

FORGOTTEN REALMS

A BALDUR'S GATE ENGINE ADVENTURE

ICEWIND D.A.C.E.™



Instruction Manual



Advanced Dungeons & Dragons



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ICEWIND DRAVE

INTRODUCTION

*M*any tales have reached me of the south, and of the cities and caravans and wonders of Baldur's Gate and the lands around. These things no longer carry the wonder they once did since my journey north, to the Ten Towns. The accomplishments of men seem insignificant here, where all falls within the shadow of the Spine of the World.

There are many tales of the Spine of the World; there are times when I feel it is more a force than a range of mountains — one needs only look at them to feel their majesty and their presence. Since my wounding on the battlefield in service to Tempus, I have had much time to reflect on virtues and what is noble in life — in fact, I have little else to occupy my time than write since taking my position here in Easthaven. Thus, it has to come to pass that within this volume are my writings on Easthaven, Kuldahar, and the lands around. One of the local leaders, Hrothgar, has gifted me with some of his tales and advice, and I have taken some of his quotes to fill the pages of this volume — not all, for were I to record all he says, his ramblings would fill another volume. Nonetheless, there is the wisdom of the battlefield in him, and his words ring true.

Need this volume; know its ways of battle and spells, tactics and movement. What you read here may keep you from death's door. The path to victory lies in knowing your strengths... and using them as a hammer against your enemies.

If you are deserving, then may Veiros' flank be facing you when the battle is joined.

— Everard, Trusted Sword, Order of the Broken Blade
Easthaven, Eleint, 1281 DR, the Year of the Cold Soul

BALDUR'S GATE & ICEWIND DALE

When Baldur's Gate was released in 1998, it was met with tremendous critical acclaim. It was obvious that many role-players enjoyed adventuring in the world of the Forgotten Realms, and now, Black Isle Studios brings you another title set in the same world, a computer role-playing experience you may undertake either alone or with your friends. Icewind Dale is an epic that puts the fate of the Forgotten Realms in your parties' hands — countless people depend on you, and it'll only be through your blood and perseverance that the Forgotten Realms may be saved.

Icewind Dale uses Bioware's Infinity engine, and many of the mechanics described in this manual will be familiar to those who have played Baldur's Gate and Tales of the Sword Coast. If you wish to refresh your knowledge of the interface, feel free to thumb through the manual and read what you wish. The notable differences are the spells section, the world background, and the small listing of arcane items at the end.

HOW TO USE THIS MANUAL

This manual is intended as a reference guide for Icewind Dale, not something that needs to be read from cover to cover. Refer to it when you need to, or if you are confused about a certain aspect of gameplay. ("What is THACO? Anyone?") Several tables and an index have been provided at the end of the book to allow you to get the information you need at a glance, and a quick reference card has been included in the game box.

This manual is divided into two parts. One is the "Lexicon," which gives you the information you need on character creation, interface, and running multiplayer games in Icewind Dale. It's the nuts and bolts of the game, and it has everything you need to get up and running. The second part, "The Spine of the World," gives you information on the area of Icewind Dale itself, the Forgotten Realms world, and definitions of certain aspects of the Advanced Dungeons & Dragons rules, which may be new to some players.

So without further ado, wrap your cloak around you and prepare for your journey into the north...

ICEWIND DALE

THE LEXICON

HOW TO INSTALL AND START PLAYING

To install Icewind Dale, first insert the CD-ROM labeled Icewind Dale Disc 1 into your CD-ROM drive and follow the on-screen instructions. If your Autorun is not enabled, click on the icon representing your CD-ROM Drive under 'My Computer' from your desktop. This will bring up a listing of the files on Icewind Dale Disc 1. Find AUTORUN.EXE and double click to launch in install application.

Press the 'Install' button to begin installing.

After installing the game, other options will be available on the launch menu:

Play. After you have everything set, click on the Play button to begin playing. After viewing the logo and introduction movies, select "Create Game" to go directly into Character Creation and begin your adventure in the Spine of the World!

To start playing again later, select the Icewind Dale application from the Black Isle Studios program group in your Start Menu.

View Readme. The readme file contains last minute information and changes that could not be printed in this manual. Please take the time to view the readme file if you are having any problems with this product.

Uninstall. When you're ready, the Uninstall option will remove Icewind Dale from your computer, except your saved games.

Exit will close the launch window.

HOW TO GET HELP

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at www.interplay.com/support/.

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

DirectX	www.interplay.com/support/directx/
Joysticks	www.interplay.com/support/joystick/
Modems and Networks	www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. Technical Support
16815 Von Karman Avenue • Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com
WORLD WIDE WEB: www.interplay.com
FTP: [ftp.interplay.com](ftp://ftp.interplay.com)

BLACK ISLE STUDIOS

ICEWIND DRAKE

STARTING OUT

You can play Icewind Dale either solo (creating your own party) or multiplayer (adventuring with one or more of your friends, with each of you controlling one or more characters). The following directions regarding character creation and interface apply equally to both types of games, but the means of starting a single-player game and a multi-player game differ.



Single Player Game: When you begin the game, you'll be presented with the Main Menu screen. If you wish to start a single player game, make sure the Game Mode at the top of the screen is set to "Single Player" (it should be by default), then select "Create Game," and you'll be taken to the Party Formation Screen.



From here, you will be presented with six empty character slots, each with a "Create Character" button. Each of these slots allows you to create a brand-new character by clicking on the button. To create a brand-new character, follow the steps listed in "Character Generation," below.

Once you have created a character, the empty slot will be replaced with the character's name. You can remove a character by clicking on the name of the character, then on the 'Delete' button on the sub-menu that pops up. Doing so frees up the slot for another character.

If you wish to back out of this screen simply select 'Exit.' Click 'Done' when you have created all the characters for your party, and Icewind Dale will begin.

For more information on the Party Formation Screen, see page 30.

Multi-Player: For details on how to start a multiplayer game, refer to the Multiplayer section on page 34.

CHARACTER GENERATION

Your first task in Icewind Dale is to create your party. When you start the game, you'll be presented with the following character creation screen. Follow the steps below; at any point in the process you may press "Cancel," and you'll be asked if you wish to return to the main game screen. If you find that you don't like some of your choices and wish to 'back up,' simply press the "up" arrow at the bottom left of the screen.



GENDER

Choose your character's sex, male or female. This has no effect on anything other than your portrait selection and your character's model in the game. When you have chosen your gender, click on the 'Done' button in the bottom right of the screen. (You'll need to select 'Done' after every choice you make below.)

PORTRAIT SELECTION

Choose your character's portrait. If you want, you can import a customized picture of your character rather than use one of the ones provided. For

information on how to customize your character's portrait, sounds, biography, and behavior, see the Character Record section on page 26.

RACE

Choose your character's race, whether human, elf, half-elf, dwarf, gnome or halfling. The strengths and weaknesses of each one will be described in the text box beneath the choice. Your race may affect certain dialogue choices in the game as well as what class you can be, so choose carefully. If you wish further details on each race, see "Races," on page 64.

CLASS

The classes and class combinations available to the race you have chosen will be highlighted. Choose the class you want from the list. The text box beneath the selection box contains descriptions of each class.

Multiclassed characters are available to non-humans only and share the traits and restrictions of both classes. Human characters can choose to become dual-class later in the game.

Dual-class characters start their adventuring life as one class and then later switch to a different class. When the character chooses to switch classes, the abilities of the former class are unavailable until the character surpasses the level of their former class with the level of their new class. At this time, the abilities of both classes are available at their current level. The character can never advance further in the former class. Only humans can be dual-classed characters.

If you wish further details on each class, see "Classes," on page 65.

ABILITY SCORES

Six ability scores define your character: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHR). They are listed on this screen with the values the computer has randomly determined for your character (the values are calculated as if you rolled three 6-sided dice for each ability, then are adjusted, depending on your character's race). Any class minimums will be automatically selected for the character for abilities that were too low (i.e. if the character needs a 17 charisma to be a paladin, and the computer rolled a 12, then the character will receive 17). You can subtract points from an ability to add to another; however, you cannot lower an ability below racial or class minimums. The text box on the bottom of the screen describes each ability. Reroll your abilities as many times as you want until you get a combination you like.

ALIGNMENT

Alignment defines how your character acts, whether in a lawful or chaotic manner, with good or evil intentions - depending on your choice of class,

you may not be able to choose certain alignments (paladins must be lawful good, for example, and thieves may not be any lawful alignment, and so on). Each alignment has a caption describing it in detail. Read over each carefully before choosing.

Those who turn their back on their own natures harm themselves as well as others — if a ranger or paladin does not uphold their alignment, then they will lose the special abilities of their class.

-Everard

PROFICIENCIES

Every character has trained in a weapon during their life; your weapons of preference are listed on this screen, each one described in the text box on the bottom of the screen. Your class usually limits what weapons you can use and how skilled you can become with the weapons you have chosen (mages, for example, don't have a great weapon selection because they've been nose deep in books most of their life). As long as their class permits use of the weapon, a character can wield a weapon that they lack proficiency for, but they will incur a penalty on all rolls with that weapon. While most classes only allow you to spend one point in each weapon, fighters, paladins, and rangers are allowed to spend more than one. Every point above one gives them a bonus to their attack rolls, damage rolls, and number of attacks per round.

Note, however, that only fighters can assign more than 2 points to a given proficiency. Rangers, paladins, and multi-classed fighters are all limited to 2 points. Dual class fighters may only add points above 2 if they are active in the fighter class.

THIEF ABILITIES

If your character is a thief (or a multiclassed character with thief abilities), you have four thief skills: Pickpocket, Open Locks, Find Traps and Stealth. Each one is described in the text box on the screen. You start out with 30 points to allocate on your thief skills, and 20 points every level after the first. Keep in mind that your Dexterity and your race will affect the starting levels in your thief skills.

SPELLS

If your character is a wizard, priest, or druid (or a multiclassed wizard, priest or druid), you can choose a selection of first level spells you can start the game with. Consult the Spells Section on page 76 if you want more details on the spells you're choosing.

RACIAL ENEMY

Rangers have a "hated enemy," a type of humanoid or creature they have dedicated their lives to stopping. When attacking this creature they get a special bonus. Rangers can pick from the following creatures: Cadaverous Undead (ghouls, zombies and wights), Giants, Goblins, Lizard Men, Orcs,

Salamanders (fire and frost), Skeletal Undead (skeletons, lichens), Spectral Undead (ghosts, shadows, wraiths, specters), Spiders, UMBER Hulks and Yuan-Ti.

APPEARANCE

Choose the colors that will appear on your character's model. Although your hair and skin color are set in stone after you initially select them, the colors of your clothing can be changed on the inventory screen over the course of the game.

BIOGRAPHY

This button allows you to type in your character's personal biography. You can choose to leave it blank. The biography can be accessed in the game from the "Customize" button in the Character Record screen.

NAME

Last but not least, name your character. Either click on the box or start typing your name. When you're done, press 'ENTER,' or click 'Done.'

POLISHING OFF YOUR CHARACTER

If you're satisfied with the character, click the button marked 'Accept' at the lower right of the screen. If not, just click on the "up" arrow and backtrack through your choices and make ones you're happier with.

IMPORT

This button allows you to import characters you have already created into a new multiplayer or single-player game.

STARTING GOLD

Every character starts with a nest egg, though the value varies according to the character's class. The gold piece ranges include:

Class	Starting Gold
Warrior	50gp-200gp
Wizard	20gp-50gp
Rogue	20gp-120gp
Priest	30gp-180gp

Multi-class characters use the class that gives them the best amount of gold (i.e., a mage/thief starts with 20gp-120gp).

THE INTERFACE

This section describes all the functions of the windows, buttons and menus in the Icewind Dale interface. While many of the features are self-evident when you play, you may want to look over this section for some of the finer points of the interface to make exploring the Spine of the World a little easier.

