

FORGOTTEN REALMS

NEVERWINTER NIGHTS™



STORM OF ZENITH



EXPANSION PACK

Requires the original *Neverwinter Nights™ 2* to play

OBSIDIAN™
entertainment

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INTRODUCTION

Welcome to *Neverwinter Nights 2: Storm of Zehir*, the third installment of the *Neverwinter Nights 2* franchise!

What you are about to play might not be the game you're expecting. With the first expansion, *Mask of the Betrayer*, we strived to take the *Neverwinter Nights* formula to perfection, with a dark, epic storyline, rich characters, and extensive game reactivity to your choices. With this second expansion, we wanted to innovate and we applied the *Neverwinter Nights 2* game engine to a very different direction. Don't worry - the story, characters, and reactivity you expect are all still here.

Storm of Zehir tells a tale - yours - of exploration and discovery. Instead of a single, fated character, you create and control a party of adventurers. Instead of a linear storyline, you will delve into an open world replete with secrets and hidden treasures. Instead of a grim, personal story, you will be treated to a lively, light-hearted adventure. *Storm of Zehir* presents a classic Dungeons & Dragons (D&D) campaign, an open-ended journey through two major locales in Faerûn - one familiar and one less so.

As with *Mask of the Betrayer*, you'll find more tools and art to support your own creations. The Overland Map features and artwork are yours with which to create new adventures. New tile sets, creatures, weapons, and more await your designs. As do we.

We dedicate this game to E. Gary Gygax, who made adventures like this possible.

Most Sincerely,

Tony Evans & Kevin Saunders
 Obsidian Entertainment, Inc.
www.obsidian.net

QUICK START

The ReadMe File

Neverwinter Nights 2: Storm of Zehir 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 *Storm of Zehir*, then on the ReadMe file.

System Requirements

Operating System:	Windows® XP SP2
Processor:	2.4 GHz Intel® Pentium® 4 or equivalent processor (2.6 GHz Intel Pentium D 805 or AMD X2 +3800 or faster recommended)
Memory:	1 GB RAM (2 GB RAM recommended)
Hard Disk Space:	8 GB free
DVD-ROM Drive:	6X speed or faster
Video:	ATI Radeon X700 or NVIDIA GeForce 6800 or higher (ATI Radeon X1950 512MB series, NVIDIA GeForce 8800 512MB series, or higher recommended)
Sound:	DirectX 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher
Multiplayer:	Broadband connection for multiplayer online play
Input:	Keyboard, Mouse

Setup and Installation

1. Start Windows® XP. Exit all other applications.
2. Insert the *Neverwinter Nights 2: Storm of Zehir* 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: Storm of Zehir*.
5. After installing the game you will be given the option to view the ReadMe and play the game.

Note: You must insert *Neverwinter Nights 2* Disc 1 or the *Storm of Zehir* 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 “*Storm of Zehir* 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.

If you wish to have complete control over the creation of your alter ego, click on “New Character.”

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.

Some modes are only available if the active character possesses certain feats or skills.

- 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.
- Menu Bar.** The Menu Bar contains buttons that will activate a variety of important interfaces, such as:
 - ◇ **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.
- 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.
- 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.
- 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 right side (beginning) 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.
- 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. In Strategy Mode, 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.

In Character Mode, the W key moves you forward, S moves you backward, Q and E rotate you left/right, and A and D make you sidestep left/right.

You may rebind these and other action keys in the Game Options screen.

Play Modes

There are 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.

OVERLAND MAP

Overland Map travel is a new way for your party to explore the world, gain riches, and earn experience while traveling between cities and towns. Randomly generated encounters on the Overland Map will keep your party on its toes and test its wilderness adventuring skills.

Your party leader is responsible for initiating conversations and using his or her skills to help keep the party safe. All skills are useful in fully exploring the Overland Map, but your party leader will particularly benefit from training in Survival, Search, Hide, Move Silently, Spot and Listen.



Important UI Elements

1. Calendar

The Calendar button displays the current time, day and year.

2. Player Menu

The Player Menu is where you can access important information about the currently selected character, including the retirement option.

3. Rest

The Rest button allows a party to set up camp and rejuvenate their hit points and spells. Your party can rest at any time on the Overland Map, but there is always a chance of having an encounter while resting. Encounter chance is modified by teamwork benefits, such as Camp Routine, and some skills.

4. Minimap

The Minimap displays the party's current location on the Overland Map and shows map pins of interesting locations.

5. Chat Log

The Chat Log displays important information about encounters, such as Survival skill checks and information about treasure that your party has located.

6. Player Portraits

Player Portraits on the right side of the screen let you switch your party leader at any time by clicking on a character's portrait.

Overland Map Travel

Your party can travel on any part of the map except for mountains, although travel speed is slowed considerably by some types of terrain. The party moves at a standard rate based on the terrain type they're in. The Survival skill increases the Overland Map movement speed slightly for every point spent in it.

Terrain	Speed Modifier
Road	1.0
Plains	0.75
Forest	0.5
Jungle	0.25
Hills	0.5
Beach	0.5

Encounters

Encounters appear randomly as you explore the overland map. The Hide or Move Silently skill of your party leader determines whether hostile encounters will detect the party.

- **Hostile Random Encounters** – These hostile encounters will actively seek out your party looking for a fight. Hostile encounters have a red ring encircling them on the Overland Map.
- **Neutral Encounters** – Neutral encounters will ignore your party while they are going about their business. If your party wishes to meet a neutral encounter, you will have to move to intercept them. Neutral encounters have a white ring encircling them on the Overland Map. Neutral encounters can also be attacked by hostile encounters, and our party can intervene to save them.
- **Special Encounters** – Special encounters will occasionally spawn on the Overland Map. These encounters provide greater opportunities than a random encounter. Special encounters have a blue ring encircling them on the Overland Map.

