electricity damage/level.

Slow (T): Target suffers -50% movement rate, -1 AC, -1 to hit, and -1 Reflex saves.

Spiderskin (T): Target receives +1, +1/3 levels to AC, poison saves, and Hide skill checks.

Stinking Cloud (C): Creatures are dazed and nauseated.

Summon Creature III (C): Summons an appropriate creature.

Vampiric Touch (N): 1d8 damage/2 levels; heals caster the same amount.

Weapon of Impact (T): Blunt weapon more frequently deals critical hits.

4th-Level Sorcerer/Wizard Spells

Animate Dead (N): Summons an undead minion.

Assay Resistance (D): Target's spell resistance to caster's spells is greatly reduced.

Bestow Curse (T): Target suffers -2 to all ability scores.

Charm Monster (E): Befriends one monster.

Confusion (E): Target behaves erratically.

Contagion (N): Afflicts target with random disease.

Crushing Despair (E): Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Elemental Shield (V): Ring of fire damages attackers and grants caster 50% cold/fire resistance.

Enervation (N): Target temporarily loses 1d4 levels.

Evard's Black Tentacles (C): Traps and attacks enemies with tentacles.

Fear (N): Causes fear in enemies.

Greater Invisibility (I): Target is invisible, even when attacking or casting spells.

**Greater Resistance* (A): Grants a +4 bonus to all saves.

Ice Storm (V): Inflicts 3d6 bludgeoning and 2d6 cold damage.

Isaac's Lesser Missile Storm (V): Inflicts 1d6 damage/missile; 1 missile/ level.

Least Spell Mantle: Absorbs up to 1d4 + 4 spell levels.

Lesser Globe of Invulnerability (A): Protects caster from all 3rd-level and lower spells.

Lesser Spell Breach (A): Strips an enemy mage of up to three defenses.

Phantasmal Killer (I): Kills the target.

Polymorph Self (T): Caster shapechanges into a monster.

Remove Curse (A): Removes all curses from target.

Shadow Conjuration (I): Casts shadowy version of one of a variety of spells.

**Shout* (T): Cone of sonic energy deals 5d6 damage and can deafen.

Stoneskin (A): Caster receives 10/adamantine damage reduction.

Summon Creature IV (C): Summons an appropriate creature.

Wall of Fire (V): Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

5th-Level Sorcerer/Wizard Spells

Bigby's Interposing Hand (V): Hand provides cover against one opponent, who suffers -10 attack penalty.

**Cacophonous Burst* (V): Deals sonic damage to all enemies in an area.

Cloudkill (N): Kills weaker creatures.

Cone of Cold (V): Cone deals 1d6 cold damage/level.

Dismissal (A): Dispels the target's summoned companions.

Dominate Person (E): Caster temporarily gains control of target humanoid.

Feeblemind (D): Target suffers 1d4 points of Int and Cha damage/4 levels.

Firebrand (V): Balls of flame (1/level) explode for 1d6 fire damage/level each.

**Glass Doppelganger* (I): You create a living glass creation that is an exact copy of touched target

Greater Fireburst (V): Nearby creatures take 1d8 fire damage/level (maximum 15d8).

Hold Monster (E): Paralyzes target.

Lesser Mind Blank (A): Protects target from mind-affecting spells and removes any currently in effect.

Lesser Planar Binding (C): Control or summon a weak outsider.

Lesser Spell Mantle (A): Absorbs up to 1d6 + 6 spell levels.

Mind Fog (I): Those within fog suffer -10 to Will saves.

**Power Word Disable* (D): You utter a single word of power that disables target creature

Shroud of Flame (T): Target encased in flames, burning it and possibly nearby creatures.

Summon Creature V (C): Summons an appropriate creature.

Vitriolic Sphere (C): Huge acid explosion deals acid damage for several rounds.

**Wall of Dispel Magic* (A): Creates a transparent barrier that casts *dispel magic* on anyone passing through it.

6th-Level Sorcerer/Wizard Spells

Acid Fog (C): Slows creatures within fog and deals acid damage.

Bigby's Forceful Hand (V): Hand pushes target away.

Chain Lightning (V): Blasts target for 1d6 electricity damage/level; secondary bolts.

Circle of Death (N): Kills 1d4 creatures/level.

Create Undead (N): Creates one undead creature.

Disintegrate (T): Ray deals 2d6 damage/level.

Ethereal Visage (I): 20/+3 damage reduction and immunity to 2nd-level and lower spells; damage reduction 20/adamantine.

Extract Water Elemental (T): Dehydrates target for 1d6/level damage. If this spell kills its victim, a water elemental appears to serve you.

Flesh to Stone (T): Target turned to stone.