MOUSE BUTTONS

LEFT-CLICK

Left-clicking (“L-clicking”) the mouse is the equivalent of an “action” button. It can perform the following functions:

- ❖ Selects a character or a portrait (if a character or group was selected before, this character or group is unselected and the new character is selected instead).
- ❖ If the SHIFT key is held down while L-clicking on various characters on the field or on the portraits, multiple characters are selected.
- ❖ If the CONTROL key is held down while L-clicking on unselected characters, the characters will be added to the current character selection.
- ❖ Double clicking on a portrait centers the view on that character.
- ❖ Pushes buttons – selects action for the character: guard, talk, attack (click on weapon), etc.
- ❖ Casts spells and uses items once they have been selected.
- ❖ On terrain, walks selected character(s) to targeted location (note: use R-click to move in formation mode).
- ❖ L-click and drag on terrain or portraits – selects multiple characters (creates draggable selection box).
- ❖ Picks up items with current selected character(s). If more than one character is selected, the top-most portrait (the “leader”) walks over to and picks up the item.
- ❖ L-click and drag on a portrait moves that portrait in the group order – inserts into space between characters you move portrait to.
- ❖ On the clock pauses and unpauses the game.

RIGHT-CLICK

Right-clicking (“R-clicking”) the mouse has a variety of functions, usually related to information, canceling actions, and formation control. Right-clicking performs the following functions:

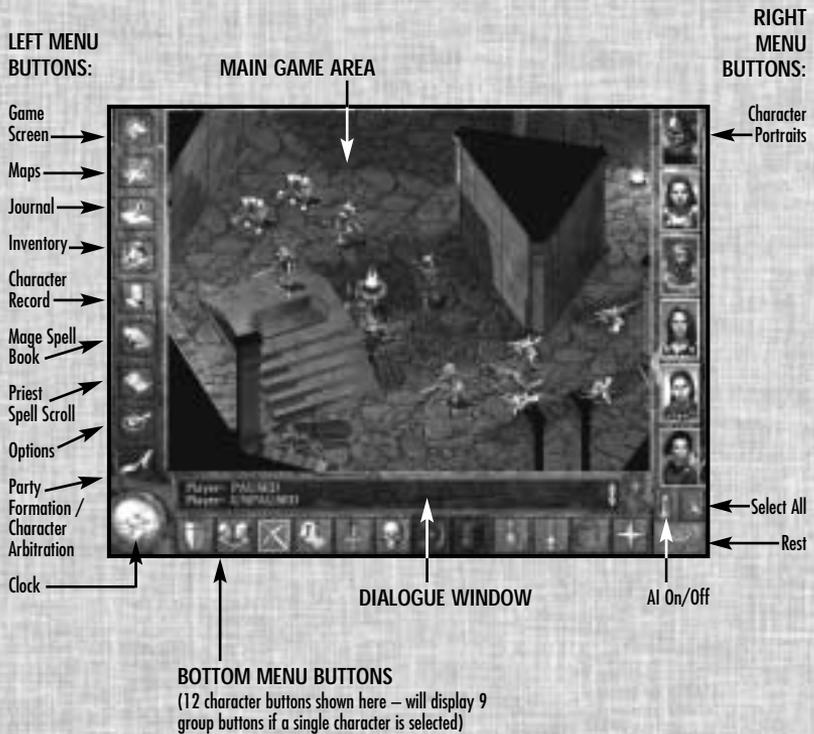
- ❖ On a portrait brings up that character’s Inventory Screen.
- ❖ On an item or spell on inventory or spell page brings up the appropriate Item or Spell properties screen.

- ◆ Cancels current actions - either attacks or spell casting.
- ◆ On a monster or non-player character (NPC) or after clicking on a selected character plays selection sound for that character or monster.
- ◆ On terrain - selected character walks there in formation mode (R click and hold, and drag, rotates the formation if more than one character is selected).
- ◆ On Quick Weapons, Quick Spells, Quick Items, and Group Formations slots allows for the configuration of the slot type. After R-clicking, the current options for that quick slot will appear. You can select one for the slot by L-clicking on it.

MOUSE MOVEMENT

The main game area will scroll up, down, left or right if you move the mouse to the edge of the screen, either in windowed or full screen mode. This also occurs if you use the number pad arrow keys.

THE MAIN INTERFACE



MAIN GAME AREA

You'll be seeing this screen the most while playing Icewind Dale. The mouse clicks and other buttons do the following on this screen:

- ◆ L-click selects characters; also, a L-click and Shift or L-click and Ctrl combination will select or select/deselect multiple characters; also, a click and drag on the main game area causes a box to be drawn and any character inside will be selected (this may be used with the Shift key add to the selected characters, or Ctrl, to remove characters).
- ◆ L-click gives commands (see buttons, below) to the selected character(s).
- ◆ R-click cancels an action and also does formation rotation and movement when a group is selected. (R-click and hold to rotate a formation.)
- ◆ Note that the cursor changes when moved over objects or characters or NPCs to indicate the default action. The default action mode can be changed by L-clicking on the buttons at the bottom of the screen.

Action Cursors

Action cursors pop up when you can perform certain actions. If a given cursor is selected it may be changed by clicking on a different action button, by hitting "ESC," or by L-clicking an area where the cursor has no effect (e.g. a non-object or the interface border). Casting spells is cancelled by a R-click, or finished by a L-click on a creature or area (depending on the type of spell).

-  **Select:** You can select the character.
-  **Move:** You can walk on this point, if you can reach it (there may be a door or other obstacle in the way).
-  **Blocked Location:** You cannot walk on this point.
-  **Travel:** If you move here, you will leave the map.
-  **Doors:** Opens or closes the highlighted object.
-  **Enter:** Walk through the entry or hallway.
-  **Stairs:** Go up/down staircases.
-  **Pick up Item:** Pick up an item.
-  **Attack:** Attack a target creature you click on.
-  **Unlock:** Use thief skills to unlock a locked object.



Remove Trap: Your thief can try to remove this trap from the highlighted area.



Pickpocket: Your thief can attempt to steal from the selected character.



Spell: You are going to cast a spell.



Info: You can left-click on this area to receive information text about it.



Rotate Formation: You can rotate the party's formation.



Change Order: You can swap two characters' position.



Use Item: You can use the highlighted object (lever, switch, etc.)

The Fog of War: Most actions cannot be performed in areas that you cannot see. Every character can see a certain distance away from them, and anything beyond that is called the "fog of war" (i.e., the area is 'blacked-out' or gray-shaded). This means your characters cannot see around a building until they move to the corner, and that they cannot see through walls.

BOTTOM MENU BUTTONS

Unlike the left and right menu buttons, the bottom menu buttons are not static. They change depending on the currently selected character and if more than one character is selected. The buttons on the bottom menu break down as follows:

2 Action Buttons (F1-F2 hotkeys)

The two left-most buttons do the following:



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



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

5 Character Buttons (F3-F7)

The five middle buttons break down according to class:

Class	Slot1 (F3)	Slot2 (F4)	Slot3 (F5)	Slot4 (F6)	Slot6 (F7)
Fighter	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Quick Weapon 4	
Paladin	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Turn Undead	Cast Spell
Ranger	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Stealth	Cast Spell
Wizard	Quick Weapon 1	Quick Spell	Quick Spell	Quick Spell	Cast Spell
Cleric	Quick Weapon 1	Turn Undead	Quick Spell	Quick Spell	Cast Spell
Druid	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Bard	Quick Weapon 1	Bard Song	Thieving	Quick Spell	Cast Spell
Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/Wizard	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Wizard/Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Cleric/Wizard	Quick Weapon 1	Turn Undead	Quick Spell	Quick Spell	Cast Spell
Cleric/Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Fighter/Druid	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Cleric/Ranger	Quick Weapon 1	Turn Undead	Stealth	Quick Spell	Cast Spell
Fighter/Wizard/Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/Wizard/Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell

Quick Weapon: These slots correspond to the quick weapon slots on the inventory page. Load a weapon into these slots (R-click to choose that weapon) and it will appear in the relevant slots here.

Find Traps: This is a mode that thieves can choose; they will continue to look for traps while it is active. If an action other than movement is selected for that character, this mode ends.

Thieving: This includes pick pockets, open locks, and remove traps, depending on the target chosen.

Stealth: Thieves can choose this mode, and if successful they become almost invisible. The next attack of the thief, if successful, is a backstab, and this will cause either double, triple, or quadruple damage depending on the level of the thief. Moving into the light or launching an attack can cause the hide to fail.

Turn Undead: This is a mode that clerics can choose (the cleric persists in turning undead until an action other than movement is selected). Clerics in this mode will attempt to “turn” undead creatures

(if successful the undead run away for a time, or may be destroyed if the cleric is powerful enough). Evil clerics using this ability may actually be able to gain control over some undead creatures.



Cast Spells: Available to clerics and wizards. It pulls up the memorized spell list of the cleric or wizard and the cleric or wizard can cast a spell from this list.



Quick Spells: These are configured by R-clicking on the Quick Spell slot - this brings up a list of all currently memorized spells. Once configured, the spell is ready for use at the push of the appropriate button or by L-clicking on that slot.



Bard Song: This is possible by Bards — the bard character will begin playing a song, which continues until any action other than movement is selected for that bard. While the song is playing, the party morale and luck is higher. (Luck decreases attack rolls and damage caused by enemies).

4 Item buttons (F8-11)



Use Item: If L-clicked, allows you to use any item with usable properties that you are wearing.



Quick Item (x3): You may ready any item in the personal inventory for quick use by R-clicking on any of these three slots and selecting from all items held personally to configure that slot (much as per Use Item). This is analogous to the usage of quick spells. If an item is used up or dropped or traded it must be removed from the quick item slot(s). If using an item causes a spell to be cast which must be used on a character or monster or terrain, the cursor will change accordingly and you must L-click on the target to use the item. R-clicking will cancel use.

Weapons with magical powers can have their magic powers configured in the quick items slots, but not the quick weapons slots (only weapons with physical attacks go into the quick weapon slots).



Special Abilities button (F12)

Some classes, such as paladins and druids, have special abilities. Clicking on this button brings up a character's special abilities:



Cure Disease: Paladins have the ability to cure disease once per day. This is identical to the 3rd level priest spell, Cure Disease.



Lay Hands: Paladins can magically heal a target of their choice. "Laying on Hands" heals 2 hp per level once per day.



Shapechange: This is possible by high-level druids (level 7). This allows them to turn into a polar bear, winter wolf, or boring beetle..

BOTTOM MENU GROUP BUTTONS

When more than one character is selected, you get a new set of buttons along the bottom of the screen:

Guard/Protect, Dialogue, and Attack are analogous to the buttons for a single selected character.



Stop: Stops all current party actions.

Quick Formation buttons: Formations form in the same order as top down on the character portraits bar (top character is #1 in formation, and down the list). If less than six characters are selected, they will form up to the number of characters selected, filling in the first, second, third, etc. formation slots until done. Formation movement is accomplished by R-clicking and holding (for rotation of the formation), or L-clicking, both only when a group is selected.



Quick formations work analogously to quick spells, quick weapons or quick items. They allow for real-time tactical combat: pull your mage into the middle of your party, or advance your fighters to the front quickly by using the formations. The quick formation slots are configured via a R-click which brings up all available formations; L-click selects one as the formation for that quick formation slot. L-click subsequently on that button selects the current party formation. Movement into formations is then achieved by L-clicking the terrain in the game, or by R-clicking and holding, to rotate the formation.

RIGHT MENU BUTTONS

On the bottom right side of the menu are the following buttons:



Select All: Selects or unselects all six characters.