RANDOM ENCOUNTER STATUS ICONS

- **Exclamation Point** – Encounter is currently chasing your party.
- **Flickering Orb** – Encounter is cowering and will run away from your party.
- **Question Mark** – Encounter is in range and is actively searching for your party.

ENCOUNTER CONVERSATIONS



Each encounter begins with a conversation. Many encounters can be dealt with entirely in conversation, though some outcomes end in a battle. Possible conversation options include:

- **Fight** – This option is always available.
- **Parley** – This option is available when speaking with an intelligent creature interested in speaking with your party. Parley options consist of Diplomacy, Bluff and Intimidate. Diplomacy is used to dissuade creatures from joining in an encounter against your party. The higher the margin of skill, the smaller the encounter. Intimidate is used to instill fear into an opponent before combat. Bluff is used to distract opponents, and applies an AC penalty.
- **Wild Empathy** – Druids and Rangers can use Wild Empathy to Parley with animals.
- **Evade** – This option is available when your party faces creatures who want to attack you. Select this option to end the conversation and temporarily freeze the hostile creature, giving your party time to start running.
- **Leave** – This option is available when your party is facing weak creatures who are more than happy to see the party leave.

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. 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 the F key 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

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.

PARTY GENERATION

New to *Storm of Zehir*, is the Party Creation System, which allows you to create a party of up to four adventurers to play through the campaign.

Through the Party Editor, you can add existing characters to your party, export party members for later use, create new adventurers, name your party, alter its motto and enter a party biography.

PARTY CONVERSATIONS



Party Conversations allow you to take advantage of the skills of your entire party while in a conversation.

All nearby party members automatically join any conversation. Party members are represented by portraits located above the response options. The character that is currently speaking is highlighted with a golden border around his or her portrait.



Sometimes a character will have a special response option that the current speaker does not, such as the use of Intimidate or Diplomacy. When this occurs, a conversation icon is displayed in the corner of his or her portrait. You can browse through characters and select their response options by clicking on their portraits.

TEAMWORK BENEFITS

The Adventurers' Guild was founded in Crossroad Keep in honor of the Knight Captain. It is a place where your party can go to learn about and train in Teamwork Benefits. The Adventurers' Guild can also train up lower-level cohorts and swap party members.

For every three levels your party has advanced, and if they meet the prerequisites, you earn a new Teamwork Benefit. In order to earn the benefit, the party must pay a training fee of 1,000 gold and successfully complete a quest. Once you receive a Teamwork Benefit, it remains active at all times, even if the party members change.

Awareness

Your team knows where to look and what to listen for to anticipate ambushes.

- **Leader Prerequisite:** Listen 12 ranks AND Spot 12 ranks.
- **Team Member Prerequisite:** Listen 2 ranks OR Spot 2 ranks.
- **Benefit:** Every member of the team gains a +2 bonus to Listen and Spot checks.

Camp Routine

The regular routine your group has established allows you to set up, watch, and break down camp quickly and efficiently. As a result, you are less likely to have your rest interrupted by foes.

- **Leader Prerequisite:** Survival 8 ranks.
- **Team Member Prerequisite:** Survival 1 rank.
- **Benefit:** The party is 25% less likely to have a hostile encounter when resting.

Camp Routine, Improved

The regular routine your group has established for resting has been honed to perfection, allowing you to set up, watch, and break down camp with the utmost speed and efficiency. You are much less likely to have your rest interrupted.

- **Leader Prerequisite:** Survival 12 ranks.
- **Team Member Prerequisite:** Survival 2 ranks.
- **Benefit:** The party is 50% less likely to have a hostile encounter when resting.

Circle of Blades

The members of your team can combine their attacks to slice through the defenses of a foe they have surrounded.

- **Leader Prerequisite:** Weapon Specialization, Base Attack Bonus +6
- **Team Member Prerequisite:** Sneak Attack +1d6 OR Weapon Finesse.
- **Benefit:** All party members get +2 bonus on damage rolls when attacking a flanked opponent.

Fearsome Roster

Your party projects an air of menace, which causes some would-be foes to flee when your team approaches them on the Overland Map.

- **Leader Prerequisite:** Intimidation 8 ranks.
- **Team Member Prerequisite:** Intimidation 1 rank OR 13+ Charisma.
- **Benefit:** Hostiles on the Overland Map will run from the party if their CR is 3 levels or more below the party level (without this benefit, enemies will run away if they are 4 levels or more below the party).

Fearsome Roster, Improved

Your team has become even more menacing, causing many would-be foes to flee when you approach them on the overland map.

- **Leader Prerequisite:** Fearsome Roster, Intimidation 12 ranks.
- **Team Member Prerequisite:** Fearsome Roster, Intimidation 2 ranks OR 14+ Charisma.
- **Benefit:** Hostiles on the Overland Map will run from the party if their CR is 2 levels or more below the party's level.

Foe Hunting

Your team is especially good at tracking down and destroying specific types of creatures.

- **Leader Prerequisite:** Favored enemy (any one) +4.
- **Team Member Prerequisite:** Survival 1 rank and base attack bonus +4.
- **Benefit:** +2 bonus to damage rolls against the leader's favored enemy.

Group Trance

You and your teammates reduce your need for sleep by learning the ways of the elves.

- **Leader Prerequisite:** Elf or Half-Elf race.
- **Team Member Prerequisite:** Concentration 1 rank.
- **Benefit:** Half the normal amount of time passes when resting.

Missile Volley

Your team excels at firing as a group, unleashing a saturated wave of arrows and bolts. Each member places her shots so that the target cannot dodge them all.