Globe of Invulnerability (A): Protects caster from all 4th-level and lower spells.

Greater Dispel Magic (A): Ends powerful magical effects.

Greater Heroism (E): Target receives +1/level temporary hit points and +4 to hit, and on saves and skill checks.

Greater Spell Breach (A): Strips an enemy mage of up to six magical defenses.

Greater Stoneskin (T): 20/adamantine damage reduction.

Isaac's Greater Missile Storm (V): One missile (3d6 damage)/level randomly hits enemies.

Legend Lore (D): Greatly improves Lore skill checks for a long time.

**Mass Bear's Endurance* (T): Grants multiple targets a bonus to their Constitution.

**Mass Bull's Strength* (T): Targets are granted a strength bonus.

**Mass Cat's Grace* (T): Target creatures gain a bonus to Dexterity.

**Mass Contagion* (N): Causes all hostile targets in the prescribed area to become infected with a disease.

**Mass Eagle's Splendor* (T): Affected creatures gain a bonus to Charisma.

**Mass Fox's Cunning* (T): Affected creatures gain a bonus to their Intelligence.

**Mass Owl's Wisdom* (T): Targeted creatures gain a bonus to their Wisdom.

Planar Binding (C): Summon or control an outsider.

Stone Body (T): Caster receives +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Stone to Flesh (T): Restores petrified target.

Summon Creature VI (C): Summons an appropriate creature.

**Superior Resistance* (A): Grants a +6 bonus to all saves.

Tenser's Transformation (T): Caster becomes physically powerful.

True Seeing (D): Caster sees through Ethereal and Invisibility effects.

Undeath to Death (N): Slays many undead creatures.

7th-Level Sorcerer/Wizard Spells

**Avasculate* (N): Stuns target and reduces it to half of its current hit points.

Banishment (D): Destroys many summoned creatures.

Bigby's Grasping Hand (V): Hand provides cover, pushes, or grapples.

Control Undead (N): Dominates one undead creature.

Delayed Blast Fireball (V): More powerful fireball that can be used as a trap.

Energy Immunity (A): Grants target immunity to one energy type.

Ethereal Jaunt (T): Enemies cannot detect the caster until he performs a hostile action.

Finger of Death (N): Target dies.

Greater Shadow Conjuration (I): Casts shadowy version of one of a variety of powerful spells.

**Hiss of Sleep* (E): Many enemies are put to sleep.

Mass Charm Person (E): Charms many enemies.

Mordenkainen's Sword (T): Summons powerful, floating sword that fights enemies.

**Power Word, Blind* (D): Blinds a single creature.

Prismatic Spray (V): Randomly afflicts many enemies.

Shadow Shield (I): Caster receives +5 AC, 10/+3 damage reduction, and immunity to death and negative energy effects; damage reduction 10/adamantine.

**Solipsism* (I): You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion.

Spell Mantle (A): Absorbs up to 1d8 + 8 spell levels.

Summon Creature VII (C): Summons an appropriate creature.

8th-Level Sorcerer/Wizard Spells

Bigby's Clenched Fist (V): Each round, summoned fist inflicts 1d8 + 11 damage and stuns target.

Blackstaff (E): Quarterstaff becomes +4 weapon and casts *dispel magic* on any creature it strikes.

Create Greater Undead (N): Summons powerful undead minion.

Greater Planar Binding (C): Paralyzes outsider or summons a powerful outsider.

**Greater Shout* (T): Cone of sonic energy deals 10d6 damage, causes deafness, and can stun.

Horrid Wilting (N): Inflicts 1d6/level negative energy damage.

Incendiary Cloud (C): Fiery cloud inflicts 4d6 fire damage to all within.

Iron Body (T): Caster receives +6 Str, -6 Dex, damage reduction 15/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Mass Blindness and Deafness (I): Nearby enemies are struck blind and deaf.

Mass Charm Monster (E): Nearby creatures view caster more favorably.

Mind Blank (A): Nearby allies receive immunity to mind-affecting spells and effects.

Polar Ray (V): Inflicts 1d6 cold damage/level.

**Power Word, Petrify* (D): Turns a single target into stone.

Power Word, Stun (D): Automatically stuns target.

Premonition (D): Caster receives damage reduction 30/adamantine.

Protection from Spells (A): Caster receives +8 on saves against spells.

Summon Creature VIII (C): Summons an appropriate creature.

Sunburst (V): Brilliant explosion that can blind enemies and inflicts 1d6 damage/level to all undead creatures.

**Wall of Greater Dispel Magic* (A): Creates transparent barrier that casts *greater dispel magic* on anyone passing through it.

9th-Level Sorcerer/Wizard Spells

Bigby's Crushing Hand (V): Large hand provides cover, pushes, or crushes foes.