AI on/off: Turns a character's (or group of character's) AI on or off. Characters with AI turned off will not react to their environment unless manually controlled and will not move or otherwise do anything unless dictated by their unmodifiable section of script (the portion that players are unable to change, representing the personality of that character).



Rest: When you select the Rest button on the world screen, you're entire party will rest until everyone is at full health. When you select the Rest button on any other screen, you will be presented with three options: normal Rest (8 hours), Rest Until Healed (rest until

everyone is at full health) and Cancel. When you select Rest or Rest Until Healed and confirm, time will pass in the game, and your characters will heal and regain their spells. Keep in mind that resting is normally allowed only in inns, outdoor areas (provided all the monsters in the vicinity or on the map have been slain), or with permission from a local resident. It is possible that you will be attacked while resting in certain areas if a group of wandering monsters chances upon your party.



Character Portraits: The character portraits select that character if L-clicked upon; if R-clicked, they bring up the inventory page for that character.

Character Portrait Status: The colors of the character portraits indicate if they are being attacked or taking damage from poison (flashing red), or dead (darker gray). Damage to the character is represented on the character portrait as a red bar (i.e. the portion of the portrait that is the normal color is the portion of hit points still remaining to the character). If you move your cursor over the portrait of a character, the hit point total and the name of that character will appear. In addition, there is a default hot-key command that displays the party's current health and maximum health, just by pressing the "." key. The current health/max health appears on the character portraits in the game. Character portraits will also display status icons (if your character is Charmed, Held, etc.) as well as the level up icon if one of your characters has enough experience to advance to the next level.

Character Portrait Order: To change the order of characters in your party, drag and drop their character portraits to exchange them in the party order. For example, to switch the order of "Char1" and "Char2" left-click on Char1, hold down the mouse button, then move the cursor over Char2. Release the mouse button and Char1 and Char2 should switch places.

LEFT MENU BUTTONS

The buttons down the left side of the interface give you direct access to the various interface screens in the game. The buttons are as follows:



Return to Game



Mage Spell Book



Map



Priest Scroll



Journal



Options



Inventory



Party Formation/
Character Arbitration



Character Record

Each of these buttons takes you directly to the interface screen for the character selected. If the entire party is selected, the appropriate screen for the party leader will come up.

Clock



This picture represents the passage of time in the game. L clicking on this button has the same effect as pressing the space bar — it will pause and un-pause the game.

TOOL TIPS

“Tool Tips” are the small information windows that pop up whenever you leave your mouse cursor over any object in the game for a period of time (including buttons, characters, items, signs, and so on). The time it takes the tool tip to pop up is set in the options; to bring up the Tool Tips instantly, press the “Tab” button.

DIALOGUE WINDOW

You’ll be speaking to a number of people in Icewind Dale over the course of the game. To initiate dialogue, simply left-click on the dialogue action button, then select the person you want to speak to. You cannot speak to anyone with a red circle (the red circle means they’re hostile and don’t want to talk to you).

Dialogue occurs with the selected character only; changing the character who is having the dialogue is not possible until dialogue is exited and restarted with a new character selected. If multiple characters are selected, the top-most selected character (in the portraits on the right side of the screen) is the one who initiates the dialogue.

There are three sizes to the dialogue window: small, medium and large, which can be adjusted with the side buttons. The small and medium sizes may be expanded to the large size during game play by L-clicking the small “up” button at the right side of the dialogue window. There is a scroll bar at the right of the dialogue window that may be used to scroll up or down in the dialogue queue.

When you speak to someone, you will be presented with a list of numbered options for what to say in red. You can either L-click on what you want to say from the list, or hit the number of the response you want to choose. Keep in mind that your options can vary depending on your character’s statistics (Intelligence, Charisma), their class, and their race. When more text scrolls up in the window than can be read at once, or when dialogue is paused to give you a chance to read the text, you can L-click anywhere in the dialogue window to view more text. The text that has been already read can be reviewed with the scroll arrows on the right (up or down).

During dialogue the character who is talking has his portrait highlighted and will flash in the main game area. The NPC being spoken to will also flash.

Keep in mind that there are points in the game where even a character who is hidden or invisible will still be seen and spoken to in order to allow the advancement of the plot.

STORES, INNS, TAVERNS, AND TEMPLES

All the stores in Icewind Dale use a similar interface for the buying and selling of goods, information, and services. When you speak to the owner of a store, a panel will replace the bottom portion of the screen with buttons for the various services offered. These services include:

- 
Rent Rooms: Inns usually have four different types of rooms that the player can use to rest at night, ranging from peasant rooms to nobleman's lodgings. The more expensive the room, the more you'll heal while you rest.

- 
Buying and Selling: This screen is broken into a Buy window and a Sell window. Items the store offers are shown in the Buy window. Items from the character's inventory are shown in the Sell window. To buy an item, L-click on it in the Buy window. The item icon will become highlighted, but will not be purchased until you L-click "Buy" at the bottom of the window. You may select multiple items and the total for all selected items will be shown next to the "Buy" button. The Sell window works the same way, although the shopkeeper may not want to buy the items in your inventory (unwanted items are gray-shaded). Items unusable by the character are shaded red.

Note that prices in stores can vary according to the Charisma of the buying or selling character, and it can also vary based on how many items of a particular type the store already carries. (If Pomab in Pomab's Emporium already has fifty goblin battle axes, and you bring him another, then chances are, you won't get top dollar for it.)

- 
Drinks and Rumors: Bartenders and innkeepers are good for buying drinks and catching up on the local gossip. Items offered at a bar vary from expensive liquors to cheap ales. Upon ordering a drink, the proprietor may share rumors he has heard lately. Be careful, however, as your characters can become intoxicated if they drink too much and the bartender won't hesitate to cut you off.

- 
Steal: Thieves can attempt to steal items from a store. The Steal screen works the same as Buying and Selling, except that no gold is exchanged. When an item is selected to be stolen, the thief's skills are checked - if successful, the item is added to the thief's inventory; if unsuccessful, prepare for the guards to come busting in.

- 
Donate: You can donate money at a temple by selecting this option. When you donate, you may hear a rumor from the priest, and the party's reputation may be increased depending on the amount of gold donated.

- 
Purchase Healing: Temples usually offer healing services for a price. A menu will appear showing the services offered and the price. Select

the service you wish to receive and select the character who needs the healing.

? **Identify:** Shops and Temples can usually identify more items than your characters, at a cost of 100 gold. If you cannot select the item from the list, then the proprietor cannot identify the item.

CONTAINERS

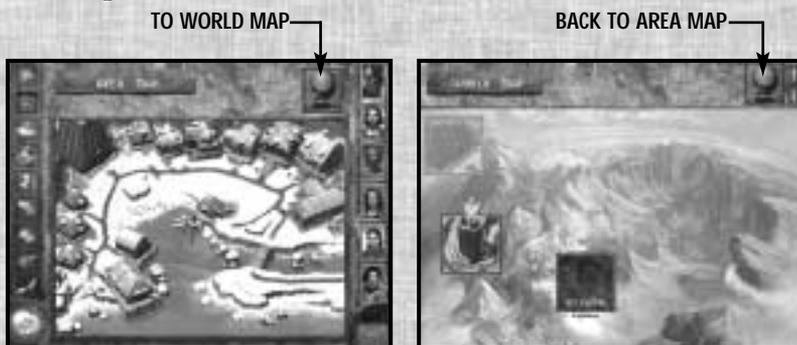
Certain items and containers can be picked up or opened; these are identified with a blue highlight when you move the cursor over them. L-click will allow you to open a container, and a new panel will appear at the bottom of the screen. The left side of the panel shows the items that are on the ground or in the container and the right side is a small portion of the selected character's inventory. Clicking on items on the left side of the panel moves the items from the ground or container into the character's inventory. If the character's inventory is full, the item will not be transferred.

This process can be reversed. Items can be moved from a character's inventory into a container or onto the ground by L-clicking on them in the right side of this panel.

Note that items added to a character's inventory will automatically stack with others of the same kind.

MAPS

Area Map



L-clicking the map button brings up the map the selected character(s) are on. Areas that have been visited are lit up, areas that haven't are dark. The character(s) current position(s) are shown on the map by dots.

World Map

Clicking on the *World* button on the Area Map brings up the World Map. An icon above the appropriate map shows your characters' current location.

Usually only the areas visited thus far on the world map will be shown. Note that you cannot travel between areas unless you either know about them or you have traveled to the edge of the current area and brought up the world map with the "Travel" icon. To move to another area, highlight the area and click on it.

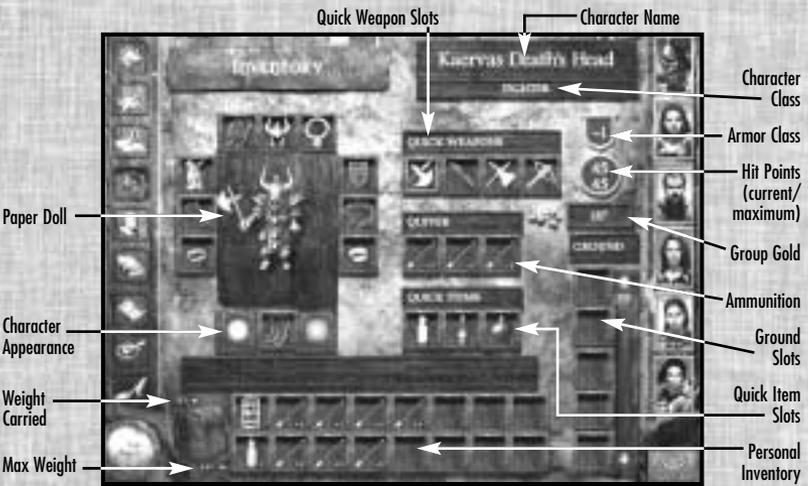
Note that your World Map will occasionally be updated through dialogue and events in Icewind Dale, allowing you to access more areas.

JOURNAL

The journal is a diary of your adventures. It'll automatically make notes of important people, plot points, quests and the completion of quests so you can refer to them later.

INVENTORY SCREEN DESCRIPTION

The inventory page can be accessed by L-clicking the Inventory button on the left of the screen or by R-clicking a Character Portrait. Items in your inventory will be shown with either a red or blue tint. Red items are not usable by the characters holding the item. Blue tinted items are magical but have not yet been identified. Items with a blue *outline* are magical items that have been identified.



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

Stackable items can be unstacked by double L-clicking on the item. Unstacked items can be stacked by dragging and dropping them on top of each other.

Items placed in the “Ground” slots will be dropped at the character’s feet and can be picked up from the main game area.

The group pool of gold is shown on this page as well.

Encumbrance

Each character can carry only a certain amount of weight, determined by their Strength. Exceeding this weight causes the character to move slower or stop completely depending on how overloaded they are. The character’s current weight load is shown next to the Personal Inventory.

The Paper Doll Inventory: Equipped Items

There are 16 distinct areas in the equipped items section: helm, armor, bracers, cloak, amulet, L ring, R ring, gauntlets, boots, up to 4 weapons (R hand, from which the quick attacks are chosen), the quiver (of up to 3 sets of ammunition), and the shield slot (L hand).

Quick Weapon Slots

The weapons put into the quick weapon slots determine the quick attacks available (these slots are like a bandolier of weapons available - for a mage, this could hold a dagger, for a fighter it could be a crushing weapon to use against undead, a bow for distant encounters and a sharp edged weapon for close combat). When a new weapon is put into the weapon slots on the inventory page, it generates a default quick attack in the quick attack button for this character at the bottom of the main interface screen.

Only one bow or crossbow may be equipped at a time. Both bolts and arrows may be in the quiver but only those usable by the current equipped weapon appear as quick attack choices on the main interface screen.