- **Leader Prerequisite:** Far Shot and Precise Shot.
- **Team Member Prerequisite:** Point Blank Shot.
- **Benefit:** Enemies get a stacking debuff of -1 AC vs. missile weapons when attacked with a missile weapon. The debuff lasts for a round.

Steadfast Resolve

Your team members can use their camaraderie and shared experience to shrug off the effect of fear.

- **Leader Prerequisite:** Concentration 8 ranks and Iron Will.
- **Team Member Prerequisite:** Base Will save bonus +2.
- **Benefit:** All party members get a +2 bonus to saving throws vs. fear.

Superior Flank

Your team is good at harrying foes by taking maximum advantage of their divided attention.

- **Leader Prerequisite:** Sneak Attack +4d6.
- **Team Member Prerequisite:** Base Attack Bonus +3.
- **Benefit:** All party members get a +2 bonus to hit when attacking a flanked opponent.

Team Rush

Your team travels faster than normal as a group. The efforts and assistance of the faster characters allow the slower ones to keep up.

- **Leader Prerequisite:** Survival 8 ranks and Toughness.
- **Team Member Prerequisite:** Survival 1 rank.
- **Benefit:** Each party member moves at the speed of the fastest person in the party.

NEW RACES

Storm of Zehir contains two 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.

Gray Orc



Gray orcs are nomads. They dwell in remote, desolate corners of northeast Faerûn and eke out a meager existence, traveling along traditional migratory routes between established campsites and favorite caves as the seasons change... The gray orcs are zealots, and the word of their tribal clerics is law. Clerics from other tribes are usually viewed as heretics, despite the fact that both tribes likely worship the same deity in the same manner.

Racial Traits:

- **Ability Adjustments:** +2 Strength, -2 Intelligence, +2 Wisdom, -2 Charisma
- **Darkvision:** Gray orcs can see in the dark up to 60 feet
- **Light Blindness:** The character suffers -1 circumstance penalty to attack rolls, saves, and skill checks when outside in daylight
- **Scent:** Allows you to track creatures, including those that are hiding or invisible
- **Long Gait:** A gray orc can move faster than the average humanoid
- **Level Adjustment +1**
- **Favored Class:** Cleric

Yuan-ti Pureblood



The Yuan-ti are descended from humans whose bloodlines have been mingled with those of snakes. Their evil, cunning, and ruthlessness is legendary. Yuan-ti constantly scheme to advance their own dark agendas. They are calculating and suave enough to form alliances with other evil creatures when necessary, but they always put their own interests first.

Yuan-ti that can pass for humans with suitable clothing, cosmetics, and magic are known as purebloods. These creatures are usually charged with infiltrating humanoid societies and managing covert operations that require direct contact with humans.

Racial Traits:

- **Ability Adjustments:** +2 Dexterity, +2 Intelligence, +2 Charisma
- **Darkvision:** A Yuan-ti Pureblood can see in the dark up to 60 feet
- **Scaled Skin:** +1 Natural Armor
- **Spell Resistant:** 11 + character level
- **Spell-like Abilities:** A Yuan-ti Pureblood can use animal trance, cause fear, charm person, darkness, and entangle 1/day
- **Level Adjustment +2**
- **Favored Class:** Ranger

NEW PRESTIGE CLASSES

Doomguide



Doomguides are an elite order of spellcasting warriors in service to the Judge of the Damned. When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlife through careful application of faith, spells, and bladecraft. Doomguides often lead bands of adventurers to clear out enclaves of undead or punish a particularly powerful or vile necromancer.

Requirements:

- Alignment: Any Lawful
- Deity: Kelemvor
- Skills: Diplomacy 5 ranks
- Feats: Extra Turning, Great Fortitude
- Spells: Level 3 divine spellcaster

Class Features:

- Hit Points per Level: 6
- Base Attack Bonus: High
- High Saves: Reflex
- Base Skill Points: 2
- Class Skills: Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Diplomacy, Heal, Lore and Spellcraft

Special Abilities

- **Kelemvor's Boon:** This ability combines your doomguide and cleric levels for the purpose of turning undead.
- **Bonus Feats:** At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning and Quicken Turning.
- **Save Bonus:** At 4th level, doomguides get a +4 bonus to saving throws against death effects and to overcome a negative level. Upon reaching 8th level, a doomguide gets +8 bonus to saving throws against death and makes all saving throws to overcome a negative level.
- **Bond of Fatal Touch:** At 5th level, the doomguide may enchant his wielded weapons with the ghost touch property for 1 round, a number of times per day equal to the doomguide's Charisma bonus. At 7th level, weapons wielded by the doomguide gain both ghost touch and the undead bane properties. At 9th level, wielded weapons gain the ghost touch, undead bane and disruption properties even if they are not bludgeoning weapons.
- **Ethereal Purge:** At 8th level, once per day the doomguide may negate concealment effects on any nearby enemies if they fail a will saving throw.
- **Kelemvor's Grace:** At 10th level, this grants the doomguide a persistent Aura that gives all friendlies around him +4 to death saves and saves against negative level, as well as immunity to energy drain and death effects for himself.

Hellfire Warlock



The hellfire warlocks are a secretive group of specialist warlocks who have mastered hellfire, a dangerous energy found only in the Nine Hells. By tapping into this infernal power, these characters learn to infuse their eldritch blasts and magic items that they wield with the dark power of hellfire.