**Burst of Glacial Wrath* (E): You create a burst of icy energy that flash-freezes creatures. Targets cannot be killed outright by this spell, but those almost slain are frozen solid.

Dominate Monster (E): Controls target monster.

Energy Drain (N): Target temporarily loses 2d4 levels.

Etherealness (T): Enemies cannot detect the party until any member performs a hostile action.

Gate (C): Summons a horned devil.

Greater Spell Mantle (A): Absorbs up to 1d12 + 10 spell levels.

Mass Hold Monster (E): Paralyzes nearby enemies.

Meteor Swarm (V): Meteors strike enemies in area, inflicting 20d6 damage.

Mordenkainen's Disjunction (A): Very powerful version of *dispel magic*.

Power Word, Kill (D): Kills creature with less than 100 hit points.

Shades (I): Casts shadowy variant of one of a variety of very powerful spells.

**Shadow Simulacrum* (I): Create a shadow duplicate of the creature touched.

Shapechange (T): Caster shapechanges into a powerful form.

Summon Creature IX (C): Summons an appropriate creature.

Wail of the Banshee (N): Hideous shriek can kill nearby enemies.

Weird (I): Terrifying phantasm can kill nearby enemies.

WARLOCK

Least (1st-level) Invocations

Beguiling Influence[†]: Caster receives +6 to Bluff, Diplomacy, and Intimidate.

Dark One's Own Luck[†]: Caster receives luck bonus to all saves equal to Cha bonus.

Darkness: Covers creatures in a shroud of darkness.

Devil's Sight[†]: Caster receives Darkvision.

Draining Blast (Eldritch Essence): Slows target.

Eldritch Spear (Blast Shape): Increases Eldritch Blast range.

Entropic Warding[†]: Caster receives +4 Move Silently and Hide. Ranged attacks against caster might miss.

Frightful Blast (Eldritch Essence): Eldritch Blast inflicts fear.

Hideous Blow (Blast Shape): Eldritch Blast is applied to caster's melee attacks.

Leaps and Bounds[†]: Caster receives +4 Dex and Tumble.

**Otherworldly Whispers*: You gain a +6 bonus on all lore and spellcraft checks.

Seen the Unseen[†]: Caster can see invisible creatures.

Lesser (2nd-level) Invocations

Beshadowed Blast (Eldritch Essence): Eldritch Blast inflicts darkness.

Bewitching Blast (Eldritch Essence): Eldritch blast damage is cold-based and target suffers -4 Dex.

Brimstone Blast (Eldritch Essence): Eldritch Blast ignites target.

Charm: Befriends creature.

Curse of Despair: Target suffers -1 to attack rolls and -2 to all ability scores.

**Dread Seizure*: You speak a word that sends wracking pain through the limbs of a single target creature

Eldritch Chain (Blast Shape): Eldritch blast arcs to multiple targets.

Flee the Scene: Caster receives +1 attack/round, +50% movement speed, +1 to hit, and +1 AC.

The Dead Walk: Summons forth an undead minion.

Voracious Dispelling: Ends magic effects on target. If an effect is removed, target is damaged.

Walk Unseen: Caster turns invisible.

Greater (3rd-level) Invocations

Bewitching Blast (Eldritch Essence): Eldritch Blast confuses target.

Chilling Tentacles: Tentacles entangle targets and inflict 2d6 cold damage.

Devour Magic: Ends powerful magic effects on target. If a spell is removed, caster receives 2 temporary hit points/level.

Eldritch Cone (Blast Shape): Eldritch Blast becomes a cone.

Hindering Blast (Eldritch Essence): You transform your eldritch blast into a hindering blast.

Noxious Blast (Eldritch Essence): Eldritch Blast dazes target.

Tenacious Plague: Target suffers increased damage every round until the plague ends.

Vitriolic Blast (Eldritch Essence): Eldritch blast causes acid damage and ignores spell resistance.

Wall of Perilous Flame: Wall inflicts 1d6 fire damage. Undead take double damage.

Dark (4th-level) Invocations

Binding Blast (Eldritch Essence): You transform your eldritch blast into a binding blast.

Dark Foresight: Caster receives damage reduction of 30/adamantine; damage reduction 10/silver.

Eldritch Doom (Blast Shape): Eldritch blast affects a 20' diameter area.

Retributive Invisibility: Caster is invisible, even when attacking or casting spells. If invocation is dispelled, explosion damages nearby foes.

Utterdark Blast (Eldritch Essence): Eldritch Blast deals negative energy damage and drains target's levels.

Word of Changing: Caster shapechanges into a powerful form.

† This effect is persistent. The warlock will always benefit from the ability.