A shield may be equipped only if no 2-handed weapons are present in the weapon slots. If a 2-handed weapon is in one of these slots, the shield is not equipable and a message to this effect appears in the inventory message line: “Cannot equip (2-handed weapon in use).” A similar message is displayed if a shield is equipped and the player tries to move a 2-handed weapon into one of the 4 weapon slots: “Cannot equip (shield in use).”

Quick Item Slots

These slots represent miscellaneous items that are kept at the ready (potions, for example). These items can be accessed easily during combat (similar to “Quick Weapons” above). Healing potions are great candidates for these slots.

Personal Inventory

This is your “backpack.” You can carry only 16 different items or stacks of items, regardless of your encumbrance.

ICEWIND DRAVE

Items Property Page

If an item is R-clicked upon, the view changes to the Items Property page. This page contains the item's icon, description and picture. Characters with high "Lore" abilities can automatically *Identify* certain magical items. If the item is currently unidentified, there will be a button to allow you to try to magically *Identify* it with a scroll or a spell. Potions may be drunk from this page. If the item is a scroll, wizards will have the opportunity to try to 'Write Magic' and add the scroll spell to their spell book. Certain magical items may even have special "Abilities" that can be accessed from this page — including the ability to configure the item's magical powers.

Character Appearance

Clicking on the colored boxes will allow you to pick from a palette of colors for your character to use for clothing colors. You can change these at any time.

Rest

L-click on this button to rest your characters. Some areas are better suited for resting than others, so select your campsite carefully. Resting is normally allowed only in inns, outdoor areas (provided all the monsters in the vicinity or on the map have been slain), or with permission from a local resident.

CHARACTER RECORD



The character record page shows all the vital statistics and abilities of the selected character.

Dual-Class

This page is available to human characters only — after 2nd level you can convert a character to dual-class.

When you choose dual-class, a new interface screen will come up where you can choose the character's new class. Paladins and bards are not allowed to

dual-class. The character must meet the minimum requirements for the new class in all areas, including statistics and alignment. The character must have at least a 15 in all the prime requisites of his first class, and 17 in those of the second class.

The dual-class page is similar to the character generation page — making a character dual-classed is almost like starting a character over. As a new dual-classed character, the character starts with only the 1st-level abilities and restrictions of his new class, though he retains his hit point total from his prior class.

After a character becomes dual-classed, he can only use the abilities of his new class until he *surpasses* the level of his original class, at which point he can freely use the abilities of either class. No further advancement is ever allowed in the first class, all further development is in the new class.

Level Up

This button is dimmed until the character gains enough experience points to gain a level. When the player clicks the “Level-Up” button, a level up screen will be shown. All changes to the character sheet are highlighted. For a thief or bard, the player must distribute new thief skill points. A new proficiency slot requires a player to choose a weapon proficiency.

Information

This page allows you to compare how the characters in your party are playing, including stats such as ‘number of kills’ and ‘favorite weapon.’

Customize

This page allows you to change a character’s appearance, voice, biography, clothing colors, or scripts (the computer code that controls behaviors/reactions to situations).

Custom Portraits: The measurements for player portraits are 36x58 pixels for the small ones (8-bit color only) and 110x170 pixels for the large ones. Put these in the Portraits directory (in the install directory for the game) and add an S to the end of the small portrait name and an L to the end of the large portrait. The names must be 1-7 letters long, maximum.

For example:

XXXXXXXXS.bmp for small (36x58, 8-bit)

XXXXXXXXL.bmp for large (110x170, 24-bit)

For multiplayer, each player must have a copy of the portraits; otherwise they will see a blank icon where the other player’s custom portraits would be.

Custom Sound: If you want your character to have customized sounds, the following is a list of the WAV files required to create custom sound personality sets. In the ‘Sounds’ folder located in the directory in which Icewind Dale is installed in, you will need to create a subdirectory that is used to store your new character personality. The new folder can be up

to 32 characters in length. This folder will be displayed in the game as one of the voice set options. Below is a listing of all the required voice sounds that are needed in that new subdirectory. Replace the xxxxx with a unique name that would not be used in other subdirectories. For example, mysnd01, mysnd02, etc. As long as the xxxxx is unique, the voice sounds will show up and work properly with Icewind Dale.

All of the sound files must be 22 kHz, 16-bit , mono WAV files.

xxxxx01.wav: Morale Failure 1	xxxxx22.wav: Selected Common 7
xxxxx02.wav: Morale Failure 2	xxxxx23.wav: Selected Action 1
xxxxx03.wav: Battle Cry 1	xxxxx24.wav: Selected Action 2
xxxxx04.wav: Battle Cry 2	xxxxx25.wav: Selected Action 3
xxxxx05.wav: Battle Cry 3	xxxxx26.wav: Selected Action 4
xxxxx06.wav: Battle Cry 4	xxxxx27.wav: Selected Action 5
xxxxx07.wav: Battle Cry 5	xxxxx28.wav: Selected Action 6
xxxxx08.wav: Becoming Leader 1	xxxxx29.wav: Selected Action 7
xxxxx09.wav: Becoming Leader 2	xxxxx30.wav: Selected Rare 1
xxxxx10.wav: Tired 1	xxxxx31.wav: Selected Rare 2
xxxxx11.wav: Tired 2	xxxxx32.wav: Selected Rare 3
xxxxx12.wav: Bored 1	xxxxx33.wav: Selected Rare 4
xxxxx13.wav: Bored 2	xxxxx34.wav: Being hit 1
xxxxx14.wav: Hurt 1	xxxxx35.wav: Being hit 2
xxxxx15.wav: Hurt 2	xxxxx36.wav: Being hit 3
xxxxx16.wav: Selected Common 1	xxxxx37.wav: Dying 1
xxxxx17.wav: Selected Common 2	xxxxx38.wav: Dying 2
xxxxx18.wav: Selected Common 3	xxxxx39.wav: Reaction to party member dying 1
xxxxx19.wav: Selected Common 4	xxxxx40.wav: Reaction to party member dying 2
xxxxx20.wav: Selected Common 5	
xxxxx21.wav: Selected Common 6	

Custom Biography: You can customize your character's biography with the customize button. Simply click on the text and edit it. You can also choose to export the file and share it with others. See the readme file for more details.

AI Scripting: For information on creating custom AI scripts please read the ScriptCompiler.doc located in the ScriptCompiler Directory located on CD 1. You can read this file using either Microsoft Word or WordPad.

Export

This allows you to save the character's file to your computer for use in other games of Icewind Dale. The character's current status will be saved, including hit points, experience points, level, class, inventory, etc.

Output Text File

Clicking this button will cause your character's statistics to be outputted to a text file. The text file name will be the same name as your character. The text file will go into the directory of your current save game, or, if you haven't saved your game yet (you've just started a new game, for example), then it will go into the "Default" folder under saved games.

MAGE AND PRIEST SPELL SCREENS



These screens are where you choose your mage and priest spells.

The spells your wizard or priest knows are shown on the right. If you R-click on a spell icon, a display page will come up with a spell description. To memorize a spell, L-click on it. The spell appears on the left in the "memorized" area, but remains shaded (and unusable) until the character has a chance to rest. (See the *Rest* button on page 19). Spells can only be cast when they are memorized.

The memorized spells of the wizard or priest are shown on the left. Every time the spell caster sleeps he will memorize the spells in this area, allowing them to be cast. If the memorized spell area is full and you want to memorize a different spell, L-click on the spell, and it will vanish.

PARTY FORMATION SCREEN



This screen allows you to change your party configuration (it is also called the Character Arbitration screen in multiplayer, see page 34 for details of how this screen works in multiplayer). On this screen you can delete characters, import new characters, or in multiplayer games, change the permissions for each character. Each created character is identified by name. By clicking on the name (or on the empty box) a sub-menu pops up that will allow you to either delete (if there is a character already in the slot) or create a new character (if the slot is empty). If you delete a character, they are gone and lost forever.

Importing a new character is done by selecting 'Create' and going through the character generation screen. If you choose to import a character into Icewind Dale, the character will start at first level.

OPTIONS SCREEN

Save, Load, and Quit:

These buttons allow you to save games to your hard disk, discard your current game and load a previously saved game, and quit to the main menu.

Graphics:

Brightness/Contrast adjusts the brightness and contrast of the display.

Color Depth toggles your display between 16, 24, or 32 bit color. The other graphic options on this page should be used only if Icewind Dale is not displaying correctly on your system. Please refer to the Readme file for the latest information on how to correct any display errors.

Static Animations: This option toggles the background animations in the game. Turning them off will improve performance.

Translucencies: This option toggles translucencies on and off. Certain ghosts and shadows are translucent, but they will be made solid when this toggle is on. Spell effects will not be translucent, but this should improve performance on slower machines.

Transparent Shadows: This option enables transparent shadows beneath the characters. Disable this option to increase game performance.

Sound:

This menu allows you to adjust the volumes of various sounds in the game independently.

Select Sounds toggle some specific sound effects on/off and set the frequency which your characters verbally respond to your orders.

Environmental Audio: This option uses the Creative® Environmental Audio™ technology to increase the realism of your audio environment. You must have a sound card with EAX™ technology to enable this option. (E.g. SBLive.)

Gameplay:

Tool Tip Delay adjusts how quickly the Windows Tool-Tip pop-up help appears. The left of the slider is the briefest period of time. Note: You can *always* make the tool tip appear instantly by hitting the “Tab” key.

Mouse Scroll Speed adjusts how quickly the screen scrolls across the game world when the mouse is at the edge of the screen.

Keyboard Scroll Speed adjusts how quickly the screen scrolls across the game world when the number pad arrow keys are used.

Difficulty adjusts the game’s difficulty. Note: There is an experience point penalty for reducing the difficulty of the game below neutral. There is *not* a bonus for playing more difficult games.

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

Group Infravision: Enables infravision if any character in the selected group has the infravision ability.

Weather: Disable this to remove all weather effects. This may improve performance on some lower end machines.

Max HP/Level: This toggles the random roll for hit points for level increases on and off. If this is on, then the character always receives maximum hit points when leveling up. If this is off, then extra hit points are determined randomly when the character levels up.

Gore: This toggles on/off the blood and ‘excessive’ damage and death animations in the game.

Feedback modifies the frequency that markers and locators appear in the game, and turns on and off the various messages that come up during the game. Note that you can ask the game to display the ‘to-hit’ rolls in your Feedback settings (for explanation of the ‘to hit’ roll, see Combat on page 57).

When it does, it will display the rolls on each attack in the dialogue window in the following format:

$$X + Y = Z$$

X = base to hit

Y = any +’s to hit

Z = total to hit roll

Y is the total non-character related bonuses/penalties. These include spell effects, fatigue and the like. Strength, Dexterity, and magic weapon bonuses and penalties are applied directly to the character’s THACO.

Auto-pause allows you to set various conditions under which the game will automatically pause.

OTHER FUNCTIONS & HOT-KEYS

You can key many of the actions in Icewind Dale to hot keys (see the reference card and options screen).

Quick Save: You can quickly save your game by hitting the ‘q’ key. Your Quick Save is always saved in the same slot, which is labeled as such.

Quick Load: In single-player games only, hitting Ctrl-L allows you to quick-load your last save game file.

Support for Increasing the Path-Searching AI: If you are dissatisfied with the path searching in Icewind Dale, there is a box for path search nodes in the Configure utility. To increase or decrease the AI, vary the number of nodes (beyond 4,000). The range can vary from 2,000 to 32,000. Increasing the number above 4,000 will increase the number of nodes in path searching at the expense of responsiveness to movement commands (i.e., your characters will react slightly slower because they are “thinking” a little bit longer about how to get where you want them to go).

See Party’s Health: There is a default hot-key command that allows you to display the party’s current health/max health by pressing the ‘.’ key. The current health/max health appears on the character portraits in-game.