Requirements:

- Skills: Intimidate 6 ranks, Spellcraft 6 ranks, Lore 12 ranks
- Invocations: Brimstone Blast or Hellrime Blast

Class Features:

- Hit Points per Level: 6
- Base Attack Bonus: Medium
- High Saves: Will
- Base Skill Points: 2
- Class Skills: Concentration, Intimidate, Lore, Spellcraft, Use Magic Device

Special Abilities

- **Hellfire Blast:** Whenever you use your eldritch blast ability while having Hellfire Blast activated, you can change your eldritch blast into a hellfire blast. A hellfire blast deals your normal eldritch blast damage plus an extra 2d6 points of damage per class level. If your blast hits multiple targets (for example, the eldritch chain or eldritch cone blast shape invocations), each target takes the extra damage. Using this ability will drain a point of Constitution from the warlock. (The attribute change is not permanent.)
- **Invoking:** Hellfire Warlock levels are treated as warlock levels.
- **Resistance to Fire 10:** At 2nd level, you gain resistance to fire 10. This resistance stacks with any resistance to fire you have gained from warlock class levels.
- **Summon Baatezu:** Once per day, Hellfire warlocks gain the ability to command a Baatezu to do their bidding for 1 round per warlock level plus 2x Charisma bonus.
- **Hellfire Shield:** At 3rd level the hellfire warlock gains Hellfire Shield. While Hellfire Shield is active, any enemy standing in close range is burned for 6d6 points of magical damage per round. For each target affected by the Hellfire Shield, the warlock temporarily loses one point of Constitution.

NEW CLASSES

Swashbuckler



The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Class Features:

- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Base Skill Points:** 4
- **Weapon Proficiencies:** Simple and martial weapons
- **Armor Proficiencies:** Light armor
- **Class Skills:** Bluff, Craft Armor, Craft Weapon, Diplomacy, Lore, Parry, Taunt, and Tumble

Special Abilities

- **Weapon Finesse:** A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.
- **Grace:** A swashbuckler gains a +1 bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level, +3 at 20th level, and +4 at 29th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when encumbered.
- **Insightful Strike:** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus to damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when encumbered.
- **Swashbuckler Dodge:** A swashbuckler is trained at focusing her defense on a single opponent in melee. She gains a +1 dodge bonus to AC against melee attacks from her current target or last attacker. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th, +4 at 20th, +5 at 25th, and +6 at 30th). A swashbuckler loses this bonus when wearing medium or heavy armor or when encumbered.
- **Mobility:** At 7th level, a swashbuckler gains Mobility as a bonus feat even if she does not qualify for it.
- **Improved Flanking:** A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus to attacks instead of a +2 bonus to attacks.
- **Lucky:** At 11th level, a swashbuckler gains Luck of Heroes as a bonus feat.
- **Acrobatic Skill Mastery:** At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Tumble check, a swashbuckler cannot roll less than 5, even if in combat.

- **Weakening Critical:** A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.
- **Slippery Mind:** When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she automatically gets one reroll. She gets only this one extra chance to succeed at a certain saving throw.
- **Wounding Critical:** A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

NEW FEATS

Feat	Prerequisites	Benefit
Daylight Adaptation	Drow, Duergar, Gray Orc	Through the long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world. If you are a type of creature that normally suffers from penalties when exposed to bright light, you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.
Divine Vengeance	Extra Turning	You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.
Empower Turning	Turn Undead	You can turn or rebuke more undead than usual. After adding your cleric levels and Charisma modifier to your turning damage roll, multiply it by 1.5.
Improved Turning	Turn Undead	You can turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Indomitable Soul	Toughness, Iron Will	Your physical toughness translates into greater mental resiliency. Where others cave in to magical effects that alter their minds, you stand resolute. Effects: Whenever you make a Will save against a mind-affecting or fear ability, you can roll 2d20 and use the higher of the two die rolls.
Leadership	6th level	You are the sort of person others want to follow. You can have up to one additional cohort (Storm of Zehir Campaign Only).
Steadfast Determination	Toughness	Your physical durability allows you to shrug off attacks that would cripple a lesser person. Rather than depend on agility or willpower, you use your raw toughness to survive. You can use your Constitution modifier in place of your Wisdom modifier on Will saves. You do not automatically fail Fortitude saves on a roll of natural 1.

NEW BACKGROUND FEATS

Appraiser	Intelligence 12+	Your sharp eye makes you the bane of snake-oil salesmen and second-rate merchants the Realms over: within seconds you can identify fakes, point out faults, and estimate dates of construction. All this attention to detail makes you a bit preoccupied, however, and at times puts you in danger of missing the bigger picture. Effects: +2 Appraise, +1 Lore, -1 Spot, -2 Bluff, -2 Sleight of Hand
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Confidant	Charisma 12+	You know precisely how to get people to trust you – unfortunately, that same veneer of trustworthiness makes it hard for people to believe any threats. Effects: +1 Bluff, -1 Intimidate, -1 Taunt
Foreigner	None	You're not from the Neverwinter area originally, but your knowledge of the outside world comes in handy. Effects: +1 Lore, -1 Diplomacy.
Savvy	Charisma 10+, Wisdom 9 or less	You know how to make people say "yes" – but sometimes that makes you bad at saying "no." Effects: +1 Diplomacy, -1 Will.
Survivor	Wisdom 10+, Constitution 9 or less	Though you lost many you loved in the chaos, you managed to survive the wasting influence of the King of Shadows and his minions. Your senses are keener as a result, but your body has suffered trauma that it hasn't fully recovered from. Effects: +1 Search, +1 Spot, +1 Survival, -2 Fortitude.
Talent	Bard, Monk, or Rogue	You're a shameless show-boater, and you know it. If there's a way to get attention, you can't help yourself - you're compelled to follow it. Unfortunately, this makes you more than a little susceptible to dirty tricks. Effects: +1 Perform, -1 Will.
Veteran	Constitution 10+	You fought against the armies of the King of Shadows. You're tougher, but the experience has made you more jaded than usual. Effects: +1 Fortitude, -1 Diplomacy.