EPIC SPELLS

Epic spells are available to all characters that reach Epic level in a spellcasting class, including bard, cleric, druid, favored soul, sorcerer, spirit shaman or wizard.

Epic spells are not affected by armor casting penalties, and they cannot be interrupted.

Damnation



- Classes: Cleric, Favored Soul, Warlock
- Spellcraft Required: 32
- School: Enchantment
- Components: Verbal, Somatic
- Range: Touch
- Area of Effect / Target: Creature touched
- Duration: Instant
- Save: Will negates (DC +5)
- Spell Resistance: Yes

You banish a single foe to the Hells, with no possibility of return. You must succeed at a melee touch attack. If the target fails the saving throw, it is dragged screaming into the Hells, to be tormented and ultimately devoured by fiends.

Creatures that succeed at their saving throw are nonetheless exhausted from resisting so powerful an enchantment, and they are Dazed for 1d6+1 rounds.

Entropic Husk



- Classes: Druid, Spirit Shaman, Wizard, Sorcerer, Warlock
- Spellcraft Required: 31
- School: Conjuraton
- Components: Verbal, Somatic
- Range: Touch
- Area of Effect / Target: Creature Touched
- Duration: 20 rounds
- Save: Will negates (DC +5)
- Spell Resistance: No

You transform a single enemy into a vessel of pure chaos which randomly attacks all nearby creatures.

You must succeed at a melee touch attack, and the target must fail at a Will saving throw (DC +5). If the target fails the saving throw, its soul is instantly annihilated, and its body is animated by primal entropy. For the duration of the spell, the creature becomes a juggernaut of destruction, gaining a +8 bonus to Strength and Constitution, and randomly attacking former allies and enemies alike. After 20 rounds, the entropic force animating the creature's body burns itself out, and the creature collapses into dust.

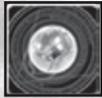
Epic Gate



- Classes: Bard, Cleric, Druid, Favored Soul, Spirit Shaman, Wizard, Sorcerer, Warlock
- Spellcraft Required: 27
- School: Conjuration
- Components: Verbal, Somatic
- Range: Medium
- Area of Effect / Target: Point
- Duration: 40 rounds
- Save: None
- Spell Resistance: No

This spell opens a portal to the Lower Planes and calls forth a horned devil to assail your foes. If the devil is slain, a second one is immediately summoned in its place. The strength of this conjuration is such that the devils are bound to your will, and you need not have cast Protection from Evil, or any similar spell, to prevent them from attacking you.

Hellball



- Classes: Druid, Wizard, Sorcerer, Spirit Shaman, Warlock
- Spellcraft Required: 30
- School: Evocation
- Components: Verbal, Somatic
- Range: Long
- Area of Effect / Target: Huge
- Duration: Instant
- Save: Reflex ½ (DC +5)
- Spell Resistance: Yes

You unleash a massive blast of energy that detonates upon all in the area of effect, dealing 10d6 fire damage, 10d6 acid damage, 10d6 electrical damage, and 10d6 sonic damage. The Hellball ignores Evasion and Improved Evasion.

Mass Fowl



- Classes: Bard, Druid, Spirit Shaman, Wizard, Sorcerer
- Spellcraft Required: 24
- School: Transmutation
- Components: Verbal, Somatic
- Range: Long
- Area of Effect / Target: Hostile creatures within 20 ft. of caster.
- Duration: Permanent
- Save: Fortitude negates
- Spell Resistance: Yes

This spell transforms hostile creatures of Medium-size or smaller in the area into chickens. Targets are allowed a Fortitude save (DC +5) to negate the effects of the spell. The transformation is permanent. Sufficiently powerful creatures are unaffected by this spell.

Vampiric Feast



- Classes: Cleric, Druid, Favored Soul, Spirit Shaman, Wizard, Sorcerer, Warlock
- Spellcraft Required: 24
- School: Necromancy
- Components: Verbal, Somatic
- Range: Personal
- Area of Effect / Target: Hostile creatures within 20 ft. of caster.
- Duration: Instant
- Save: Fortitude (DC +5)
- Spell Resistance: Yes

When this spell is cast, you drink in the life force of enemies in the area of effect. Creatures who succeed at a Fortitude save (DC +5) lose only half their remaining hit points, while those who fail their saving throw lose all their remaining hit points and are instantly slain. The total amount of damage done by this spell is then added to the caster's hit point total. Moreover, the life-force of slain creatures coalesces as a Greater Shadow, which will attack any surviving enemies. Very powerful creatures are unaffected by this spell.

You are only able to absorb sufficient hit points to return you to full health. Any remaining life force dissipates into the fabric of the Weave.

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Help Via the Internet

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