MISCELLANEOUS INFORMATION

Fatigue: A character can operate at peak efficiency for 24 hours game time (2 hours real time). For every 4 hours beyond 24, however, the characters will receive a cumulative -1 to all of their rolls until they rest.

Intoxication: Drinking affects your statistics. The average character can down about 5 drinks before becoming intoxicated — although this amount may vary depending upon the character’s Constitution. Intoxicated characters gain a bonus to Morale, but a penalty to almost everything else, including attacks, damage, and attack speed. The greater the level of intoxication, the greater the bonus/penalty. The effects of intoxication diminish over time, so if the morale boost isn’t worth it, sleep it off.

Infravision: Some characters and monsters have infravision. Infravision allows a character to see better in the dark by revealing the heat of objects.

Effects of Wearing Armor: If you are a dual-class or multi-classed character and one of your classes has an armor restriction (thief, mage, and so on), your menu options may change if you put on armor one of your classes can't use. Different buttons may be dimmed in the bottom panel depending on what your characters are wearing (thieves can't use their thief skills while wearing plate, and mages can't cast spells). Even if a multiclass or dual-class wizard is wearing armor, however, he can still memorize spells, he just can't cast them until the armor is removed.

ICEWIND DRAVE

MULTIPLAYER

The Icewind Dale multiplayer game is identical to the single player game – at least in terms of game content. The main differences between the single and multiplayer games relate to who is playing in the game – in the single player game, you create all six characters. In a multiplayer game, between one and six players may adventure together, cooperatively controlling the characters.

A few definitions are in order. The *leader* is the player who controls such things as who can join, what kinds of characters can be brought into the game, and what abilities the players who are in the game actually have (in terms of game play – see Permissions, below). The leader can control one or more characters in the game, and has the ability to assign characters to the other players. The *server* is the computer (usually, but not necessarily, the leader's) which coordinates the various game-states of the client machines of each player. A *player* is one of the people who controls one or more characters in the game. A *character* is an alter ego, analogous to the characters of the single player game, which is controlled by one player in a multiplayer session.

STARTING OUT

To start a multiplayer game (also known as a *session*), first you'll need to select a multiplayer game mode. To do this, you'll need to change the Game Mode on the main menu screen from "Single Player" to a multiplayer status. This can be done by clicking on the Game Mode button on the Main Menu, which will bring up a Protocol Screen that lists the type of multiplayer connections available to you.

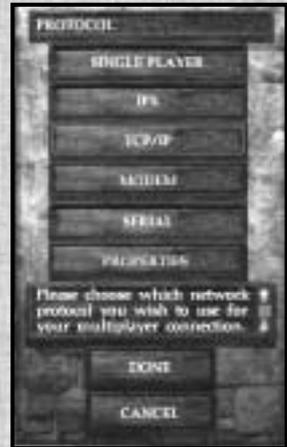
PROTOCOL

There are several buttons you can select from the protocol screen.

Single Player: This resets the game mode to single player.

IPX: When you choose this option, you'll be shown a list of IPX sessions once you select "Join Game" in the Main Menu (see "Joining a Game," detailed later on).

TCP/IP: When you choose this option and return to the Main Menu to join a game (see "Joining a Game,"



detailed later on), a connection screen will come up in which you can enter the host address you wish to connect to. Once you do this, you will be connected to this session if it's available. On local area networks, TCP/IP has an auto-detect feature to automatically set up games.

Modem: If you choose a modem connection, you'll need to select the Properties button at the bottom of the screen before joining or hosting a game. Selecting the Properties button will bring up a popup menu where you can configure the COM port and speed of your modem. When you return to the Main Menu to join a game (see "Joining a Game," detailed later on), you can enter the number that you want to dial; once you have dialed the number, you'll be connected to that game.

Serial (null modem): If you choose serial connection, you'll need to select the Properties button at the bottom of the screen before joining or hosting a game. Selecting the Properties button will bring up a popup menu on which you can select the COM port of the null modem cable that you'll be using as well as the port connection speed.

Properties: For some of the options above, simply selecting the type of game is only the first step. Once you've selected the type of connection you want, you'll need to click on the Properties button to configure the connection.

When you have selected the type of connection you want, then click "Done" at the bottom of the screen, which will return you to the main menu. From there, you can either choose to host a game or join a game already in progress.



JOINING A GAME

Once you have selected the type of multiplayer connection you want, you'll need to return to the Main Menu. From there, you have the option to create a brand new multiplayer session by clicking on the "Create Game" button, or to join a game another player is hosting by clicking on the "Join Game" button. Whether creating the session or joining it, the next screen that appears is the Character Arbitration Screen, below.

CREATING A GAME

If you choose to create a game which other players can join, you will see a popup window appear, on which are spaces to fill in the session name, the player name, the password (optional), and buttons to create a new game or pre-generate a character. If you choose to create a new game, you must fill out the spaces for the session name and the player name.

The “pre-generate character” button allows you to quickly set up a generic character for import before the multiplayer session begins, for players that want to jump right into the action. Pre-generating a character will take you to the Character Generation Screen and allow you to quickly make a character (see Character Generation, discussed earlier).

After you have created your game, you will proceed to the Character Arbitration screen.

When characters join your session (at any point in the steps outlined below, or for that matter in the actual game) the leader is notified. The leader has the ability to stop listening to requests to join (this is set in the Player Permissions window, described below).



CONTINUING A GAME

If you are the host and you wish to continue a multiplayer game that you have save games for, simply select the type of multiplayer connection you want, then return to the Main Menu and select “Load Game.” Players not hosting a game can simply join this game once it’s loaded.

CHARACTER ARBITRATION



The character arbitration screen is where players are assigned control of character slots and create the characters they will play in the game. From this screen, the leader also controls Permissions and other options for the game.

The player running the server is initially assigned as the leader of the party. As the leader, he or she has the ability to assign character slots to the players in the session. This is achieved by L-clicking on the player name slots, after which a panel will pop up with the names of all players currently in the session. Control of a slot may be assigned to any player.

On the Character Arbitration screen, characters may be loaded into a slot in by the player who controls that slot. This is done by clicking on the Create Character button.

The Characters in Multiplayer Sessions

The characters in multiplayer may be created from scratch or may be imported into the game using the “Import” button. The character is created on the exact same screens as in the single player game (see page 8), subject to the restrictions set out by the leader of the session in the Player Permissions submenu off this page (see below).

Once a character is created, it can be deleted by clicking on the player name, which brings up a window allowing the player to delete the character (the active character must be deleted before a new character can be created).

When the player is satisfied with the character he has imported or created, he clicks on the Icewind Dale tree icon to the left of the character slot to “lock” the character and prevent changes. If a player wishes to change a character, that character must be “unlocked” by clicking on the tree icon before the character is editable. The “lock” button is the equivalent of telling the other players, “I’m ready to adventure now, let’s go.” All characters must have locked their characters in order for the game to begin. When all characters are locked, the host clicks on “Done,” and the game begins.

You cannot import characters from Icewind Dale to Baldur’s Gate and vice-versa.

PLAYER PERMISSIONS



Although both the leader and the other players in the session can view permissions on the Permissions screen, only players who have leadership

privileges are able to modify them. The leader can assign these permissions to any players he chooses.

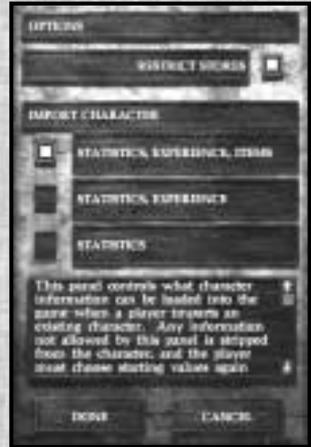
The permissions represent what players are able to do in the game. The permissions include:

-  Can modify characters.
-  Can spend party gold/purchase items.
-  Can initiate an area transition.
-  Can initiate dialogue.
-  Can view other character's records.
-  Can pause the game.
-  Can modify permissions/remove players from the game (leadership permission).
-  This "boot" button is to the left of each character slot. Pressing it will remove ("boot") a player out of the party.

Import Options

On the Permissions page the leader is able to set the options for importing by clicking on the "Import Options" button. This brings up a window with three settings: Stats only, Stats and XP (i.e. experience points and levels), or Stats, XP, and Items. By choosing one of these settings the leader limits the types of characters that can be brought into the multiplayer session from the single player game or other multiplayer sessions.

At the top of this screen is also a toggle for "Restrict Stores." Turn this toggle on if you want to allow a character to enter a store only if the other party members are present and there are no hostile creatures nearby.



Listen to Join Requests

Also on the Player Permissions page is a button, "Listen to Join Requests", which allows the leader to listen to requests to join the session or to turn off requests if there are enough players in the game. For example, the leader might only want to have one or two people in the game, so having people requesting to join could get annoying.

STARTING THE MULTIPLAYER GAME

When all players have L-clicked on the Icewind Dale icons to the left of their characters' slots, the "Done" button will become active on the leader's computer. The game launches when the leader clicks "Done."

CHANGING OPTIONS AND PERMISSIONS



Both the Character Arbitration screen and the Player Permissions screen are available on the left side menu in the multiplayer game. They work exactly as detailed above.

PLAYING A MULTIPLAYER GAME

CHATTING

Players can chat between themselves. There is a chat window — to enter a comment, L-click on the entry area and type a comment. To address the comment to a specific person (and only that person) type that player's name followed by a colon (":") then the comment — only that player will see your comment.

DIALOGUE WITH NPCs

When another player initiates dialogue with an NPC in a multiplayer game, the window will resize to fit the text that comes up. When the other player finishes dialogue, the dialogue window will resize to what it was before, unless you were typing a chat message in, in which case it will stay in medium or large mode (in which the chat line is present).

In multiplayer games, all players must see all dialogue. This is to ensure that all players don't miss any critical portions of the game. Also, this prevents disturbing occurrences, such as player 1 killing the merchant while player 2 is bartering. During dialogue mode all players are paused.

SAVING AND LOADING

The leader can save games at any time, just like in the single player game. In order to load a game, the leader must exit and reload the game.

ADDITIONAL MULTIPLAYER INFORMATION

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

1. **Asynchronous:** Icewind Dale is an asynchronous game. If you're playing with somebody whose system is close by, you may see different things happen on each system. Keep in mind that while things happen somewhat differently, the result of the actions is always the same.
2. **Explorable Area:** When playing a multiplayer game, you're limited to exploring one area at a time — characters in the game can only spread out within the same above ground area. While they can enter structures and underground areas individually, they cannot travel to other above ground areas until all characters are at the edge of the area and ready to move on.
3. **Loading Time:** The loading time for any level is slightly longer while playing multiplayer. This is because the interiors for each level must be loaded along with the exteriors for each area. (The single player

game does not need to do this, so loading is faster.) Also, the multiplayer game is forced to wait for the system that loads the area the slowest.

4. **Party Gold:** Just as in the single player game, all gold is shared between the members of the party.
5. **Shared Experience:** As in the single player game, all characters in the party get an equal amount of experience points.
6. **The Leader is in Charge:** The leader has control over everything that the player can do in the game, including kicking them out and reassigning their characters to other players. Make sure the leader is playing the kind of multiplayer game you want to play. If you want a hacked game, join that kind of game or start it up; if you want a clean game without interference from hacked or edited characters or players who don't want to play as a team, then you need to find those players.

THE
SPINE
OF THE
WORLD

ICEWIND DRAPE

THE SPINE OF THE WORLD

FAERÛN AND THE NORTH

The North is but a small part of Faerûn, and this should be sufficient to give you an idea of how big the world of Toril truly is. Most of what you are about to read in this text has been taken from my reading of the many-authored volume titled, "The Wilderness." It is an illuminating text, well written, and you'll find much of the information valuable in your journeys — if not before, then afterwards.