NEW HERITAGE FEATS

Feat	Prerequisites	Benefit
Fey Heritage	Can only take this feat at 1st level, Nonlawful alignment	You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by your ancestors. Effect: +3 bonus to Will saves against enchantments.
Fey Legacy	Nonlawful alignment, Fey Heritage, 9th level	The magical powers of your ancestors manifest in you. You gain the <i>confusion</i> spell-like ability, usable three times per day. Your caster level equals your character level.
Fey Power	Nonlawful alignment, Fey Heritage	Your fey heritage augments the power of certain types of magic. Your caster level and save DCs for enchantment spells and warlock invocations increase by 1.

Fey Presence	Nonlawful alignment, Fey Heritage, 6th level	You share your ancestors' knack for playing tricks on the minds of others. Effects: You gain the <i>deep slumber</i> spell-like ability, usable three times per day. Your caster level equals your character level.
Fey Skin	Nonlawful alignment, Fey Heritage	Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron. You gain damage reduction (overcome by cold iron) equal to 1 + the number of feats you have that list Fey Heritage as a prerequisite (including such feats that you take after gaining this one). For example, if you have Fey Skin and Fey Presence, you would have damage reduction 3/cold iron. This value stacks with any similar damage reduction you might have, but not from other sources, such as spells or magic items.
Fiendish Heritage	Can only take this feat at 1st level, Non-good alignment	You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of Good foes. You gain a +4 bonus on Fortitude saving throws against poison. You also gain a +1 bonus on saving throws against spells or other effects produced by good creatures.
Fiendish Legacy	Non-good alignment, Fiendish Heritage, 9th level	The magical powers of your fiendish ancestors manifest in you. You gain the <i>summon monster V</i> spell-like ability, usable three times per day. Your caster level equals your character level.
Fiendish Power	Non-good alignment, Fiendish Heritage	Your fiendish heritage augments the power of certain types of magic. Your caster level and save DCs for evil spells and warlock invocations increase by 1.
Fiendish Presence	Non-good alignment, Fiendish Heritage, 6th level	You share your ancestors' knack for playing tricks on the minds of others. You gain the <i>fear</i> spell-like ability, usable two times per day. Your caster level equals your character level.
Fiendish Resistance	Non-good alignment, Fiendish Heritage	Your bloodline inures you against corrosion and fire. You gain resistance to acid and fire equal to three times the number of feats you have that list Fiendish Heritage as a prerequisite (including such feats that you take after gaining this one). These values stack with any resistance to acid or fire you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

TRADING

Trading allows your party to earn gold by trading goods between the towns and cities on the Overland Map. At its most basic level, trading allows your party to earn a profit by buying goods where they are relatively cheap, and then selling them where they are expensive.

Trade Bars are the resource your party uses to complete transactions. Your party can carry as many trade bars as they like, and can return to your Merchant HQ at any time to cash them in. You receive a set amount of gold per trade bar you cash in.

Resources

Raw Goods

There are three types of raw goods available for purchase and sale at any town with a Market:

- **Ore** - This represents the various types of Ore found within mines along the Sword Coast. Ore is cheapest in places where it is mined. Trading Ore provides the highest profit per cargo space, but the lowest profit per bar. Ore can also be used to craft metallic weapons and armor.
- **Lumber** - Lumber is cheapest in places where it is logged. Trading Lumber provides a middle ground between profit per cargo space and profit per bar. Lumber is used to craft bows and some shields.
- **Skins** - The skins of various beasts can be found almost anywhere, but are most common (and least expensive) in grasslands and other areas with lots of creatures. Trading Skins provides the highest profit per bar invested, but the lowest profit per cargo space. Skins can also be used to craft boots, cloaks and other articles of clothing.

Rare Resources

While adventuring, your party will encounter Rare Resource nodes. Once your party completes the steps necessary to make the node available or when you discover a new node, you can return to the nearest town and inform that town's Provisioner. At this point, the town will pay you for your services, and that town will begin selling the associated Rare Resource.

Rare Resources are carried in your caravan like other goods. In addition to fetching a high price at market, you can use them to upgrade your Merchant HQ, complete quests, and craft unique weapons and armor.

Trading in Cities and Towns

You primarily conduct trading in the towns and cities on the Overland Map at the Market, where you can buy and sell Trade Goods and Rare Goods. When you visit a Market within a town, it opens the Market interface.

You will also encounter merchant NPCs who sell specialized items, such as weapons, armor, magical items and clothing.

If you meet the requirements, your party can also establish a Trading Post in some towns and cities to generate a steady stream of monthly income.

Trade Caravan

You can set up trade caravans to travel between cities and generate trade revenue. The number of caravans you have is a good indication of how successful you are as a merchant.

Your caravan is rated at a certain carrying capacity, which represents the number of total units of Trade Goods your party is allowed to carry.

Caravans can be waylaid by bandits and if they get damaged, you may need to repair them with resources on hand.

Merchant HQ

Eventually, you might own your own Merchant Company. Company business is managed at the Merchant HQ, where you can hire merchants, and more.

CRAFTING

Crafting is an important element of *Neverwinter Nights 2: Storm of Zehir*, and allows the player to create specific armor, weapons, and items to suit their needs. With these skills, the player can help shape their gameplay experience in an additional fashion, collecting powerful ingredients to create specialized items, and customizing their belongings in the way they see fit.