The North is a huge wilderness that attracts adventurers and settlers — and even those who have settled for a life without adventure, as I have. The wilds are filled with the cavernous wreckage of dwarven strongholds, ruins of ancient cultures, and a steady stream of settlers and explorers who seek to tame the frontier — or are looking for a place far away from the taxes, laws and city watch that govern the civilizations of the south.

Wherever in Faerûn a traveler roams, the North is called by a different name — the Barbaric or Barbarian North, the Barbaric Lands, the Frontier, the North, the Savage Frontier, and the Wildlands. Whatever the name, it is a place that nature, first and foremost, rules. It is a rugged land of jagged, snow-capped peaks, and great stretches of alpine forests.

The area of Easthaven is but one of many tiny, frigid villages clinging to survival. They endure, but it is a hard life, and the only war that comes to Easthaven is the battle against the elements.

— Everard

THE WORLD

Icewind Dale takes place within the AD&D Forgotten Realms campaign world. More specifically, it takes place in the northern wastes of Faerûn (*Fay-ROON*), a continent of the larger world of Abeir-Toril (*Ah-BEER Tor-RILL*), more commonly called Toril. The name is archaic, meaning “cradle of life,” and is rarely used in everyday speech.

Abeir-Toril is an Earth-sized planet dominated by a large continent in its northern hemisphere as well as a number of other large landmasses scattered about its surface. This northern continent is called Faerûn in the west, Kara-Tur in the east, and Zakhara in the south. It is the primary purpose of this tome to deal with the northern portion of this huge landmass, in particular the region of Faerûn bordering the Spine of the World mountains.

(For more information about the Forgotten Realms, visit their website at <http://www.wizards.com/ForgottenRealms>. There you'll find tales from Elminster, songs from Mintiper, and lore to keep you warm during the long nights of a northern winter.)

THE NORTHERN CALENDAR

It is important you understand the Forgotten Realms calendar, if only for knowing the meaning behind the dates in your save games. Daytime is described by the use of a 24-hour clock, as the day in the world of Toril is 24 hours long. For simplicity the AM (for time before noon) and PM (for time after noon) conventions are used herein.

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

A year in the North consists of 360 days: 12 months of exactly 30 days each. Three ten-day weeks are in each month, but herein we refer to days as they relate to the month (that is, one through 30, of a specific month,

rather than specific days of the week). The months are summarized in the table below. Each month's name is followed by a colloquial description of that month (plus the roughly corresponding month of the Gregorian calendar in parentheses).

Years are referred to by numbers, using the system known as Dalereckoning (DR): Dalereckoning is taken from the year that humans were first permitted by the Elven Court to settle in the more open regions of the forests.

For *Forgotten Realms* aficionados, Icewind Dale is actually a step back in time for the *Forgotten Realms* — the game itself takes place in Eleint, 1281 DR, Year of the Cold Soul. (This is sixteen years prior to Drizzt's arrival on the surface, as mentioned in the *Icewind Dale Trilogy* of books by R.A. Salvatore) Your characters will be literally making history as they adventure through the game, and their actions may be felt in the decades and centuries ahead...

GAME UNITS

A game round in *Icewind Dale* is seven seconds long in real time. The round in the AD&D game is sixty seconds, hence time in *Icewind Dale* is compressed approximately ten-fold when compared to the standard AD&D rule set. A turn is ten rounds, that is, seventy seconds. This term is used in some of the spell descriptions on pages 76-123. A game day (representing 24 hours in the game, dawn to dusk to dawn again) is just over 2 hours long in real time, again about a ten-fold reduction in time in the game. Each time the party rests eight hours passes (the equivalent of about 45 minutes of running game time).

SPINE OF THE WORLD



ICEWIND DALE

What isn't there to say about the North? I have looked at Everard's "complete" writings on Easthaven with some skepticism. I am not a man of letters, but it seems that trying to put the North to paper is like trying to drink the Sea of Swords. Still, if one limits words to what things are of use, the effort becomes manageable. And if it saves me from lecturing another caravan master on the dangers of the north, then that is more time I may spend enjoying a tankard in the Winter's Cradle.

Most travelers have little to say other than speak ill of the cold and the chill, but I have lived here for nearly a ten-year, and there is much to know about the North. I'll speak of the settlements in the area first, as the ability to understand and remember the location of any roof with a fireplace is seldom difficult for any visitor to the North.

The area of "Kuldahar Pass" that brushes the Spine of the World touches three places — Easthaven, Kuldahar Valley and the town of Kuldahar itself. Stick to this route as you travel through the region —

straying from the road will fast bring danger to you, whether from the winter's snows or the beasts that lurk in them.

For now, listen, read and remember: the evils that live in the shadows of the Spine of the World are not nearly as forgiving as I am.

- Hrothgar

EASTHAVEN



- | | |
|---------------------------|--------------------------|
| 1. Winter's Cradle Tavern | 6. Old Jed's House |
| 2. Snowdrift Inn | 7. Temple of Tempus |
| 3. Pomab's Emporium | 8. Road to Kuldahar |
| 4. Hrothgar's House | 9. Gaspar the Fishmonger |
| 5. Apsel's House | |

If you take comfort in large cities, there'll be little in Easthaven to your liking. The people are hard-working, good folk, and the primary source of gold for the region is fishing knucklehead trout — but if you've come with the caravan, you'll know that. Knucklehead trout can be found nowhere else in the Realms, and it's what drove most of the men of Easthaven into these wastes.

As for your behavior in town, my only word of warning to you is this: show no steel in town, or else your journey will come to an end

quicker than you can use it. The cold of the North has made the people of Easthaven tougher than a southerner can imagine.

For travelers looking for a tankard or three to chase away the chill of the road, the Winter's Cradle Tavern will be to your liking - the bar's run by a kindly woman by the name of Grisella, and while her stock may not be the best you've ever tasted, it's the best you'll get this far north.

If you're looking to stay overnight, then seek out the Snowdrift Inn, especially if your caravan holds a mage upon his ranks and traveling has exhausted his spells — he can refresh his mind for the journey ahead.

If you need supplies, seek out Pomab's Emporium — Pomab is a Calishite, but try not to hold that against him; keep your tongue in check, and you'll find everything you need to outfit yourself to make through the pass. If your patience is short, however, you might wish to simply wait to re-supply yourself in Kuldahar — Gerth of Kuldahar is said to be a good enough sort, and far easier to deal with than Pomab. Still, Kuldahar is a good sixty miles from Easthaven, so you may not be able to afford to wait.

There are some others in town that may catch your interest — you're always free to visit me, of course - my home is on the northern portion of town, and news of the south is always welcome. If you want to see some fine art pieces, visit Apsel the Scrimshander — you might be able to purchase some pieces that will fetch a fine price down south. If you're in need of a boat or advice on fishing, visit Old Jed, but best do in the afternoon, when he's had a chance to sleep off the wine from the night before, but not yet found a supply for the night ahead.

If you wish to pay your respects or seek an augury, seek out the Temple of Tempus in the northwestern section of town. Everard is the battle-priest of the temple, though you might find him in less than pleasant spirits. Though it is fortunate that there is not much to occupy his prayers here in the wastes, far from war and conflict, it wears on him and many are the times he seems to long for battle and another chance to prove himself. Yet Easthaven is unlikely to offer either - and that's the way I prefer it.

- Hrothgar

KULDAHAR PASS



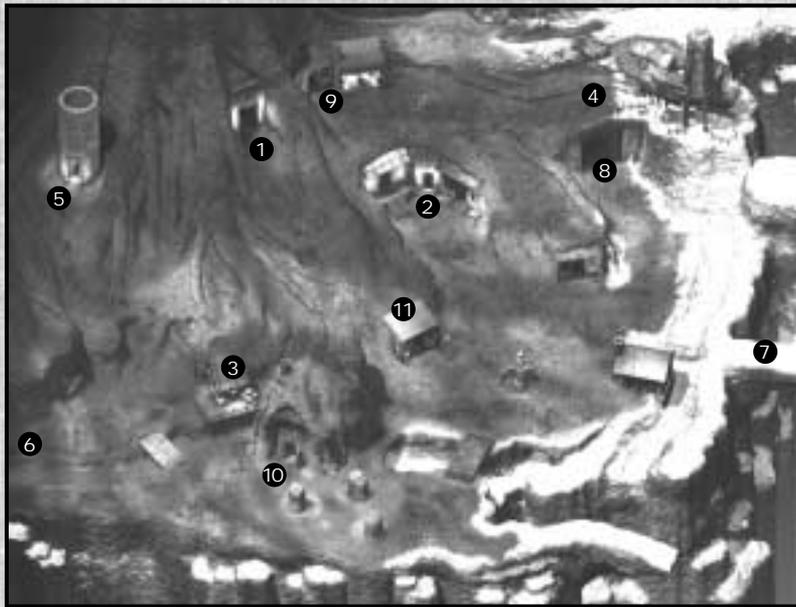
The pass itself is probably the most difficult part of the journey, as the pass is only usable by foot traffic or caravans with pack animals. Raiders or marauders are rare, and perhaps the biggest danger is being trapped by the snows. If you find yourself trapped in the pass, either set up camp or go in search of one of the outlying farmsteads that lie in the Pass. There's the mill run by Joaquin and his wife and their son, Jermsy — and there's the great watchtower that overlooks the pass, and the Ghoson's farmhouse. All of them are friendly folk, willing to host a traveler for the night — just be sure to extend them every courtesy, and be fair with the coin if they offer you shelter and a place at their table. Names of the guests lacking in courtesy travel among the locals, so keep that in mind.

Don't stray far from the main road and never alone - though you shouldn't have to worry about raiders, there's plenty of wild creatures such as bears and even some beetles that are known to make their homes in the walls of the Pass.

It is recommended you rest in Easthaven and begin hiking the pass in the early morning — it is less than a day's journey to the great oak of Kuldahar, and the light of the sun will speed your journey. Nighttime does little except place you in danger.

- Hrothgar

KULDAHAR VALLEY



- | | |
|-----------------------------|--------------------------------|
| 1. The Evening Shade | 7. Road to the Vale of Shadows |
| 2. The Root Cellar | 8. Temple of Ilmater |
| 3. Gerth's Equipment Shoppe | 9. Conlan's Smithy |
| 4. Airship | 10. Arundel's House |
| 5. Tower of Orrick the Gray | 11. Urnst the Potter |
| 6. Road to the Pass | |

If you've never been to Kuldahar, and few have, then be prepared for one of the greatest visions the North has to offer.

Kuldahar is one of the wonders that lie in the shadow of the Spine of the World — the entire town lies wrapped around a great oak from which warmth springs, the heat sufficient to melt the snows around it, and creating a climate more to a southerner's liking. Its roots give shelter to the numerous buildings, including the Evening Shade run by a pleasant fellow by the name of Eidan, the Root Cellar run by Whitcomb and his handful of barmaids (greet Amelia for me should you find your way here for a tankard). If you are running low on food or other supplies and wish to restock your supplies here in Kuldahar, seek out Gerth's Equipment Shoppe. He's a minor historian of sorts, and if you've any trinkets, documents or books, he'll pay good coin for them. He and Everard trade information on occasion, from news to

even magical relics that may be lost somewhere in the region (see the *Arcane Items* on page 130 at the end of this book).

- Hrothgar

It is said that there is a strange device, an "airship" that lies in the shade of the tree, and that it is the residence of an odd gnome alchemist by the name of Fiddlebender who sells potions and antidotes, but I know little else. If my duties allowed me to travel more, I would gladly go see it with my own eyes. Though Easthaven has no such practitioner of the arts, it is said there is a mage of some knowing within Kuldahar, Orrick the Grey. I know little of the man, as he keeps to his own affairs, but he has a tower within the town, and he is said to deal in magic items.