Crafting in *Storm of Zehir* is different from its previous iterations in the original campaign of *Neverwinter Nights 2* and the *Mask of the Betrayer* expansion: instead of placing items directly within a workbench and casting a spell on the bench, players will instead activate recipes (either by double-clicking on them, or by right-clicking to access the “use” option). Recipes are separated into several types - alchemical, armor, enchanting, traps, wondrous items, and weaponry - and are contained in individual recipe tomes for ease of organization. Should a player wish to create a wondrous item, they merely have to open up their wondrous item tome, select the recipe in question, collect the necessary ingredients, and activate the recipe in the proper location. Recipes themselves can be found throughout the world of Toril - both sold at reputable merchants and discovered in the more “unsavory” corners of the Realms.

The skills and feats necessary for the creation of these different types of items are listed below. For a detailed description of what is needed to craft each individual item, requirements should be listed within the text of the recipes themselves - merely right-click the recipe and hit “Examine” to take a look.

Feat: Craft Wondrous Item

Type of Feat: Item Creation

Prerequisite: Caster level 3

Specifics: This feat grants the ability to craft a wide variety of magical items, including amulets, rings, gloves, bracers, cloaks, belts, helms, and boots.

Using this feat to craft magical items requires several things: a magical workbench, a magic item recipe, and the ingredients/skills listed within the recipe. Each recipe is unique and possesses its own requirements, but any party members can supply these - including ingredients, caster level, or skill rank minimums.

Once all requirements for crafting the item are met, the player must be in close proximity to a magical workbench, and activate the recipe. If all the ingredients are present, the minimum skill ranks are met, and the crafting player is within 10 meters of a magician’s workbench, the item will be crafted.

Crafting ingredients can vary widely - gems, creature parts, gold, gear, and trade goods can be included. Gear - such as travelling cloaks or leather boots - can be found at any merchant, while gems are carried in more exclusive stores. Creature parts can be found in the stores of bounty collectors, or dropped off the corpse of the creature in question. More exotic ingredients must be found through adventuring.

Many useful recipes can be purchased from merchants that sell magical wares. High powered magic recipes are not as commonplace - as many casters jealously guard their secrets. Anyone wishing to acquire such powerful recipes must search diligently throughout the world.

Use: Selected

Feat: Craft Magical Arms & Armor

Type of Feat: Item Creation

Prerequisite: Caster level 5

Specifics: This feat grants the ability to create magic weapons, armor, and shields.

Using this feat to craft magical arms or armor requires several things: a magical workbench, a magic weapon or armor recipe, and the ingredients/skills listed within the recipe. Each recipe is unique and possesses its own requirements, but any party members can supply these - including ingredients, caster level, or skill rank minimums.

Once all requirements for crafting the item are met, the player must be in close proximity to a magical workbench, activate the recipe, and apply the enchantment to the weapon or armor of their choice. If all the ingredients are present, the minimum skill ranks are met, and the crafting player is within 10 meters of a magician's workbench, the item will be enchanted. **NOTE:** A magical weapon, shield, or suit of armor can have a maximum of three enchantments on it.

Crafting ingredients can vary widely - gems, creature parts, gold, gear, and trade goods can be included. Gear - such as travelling cloaks or leather boots - can be found at any merchant, while gems are carried in more exclusive stores. Creature parts can be found in the stores of bounty collectors, or dropped off the corpse of the creature in question. More exotic ingredients must be found through adventuring.

Many useful recipes can be purchased from merchants that sell magical wares. High powered magic recipes are not as commonplace - as many casters jealously guard their secrets. Anyone wishing to acquire such powerful recipes must search diligently throughout the world.

Use: Selected

Skill: Craft Trap

Ability: Intelligence

Requires Training: No

Classes: All

This skill is used to turn alchemical items into various trap kits.

Creating a trap kit requires the appropriate recipe and ingredients. Most trap recipes include various alchemical items, hence the best trap makers are generally alchemists as well. More powerful traps require additional ranks in this skill.

To create the trap, the player simply activates the recipe. Trap making recipes are often available for purchase in certain, less than reputable stores.

Unlike other crafting professions, crafting traps does not require a workbench of any kind once the ingredients are collected. This makes crafting traps very versatile and accessible in dangerous locations.

Use: Selected.

Skill: Craft Alchemy

Ability: Intelligence

Requires Training: No

Classes: All

This skill allows the character to create a variety of alchemical items: alchemist's fire, acid flasks, choking powder, holy water, tanglefoot bags, and thunderstones. Most trap recipes exclusively use ingredients created with this skill.

The Craft Alchemy skill requires an alchemical workbench and the appropriate recipe. Each recipe is unique and possesses its own requirements, but any party members can supply these - including ingredients, caster level, or skill rank minimums.

Once all requirements for crafting the item are met, the player must be in close proximity to an alchemist's workbench, and activate the recipe. If all the ingredients are present, the minimum skill ranks are met, and the crafting player is within 10 meters of an alchemist's workbench, the item will be crafted.

Alchemical recipes can be found in various stores throughout the game. Skilled alchemists can create more potent versions of alchemical items, which are not generally sold by merchants.

Use: Selected

Skill: Craft Armor

Ability: Intelligence

Requires Training: No

Classes: All

This skill allows the character to craft armor and shields from a variety of materials. The Craft Armor skill requires a blacksmith's workbench and the appropriate recipe. Each recipe is unique and possesses its own requirements, but any party members can supply these - including ingredients, caster level, or skill rank minimums.

Once all requirements for crafting the item are met, the player must be in close proximity to a blacksmith's workbench, and activate the recipe. If all the ingredients are present, the minimum skill ranks are met, and the crafting player is within 10 meters of a blacksmith's workbench, the armor or shield will be crafted.

Rare resources (such as adamantine and mithral) are typical ingredient types. Participating in trade quests can open new avenues for various rare resources.

Recipes can be purchased from stores throughout the game.

Use: Selected.