— Everard

VALE OF SHADOWS



The Vale of Shadows lies only a few hours northeast of Kuldahar — the Vale is a great canyon of crypts and tombs, some of them dating back centuries. Shadows cling to the walls of the canyon, even in the brightest day, and some of the shadows walk, carrying their burden of hatred and hungers with them. Beware this place.

It is said to be the last resting place of the northern general, Kresselack the Black Wolf, but no historians have desired to enter the vale and test the truth of the rumor. It is said Kresselack's hands were as blood, his footsteps like that of a winter wolf in

the snows, and his troops struck like arrows into the hearts of towns and hamlets across the Spine of the World. Where his name was spoken, it was a curse, and it was with great relief to the people that dared live in the Spine the day he gave up his spirit. It is said the wind howled that day that Kresselack's blade fell from his hands and his corpse was placed within the Vale's keeping.

There is no good to come from the living setting foot in the Vale, and the shadows that lurk there are best undisturbed. Let evil feed on its own hollow rewards.

— Everard

Everard's warning is sound; heed it, and you'll live longer. The dead walk in the Vale, and while they have yet to leave their crypts, don't give them a reason to. If you ignore this warning, you'll answer to the swords of Easthaven and Kuldahar.

- Hrothgar

BESTIARY OF THE NORTH

It has been said that the North is a hunter's paradise, but one must be a hunter first, or else it'll be the beasts that'll be taking the pleasure of the hunt.

Pray you never have to encounter some of these beasts. Still, if you do, these words may be of some help in emerging from the chance meeting still wearing your skin.

Here are some beasts of mention that have been seen in Kuldahar Pass and the Spine of the World:

Bears



Bears tends to avoid humans unless you enter their territory or happen to be bleeding anywhere near them while they're hungry. Large and powerful animals, the bears of the North tend to be vicious specimens with claws that can shatter a tree trunk when provoked — so keep that in mind before you run up a tree to avoid them.

ICEWIND DRAKE

Beetles



Oddly enough, a number of beetles inhabit the North. Ranging from the small fire beetles to the larger and more dangerous giant beetles and bombardier beetles, these creatures tend to layer deep in caves or in cellars. One pack of fire beetles invaded the cellars of Apsel's house last winter, and since then, the people of Easthaven have kept an eye out for them. The presence of the great oak of Kuldahar and its warmth may somehow draw them to the region. Their armored hides make them difficult to hit, and they can usually take several blows from a sword or staff before dying.

Carrion Crawler



There has only been one sighting of this creature, once near Kuldahar, bordering the Vale of Shadows. It had been feasting on a caravan guard that had stepped out to relieve himself of his "traveler's burden." The creature was driven off with arrows, but since then, Kuldahar has watched the road to the Vale of Shadows carefully.

The carrion crawler is a scavenger that tends to lurk in deep caves, trash pits and graveyards, feeding primarily upon carrion and waste, though it has been known to attack living targets if its food or territory is threatened. It's an ugly creature, like a huge green rot grub with the head of an octopus. It's Everard's belief that carrion crawlers are the result of some mage's experiments, and there's no reason to discount it. They stink to the high hells, and it's the smell that often gives them away as they approach.

The nastiest things about these over-sized worms is that they're tentacles can paralyze a man with a touch, allowing the crawler to feed on him while he's helpless.

Ghoul



Ghouls are one of the undead - humans who changed, and now feed on the flesh of corpses. It's said there's a mess of them in the Vale of Shadows. They're deranged creatures, but they hunt like wolves and have a certain hunter's cunning when they stalk their prey. They walk hunched, and their hands have changed into long, elongated claws. If they claw a target, they have a chance of paralyzing the target like a carrion

crawler, so if you're unfortunate enough to encounter one of these creatures, run or try and kill it from a distance.

Goblins



The nastiest pests of the goblinoid races, goblins are small humanoids that are known to infest the Spine of the World in great numbers, breeding like flies, killing each other, then starting the cycle all over again. Though they rarely raid as far as Kuldahar and Easthaven, there's rumored to be thousands of them in the mountains of the

Spine of the World. The northern goblins typically use crude axes and bows and are led by "marshals," tougher goblins who've managed to bully the others into following them. Take heed: if you see one, don't alert it to your presence — check and see if others are about. They almost always travel in packs.

Ogre



Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Standing about one and a half the height of a man, ogres are ill-tempered thugs, often found serving as mercenaries in the ranks of orc tribes. Fortunately, they're as stupid as stones, and they're often too lazy or dumb to track down a fleeing person. If you pick a

fight with one, keep in mind that ogres almost as strong and tough as three or four average men — a single strike by one of their clubs is usually enough to kill a man instantly.

An ogre was seen in Kuldahar Pass two years ago, but the guards at the watchtower were able to drive it away with arrows. The Pass is usually too far for ogres to travel, as they make their lairs in the Spine of the World.

Sword Spiders



Spiders dwell both above and below ground. Eight legs, eight eyes, and most are poisonous — but sword spiders are more like heavy soldiers of the spider realm. They have huge mandibles that resemble broad swords and cut men in half with a single swipe. While I have yet to see any in Easthaven, they've been known to appear in small number in

Kuldahar during the summer months.

Trolls



Count yourself fortunate if you never encounter a troll. Huge, spindly creatures with black wiry hair and burning red eyes, trolls possess great strength, speed, and a hunger for any flesh they can find. If you are trapped into an encounter with them, use fire and acid against them — trolls regenerate quickly from their wounds, and only fire and acid do

lasting harm. Wounds caused by other weapons heal almost as soon as they strike the troll, reducing their effectiveness.

Wolf



The wolf is an active, cunning creature, and the northern variety has made many a meal of a careless hunter. These past few months have seen a rise in the number of wolves in the region; not only has Ghoson in the pass complained about them stealing his chickens, but there's been one lurking around

Easthaven that seems to be drawn by the smell of the knucklehead trout in Aspel the Scrimshander's house. I've been meaning to mount a hunting party to go find it, but I'm waiting until the weather calms before gathering an expedition.

- Hrothgar

This is but a small sample of the creatures that inhabit the Spine of the World. While these are more common than most, the Spine gives birth to others on occasion, and even draws other monsters to its shadow.

I find it difficult to put this last bit to paper, for I know not of it's truth — but the auguries of late have been dark, far darker than anything I have since encountered since coming here. I know not what these omens portend of, but travelers should take care.

Travel in the light, and make sure you are well armed.

- Eoverard

WHAT HAS COME BEFORE

INTRODUCTION TO THE AD&D RULES

There is as much to be said about the world as there is about the laws that govern the world.

My glory days are beyond me, but there was a time when I was ignorant of the ways of combat and weapons — if anyone is said to be truly knowledgeable about such things, then they have the sense of a village idiot. Within this section lie definitions of some of the mechanics of the world you find yourself in. If something perplexes you during your adventures, refer to the index or to one of the passages in this section, and it will shed light on your questions. The following information may seem daunting at first, but do not be disheartened. Persevere, and your blade shall guide you even when your mind is clouded.

— Hrothgar, Easthaven

About the Advanced Dungeons & Dragons® Game

The Advanced Dungeons & Dragons game is a role playing system that allows players to explore worlds of fantasy and high adventure — one of the AD&D worlds is the Forgotten Realms, the world in which Icewind Dale takes place. This section outlines some of the major features of the rules and how they may have been interpreted for the sake of computer gameplay.

You don't have to know the AD&D rules to play Icewind Dale (the computer takes care of that for you), but it can be helpful. Accordingly, the AD&D rules are summarized here, and in places explained how they may have been revised to work in Icewind Dale.

If you want to know more about the Advanced Dungeons & Dragons game, visit their website at: <http://www.wizards.com/dnd>.

How Icewind Dale uses the AD&D rules: discussion of the real time modification to the turn-based AD&D rules

Icewind Dale uses the same weighting system for spells and weapons as in the Advanced Dungeons & Dragons game. Instead of a group-based turn, however, when first one side then the other performs all actions, everyone is always in real time mode, but on a personal initiative round.

The personal initiative round is seven seconds long, and this represents a ten to one reduction in the time of the round in the AD&D rules (which is

60 seconds long). This has been made consistent with movement rates, and with the reduction in global game time.

Most importantly, you can pause (or un-pause) the action at any time. This is achieved by hitting the space bar or by L-clicking on the rotating circle of skulls in the lower left hand side of the screen. When you are paused you can assign any action to any character, and then resume the game by unpausing. This pause feature allows fans of turn-based combat to effectively play the game that way.

Note: You can set the game to pause automatically when certain events occur in order that you don't miss them. See the Options Screen on page 30.

CHARACTER ACTIONS

You can perform a number of basic actions in Icewind Dale. You can wander the landscape, speak with the denizens, and, if you want, kill them. The basic actions you can perform are described below, along with any effects that may modify the actions.

Movement

There is one constant movement rate for player characters in Icewind Dale — this is approximately equivalent to 60' in AD&D game terms. Your characters can move faster if you cast a Haste spell on them. Some monsters may move faster and slower than your characters, so be warned before you flee an encounter - you may not get far. You can group select characters and easily move them into various formations (this is discussed in more detail in the other manual under the interface descriptions. See pages 13-16 in the Lexicon).

Dialogue

The general rule is this: even if you are an evil character, it's better to talk to someone who's not immediately hostile to you rather than jumping the gun and attacking them first. It may even prevent you from continuing the game (especially if you kill people in Easthaven or in Kuldahar). Not everything you meet, human or otherwise, is out to kill your character. Help often appears in the most surprising forms. Thus it often pays to take the time to talk to people or creatures... what they have to say may save your life.

Fighting

There are times when you don't want to talk or run away from a critter, and chances are, they feel the same way. Sooner or later, your character(s) will have to fight. The real trick is knowing when to fight and when to talk or run.

Effects of Fatigue

Your characters have to rest every so often, both to memorize spells as well as to gain back their strength. If your characters start complaining that

they are tired, it's best to find the nearest place to rest. Go to all the priest and mage spell screens and make sure their memorized spells are set properly for the next day's adventuring.

COMBAT

Icewind Dale combat follows the AD&D rule system closely. The main difference lies in the real-time adaptations.

More Than just Hack and Slash

As important as fighting is to the game, it isn't the be-all and end-all of play; it's just one way for characters to deal with situations. In addition to explaining the basic mechanics of hitting and missing, this section contains rules for turning undead, special ways to attack and defend, poison, heroic feats, and more.

Personal Initiative Round, Speed factors, and Casting Times

To allow for the real time based combat and movement, each character and monster is on an independent **personal initiative round**, which is seven seconds long. Within this round, all the rules of the AD&D game are used, including weapon speed factor and casting time for spells. For higher-level characters who can attack more than once per round with a given weapon, the speed factor of the weapon determines when exactly in the seven second round the attacks will occur.

Speed factors are numbers between 1 and 10 (indicating 1/10 of a round and 10/10ths of a round respectively for a character that can attack once per round with a weapon). The lower the speed factor of the weapon, the earlier you'll attack in the round.

Casting times for priests and wizards are exactly analogous to speed factors of weapons — the casting times are between 1 and 10, and represent how quickly a mage or priest can release a spell (the lower the number, the faster the cast, just as for speed factors). Again, the lower the casting time, the earlier the spell will get fired in the round.

Initiative is determined by a combination of ability, situation, and chance. In Icewind Dale initiative is used as a random variation on how quickly characters can initiate their attacks or spells. It adjusts the speed factor of a spell or weapon slightly.

Armor Class (AC) is the protective rating of armor. Wearing armor reduces the chance that a character is attacked successfully and suffers damage. Armor does not absorb damage, however, it only prevents it. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is much harder than attacking a mage with robes. Armor Class is measured on a scale from 10 (loincloth) to less than zero (super magical plate armor). The lower the number, the better (armor classes less than -10 occur only with very powerful magical armors). Shields can also

improve the AC of a character. Abilities and spells can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example.