Skill: Craft Weapon

Ability: Intelligence

Requires Training: No

Classes: All

This skill allows the character to create weapons from a variety of materials.

The Craft Weapon skill requires a blacksmith's workbench and the appropriate recipe. Each recipe is unique and possesses its own requirements, but any party members can supply these - including ingredients, caster level, or skill rank minimums.

Once all requirements for crafting the item are met, the player must be in close proximity to a blacksmith's workbench, and activate the recipe. If all the ingredients are present, the minimum skill ranks are met, and the crafting player is within 10 meters of a blacksmith's workbench, the weapon will be crafted.

Weapons can be crafted from basic materials (iron, wood, or leather), or from more exotic components, such as mithral or zalantar. Exotic materials increase the skill requirements to craft a weapon, but also provide additional benefits.

Recipes can be purchased from stores throughout the game.

Use: Selected

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 *Storm of Zehir*.

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: Determine all magic properties of a single magical item.

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

**Bladeweave*: Your weapon gains the ability to daze opponents.

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: 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.

Dispels Magic: Ends magical effects.

Displacement: ½ of attacks miss target.

Fear: Causes fear in enemies.

Find Traps: All trap become visible in the area.

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, slow and entanglement spells and effects.

Greater Invisibility: Target is invisible, and is concealed after attacking or casting spells.

Greater Resistance: Grants a +3 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 Conjunction: 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/magic damage reduction and immunity to 2nd-level and lower spells.

Greater Dispels 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 + 1d6 cold damage per 3 level.

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 / FAVORED SOUL

0-Level Cleric / Favored Soul 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 / Favored Soul Spells

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

Bless: Grants nearby allies +1 to hit and will saves against fear.

Cause Fear: Causes fear in weak creatures.

**Conviction:* Bolsters the mental, physical, and spiritual strength of the creature touched.

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.

**Nightshield:* Provides a resistance bonus on saving throws and negates magic missile attacks directed at you.

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 / Favored Soul Spells

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

**Animalistic Power:* Imbues the subject with an aspect of the natural world. The subject gains a +2 bonus to Strength, Dexterity, and Constitution.

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: Inflicts 2d4 negative energy, giving caster +2 Str, 1d8 temporary hit points, and +1 caster level if the damage is lethal.

Eagle's Splendor: Grants target +4 Cha.

Find Traps: All trap become visible in the area.

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.

**Living Undeath:* Protects subject from sneak attacks and critical hits, as though it were undead.

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.

**Stabilize:* Heals every nearby ally a slight amount.

Summon Creature II: Summons an appropriate creature.

3rd-Level Cleric / Favored Soul 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 hit points.

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, 1d6/2 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 / Favored Soul Spells

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

**Castigate:* Scalds creatures whose alignment differs from yours.

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 slow and entanglement spells and effects.

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

Greater Resistance: Grants a +3 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 / Favored Soul Spells

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

The caster gains an additional attack, +2 to hit and damage and +2 on saves (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 dead party member.

Righteous Might: Caster increases in size, receiving +4 Str, +2 Con, +2 AC, and damage reduction 3/good or evil. (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.

Symbol of Pain: Creates stationary rune that when triggered causes enemies in the area to suffer -4 to hit, skills and ability checks.

Symbol of Sleep: Creates stationary rune that when triggered causes enemies in the area to fall asleep.

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 / Favored Soul 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.

Symbol of Fear: Creates stationary rune that when triggered causes fear to nearby enemies.

Symbol of Persuasion: Creates stationary rune that when triggered charms nearby enemies.

Undeath to Death: Slays many undead creatures.

Vigorous Cycle: Grants party fast regeneration.

7th-Level Cleric / Favored Soul Spells

**Blood to Water:* Transmutes the subject's blood into pure water.

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 dead party member.

Summon Creature VII: Summons an appropriate creature.

Symbol of Stunning: Creates stationary rune that when triggered stuns to nearby enemies.

Symbol of Weakness: Creates stationary rune that when triggered causes 3d6 points of Strength damage to nearby enemies.

Word of Faith: Kills or stuns enemies.

8th-Level Cleric / Favored Soul Spells

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

Bodak's Glare: Kills target that returns as a Bodak if a humanoid is killed.

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.

Symbol of Death: Creates stationary rune that when triggered kills nearby enemies.

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

9th-Level Cleric / Favored Soul 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 and 3d6 electrical 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 / SPIRIT SHAMAN

0-Level Druid / Spirit Shaman 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 / Spirit Shaman 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.

**Snake's Swiftmess:* Hastes target for one round.

Summon Creature I: Summons an appropriate creature.

2nd-Level Druid / Spirit Shaman Spells

**Animalistic Power:* Imbues the subject with an aspect of the natural world. The subject gains a +2 bonus to Strength, Dexterity, and Constitution.

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

Bear's Endurance: Grants target +4 Con.

Body of the Sun: Deals 1d4/level fire damage to adjacent enemies.

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 1d8 fire damage to target weapon.

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

**Healing Sting:* Focusing the power of negative energy, harms a living creature and heals you an equal amount.

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.

**Reduce Animal:* Shrinks target animal.

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

**Snake's Swiftmess, Mass:* Hastes nearby allies for one round.

Summon Creature II: Summons an appropriate creature.

3rd-Level Druid / Spirit Shaman 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.

**Dehydrate:* Afflicts the target with a horrible, desiccating curse that deals Constitution damage.

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.

Jagged Tooth: Natural weapon more frequently deals critical hits.

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 / Spirit Shaman Spells

**Arc of Lightning:* This bolt targets two creatures and deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

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, slow and entanglement spells and effects.
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 + 1d6 cold damage per 3 level..
Moon Bolt: Inflicts 1d4/3 level points of strength damage to living target or undead target becomes helpless for 1d4 round.
Stoneskin: Grants caster 10/adamantine damage reduction.
Summon Creature IV: Summons an appropriate creature.

5th-Level Druid / Spirit Shaman 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.
Rejuvenation Cocoon: Heals target for two round, the target cannot move for the duration of the spell.
Restoration: Removes most negative effects on target, including level drain and blindness.
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 / Spirit Shaman 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.
Tortoise Shell: Targets gains 6 + 1/3 level AC bonus and has 50% movement speed penalty.
Vigorous Cycle: Grants party fast regeneration.

7th-Level Druid / Spirit Shaman 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.
Swamp Lung: Target's lungs become filled with swamp water.
True Seeing: Caster sees through Ethereal and Invisibility effects.

8th-Level Druid / Spirit Shaman 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.
Storm Avatar: Caster becomes empowered by the swift strength and destructive fury of a fierce storm.
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 / Spirit Shaman 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.
Nature's Avatar: Animal companion gains nature's strength, resilience and speed.
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.

Magic Weapon: Grants a temporary +1 enhancement bonus to a weapon.

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 level temporary hit points and +1 to hit and on saves vs. fear.

Aura of Glory: Grants caster +4 Cha. Grants allies +5 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.

**Stabilize:* Heals every nearby ally a slight amount.

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

**Castigate:* Scalds creatures whose alignment differs from yours.

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, slow and entanglement spells and effects.

Lesser 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

**Blade of Fire:* Your melee weapon deals extra fire damage.

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

**Animalistic Power:* Imbues the subject with an aspect of the natural world. The subject gains a +2 bonus to Strength, Dexterity, and Constitution.

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 level 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.

**Reduce Animal:* Shrinks target animal.

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: Grants target immunity to paralysis, slow and entanglement spells and effects.

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

**Blade of Fire* (C): Your melee weapon deals extra fire damage.

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): Determine all magic properties of a single magical item.

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.

**Nightshield* (A): Provides a resistance bonus to saving throws and negates magic missile attacks directed at you.

**Orb of Acid, Lesser* (C): An orb of acid shoots from your palm at your target, dealing acid damage.

**Orb of Cold, Lesser* (C): An orb of cold shoots from your palm at your target, dealing cold damage.

**Orb of Electricity, Lesser* (C): An orb of electricity shoots from your palm at your target, dealing electricity damage.

**Orb of Fire, Lesser* (C): An orb of fire shoots from your palm at your target, dealing fire damage.

**Orb of Sound, Lesser* (C): An orb of sound shoots from your palm at your target, dealing sonic damage.

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.

**Reduce Person* (T): Shrinks target humanoid.

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

**Animalistic Power* (T): Imbues the subject with an aspect of the natural world. The subject gains a +2 bonus to Strength, Dexterity, and Constitution.

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

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

**Bladeweave* (I): Your weapon gains the ability to daze opponents.

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): 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.

Scorching Ray (E): Fires 1 + 1/4 level beyond 3rd dealing 4d6 fire damage each.

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

**Snake's Swiftmess* (T): Hastes target for one round.

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): 1/2 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 +6 AC.

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): Crackling projectile deals 1d6 electricity damage/level.

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

**Snake's Swiftmess, Mass* (T): Hastes nearby allies for one round.

Spiderskin (T): Target receives +2, +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): 1d6 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, and is concealed after 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 two defenses.

**Orb of Acid* (C): An orb of acid shoots from your palm at your target, dealing acid damage.

**Orb of Cold* (C): An orb of cold shoots from your palm at your target, dealing cold damage.

**Orb of Electricity* (C): An orb of electricity shoots from your palm at your target, dealing electricity damage.

**Orb of Fire* (C): An orb of fire shoots from your palm at your target, dealing fire damage.

**Orb of Sound* (C): An orb of sound shoots from your palm at your target, dealing sonic damage.

Phantasmal Killer (I): Kills the target.

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

**Reduce Person, Mass* (T): Shrinks multiple humanoids.

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

- Arc of Lightning* (C): This bolt targets two creatures and deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.
- 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
- *Reduce Person, Greater* (T): Shrinks target humanoid for a long time.
- Shroud of Flame* (T): Target encased in flames, burning it and possibly nearby creatures.
- Summon Creature V* (C): Summons an appropriate creature.
- Symbol of Pain* (N): Creates stationary rune that when triggered causes enemies in the area to suffer -4 to hit, skills and ability checks.
- Symbol of Sleep* (E): Creates stationary rune that when triggered causes enemies in the area to fall asleep.
- 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 knocks down target.
- Chain Lightning* (V): Blasts target for 1d6 electricity damage/level and half that amount for all 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/magic damage reduction and immunity to 2nd-level and lower spells.

- 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 four magical defenses.
- Greater Stoneskin* (T): 20/adamantine damage reduction.
- Isaac's Greater Missile Storm* (V): One missile (2d6 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.
- Symbol of Fear* (N): Creates stationary rune that when triggered causes fear to nearby enemies.
- Symbol of Persuasion* (E): Creates stationary rune that when triggered charms nearby enemies.
- 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 Conjunction (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/magic damage reduction, and immunity to death and negative energy effects.

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.

Symbol of Stunning (E): Creates stationary rune that when triggered stuns to nearby enemies.

Symbol of Weakness (N): Creates stationary rune that when triggered causes 3d6 points of Strength damage to nearby enemies.

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 magical 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.

Symbol of Death (N): Creates stationary rune that when triggered kills nearby enemies.

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 24d6 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.

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

Lesser (2nd-level) Invocations

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

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.

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

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.

Dark (4th-level) Invocations

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

Dark Foresight: Caster receives 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.

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