THACO is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an Armor Class 0 target successfully based on the attack roll. The lower this value, the better your character's chance to hit a creature. THACO varies, depending on a character's class and level. Generally, the higher your level and the more of a fighter class your character is, the better the THACO.

The Attack Roll

At the heart of the combat system is the **Attack Roll**, the die roll that determines whether any physical attack (missile or hand to hand, but not spells) succeeds or fails. The number a player needs in order to make a successful attack roll is also called the "to hit" number, which is determined by the computer by taking a character's THACO and adjusting according to the Armor Class of the target. In Icewind Dale the "to hit" roll is done behind the scenes - if your character is successful, he hits - if not, he misses.

When an attack is made, the Armor Class of the opponent being attacked is subtracted from the THACO of the attacker. The resulting number is what the attacker must 'roll' in order to hit the opponent. This "roll of the die" is done with a d20, or twenty sided die, resulting in a number between 1 and 20. If the attacker rolls the number necessary or higher, then the attack is successful, and damage is done. If the attack is unsuccessful, then the attacker missed completely or was unable to penetrate the opponent's armor.

For example, Hrothgar (a fighter) has a THACO of 13. He is attacking a hobgoblin with an AC of 5. The AC of the hobgoblin is subtracted from the THACO, giving a "to hit" number of 8. If Hrothgar "rolls" an 8 or higher on the twenty-sided die, he hits the hobgoblin and hurts it.

Note that in Melee combat, not every swing is intended to hit. A character in Icewind Dale may make a "cosmetic" swing during the 7-second round aside from the actual attempt to deliver damage. This swing represents the feints and parries that would occur in real combat.

Attacks per Round

As some character classes go up in levels (mostly fighters) or choose to specialize in a certain weapon, they gain additional attacks per round. Keep in mind, however, that a character can only have a maximum of five attacks per round, even if they are hasted, have super-specialization, or if they're carrying a magic weapon that gives them bonus attacks.

Critical Hits and Misses

If a character rolls a 'natural' 20 to hit (that is, the attack roll before modifiers are applied is a 20) then a critical hit occurs and damage for that attack is doubled. A roll of 'natural' 1 is considered a critical miss and

imposes a time penalty on the character to recover. Regardless of Armor Class, a ‘natural’ 20 always hits, a ‘natural’ 1 always misses.

Take heed: a helmet will protect the members of your party from critical hits.

- Hrothgar

Improving the Odds in Combat

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

Strength Modifiers: A character’s Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a dagger or an axe). The higher your strength, the easier it is to hit someone and hurt them.

Magical Items: A weapon’s magical properties can modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a sword +1 improves a character’s chance to hit by one and inflicts +1 damage if the attack is successful. A suit of chain mail +1 improves the Armor Class of the character by one beyond normal, “non-magical” chain mail (which means you subtract one from the character’s AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class. There is no limit to the number of modifiers that can be applied to a single die roll, nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

Dexterity Modifiers for Missile Weapons

Dexterity affects the character’s ability to attack with a missile weapon. Like Strength modifiers, higher Dexterity will increase the chances to hit, lower Dexterity will lessen the chances. Unlike Strength, Dexterity does not affect the amount of damage inflicted by a missile weapon.

Missile Weapons in Combat — Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF) - the number of missiles they can shoot in a single round. Arrows can be notched and let loose at a rate of up to two shots per round. Some weapons (such as heavy crossbows) take a long time to load and can be fired only once every round. Darts can be hurled at a rate of several per round. Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative. The ROF of each missile weapon is listed in the Weapons Tables on page 139.

ICEWIND DRAKE

CASTING SPELLS

Both wizards and priests use the same rules for casting spells. To cast a spell, the character must have the spell memorized. If it is not memorized, the spell cannot be cast. The caster must be able to speak (not under the effects of a Silence spell) and have both arms free (not paralyzed or Held, for example). If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a Fireball 150 feet ahead into the darkness; the caster must be able to see the point of explosion and the intervening distance. Once the casting has begun, the character must stand still. (If you choose not to have a spellcaster cast a spell after you have selected the spell, but before you have selected a target, you can R-click to cancel the spell and it will not be lost from memory.) If you instruct a character to move after a spell has been started, the spell could be lost if the casting has begun.

Spell Disruption

If the spellcaster is struck by a weapon or fails to make a saving throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be rememorized. As a result, spellcasters are advised not to stand at the front of any battle.

A group of fighters standing down a mage or priest may often wish to equip themselves with daggers or other swift weapons - these weapons may not do as much damage as a heavy mace, but their speed will disrupt the spell-caster's incantations, preventing them from unleashing his arsenal.

- Hrothgar

SAVING THROWS

Saving Throws are measures of a character's resistance to special types of attacks - poisons, magic, and attacks that affect the body or mind of the character. The ability to make successful saving throws improves as the character increases in level. If a saving throw is made this may reduce damage or prevent the effects of a spell or attack entirely. Some spells (e.g. the *Protection* spells) greatly improve saving throws against different type of attacks.

Save vs. Paralyzation, Poison, and Death Magic: This is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their descriptions).

Save vs. Rod, Staff, or Wand: As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

Save vs. Petrification or Polymorph: This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand).

Save vs. Breath Weapon: A character uses this save when facing monsters with breath weapons, especially dragons.

Save vs. Spell: This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item.

Modifying Saving Throws

Magic items, certain rules, and special situations can modify saving throws.

- Magical items like cloaks and rings of protection give bonuses to a character's saving throw.
- Magical armor allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical.
- Specific spells and magical items have effects, both good and ill, on a character's saving throws. Some spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. (Specific information can be found in the spell descriptions below.)

MORALE

Each creature has a base morale level. Every creature reacts differently when morale breaks - and often they will break at different levels of morale, or choose different types of attack depending on what the current morale level is (melee if morale is high, ranged attacks if morale is lower, for example). Each creature has a recovery time which indicates how long it takes for that creature's morale to return to normal - if someone's morale fails, it will slowly creep back to the baseline. Morale is negatively influenced by factors such as being attacked by powerful magic, by seeing someone in the party killed or knocked unconscious, by losing a lot of hit points, or by spotting a difficult foe. Goblins tends to be a cowardly lot and flee when they see one of their number fall or take the slightest damage, but a pack of trolls may never break morale, even when being fireballed.

COMBAT EFFECTS AND RECOVERY

Damage, wounds, and death are what can happen to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and by trying anything even remotely dangerous in the real world. Damage from most attacks is measured in **hit points (hp)**. Each character has a current hit point total and a maximum hit point total. Each time a character is hit, he suffers points of damage. These points are subtracted from the character's *current* hit point total. When this reaches 0, the character is dead. If one of your characters suffers massive damage (i.e., leaves no body except for chunks), he or she can only be raised by means of a *Resurrection* spell.

Healing and Hit Points

Players can regain lost hit points by healing — naturally or magically. The only limit to the amount of damage a character can recover through healing is the maximum hit points the character has. (*Note:* some necromantic spells can improve maximum hit points, but only for a limited period of time.)

Natural Healing

Characters heal naturally at a rate of several hit points per period (eight hours) of rest. If a character rests in a comfortable room in an inn, he or she will recover hit points. The better (and more comfortable) the room is, the more hit points are healed — but the better the room, the greater the cost. Camping in the wilds will allow for memorization of spells, but will not allow many hit points to be regained. Resting is only possible when there are no enemies within visible range of your party — if there are, you must move away, or make them your friends (*Charm*, dialogue, etc.) before you can rest. Some creatures may attack your party while resting; if this happens, you will not heal or memorize spells.

In Icewind Dale, resting is normally allowed only in inns, outdoor areas (provided all the monsters in the vicinity or on the map have been slain), or with permission from a local resident.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing, closing wounds instantly and restoring the party's effectiveness in seconds. Magical healing is particularly useful in the midst of combat or in preparation for a dangerous encounter.

Raising the Dead

Curative and healing spells have no effect on a dead character — he can only be returned to life with a *Raise Dead* (this won't work on elven characters due to their physiology) or *Resurrection* spell or item.

Characters slain by a *Disintegrate*, *Death Spell* or *Finger of Death* spell cannot be brought back to life by any means.

Paralysis/Held

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move in any manner.

Phased

When a character is phased, he becomes temporarily disassociated in space. Although he can still move and attack as normal, he will take minor damage over time until the phasing passes, at which point he will resume his normal physical form.

Poison

A character or creature attacked with a poisoned weapon or by a venomous creature must make a saving throw vs. poison. Depending on the type of poison, this saving throw will either negate the effects of the poison or lessen them. Most poisons are usually deadly within hours, so finding quick treatment is recommended.

Disease

Some creatures in the game transmit disease through their touch or their bite. If a character is diseased, he continually takes damage over time until cured with the priest spell Cure Disease or a curative that specifically targets disease.

EXPERIENCE AND GAINING LEVELS

Every time characters go on an adventure they learn something. They may learn a little more about their physical limits, encounter a creature they have never seen before, try a spell as yet unused, or discover a new peculiarity of nature. These gains are measured by earning **experience points (XP)**. Experience points represent a number of factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next experience level, the character has become tougher and more powerful.

Group Experience Awards - Quest Experience

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. All characters on an adventure receive experience points for overcoming their enemies or obstacles, and the amount is divided equally between the characters in your party.

Experience Points for Multi- and Dual-Classed Characters in Icewind Dale

Multiclassed characters have more than one class. They gain in levels in either two or three classes for their entire careers, and can use the abilities of any of their classes at any time. As a result, experience points are evenly divided among all of their classes, and they gain in levels according to the experience point tables for each class. Thus, it can take a multiclassed character twice as long to gain levels as a single-classed character.

Dual-classed characters choose to focus on a second career at some point. At this point they stop gaining levels in their original class, and start gaining levels in a new class. They cannot, however, use any of the abilities of their old class until they have gained at least one more level in their new class than in their old class. After this point, they can choose freely between the abilities of each class. The available abilities for both multi- and dual-classed characters are shown by the buttons at the bottom of the main interface screen when that character is selected.

There is one proviso for both multi- and dual-classed characters, however - if they are wearing armor or using weapons not allowed by one of their classes, their abilities in that class are disabled (dimmed) until they stop wearing that armor or using that weapon.

Experience Point Cap

Icewind Dale has a limit on the amount of experience points a character can earn. Each character can only earn 1,801,000 experience points. Refer to the experience point tables at the end of the manual for specifics the maximum level for each class.

ATTRIBUTES

Every person in the Realms has traits which set them apart from all others. The most pronounced differences will be in the areas of Race, Class, and Abilities.

Race

Race defines the characters species: human, elf, dwarf, gnome, half-elf, or halfling. Race can limit a character's choice of classes.

Human: Humans are the predominant race in Faerûn, and they rule most of the significant empires and kingdoms in the Forgotten Realms. Humans may choose any class, or dual-class if they wish.

Dwarves: Dwarves are short stocky humanoids with ruddy cheeks, dark eyes, and dark hair. Though there are exceptions, they tend to be a dour and taciturn people. Dwarves have a natural resistance to magic and poison and possess infravision, which allows them to see warm objects in the dark. Dwarves gain a bonus to Constitution, but a penalty to Charisma.

Elves: Elves tend to be shorter and slimmer than humans with delicate features. Elves are generally looked upon as being frivolous and aloof. Elves have a natural resistance to charm and sleep magic, possess infravision, and are skilled in the use of the bow and long sword. Elves gain a bonus to Dexterity, but a penalty to Constitution.

Gnomes: Kin to dwarves, gnomes are noticeably smaller than their distant cousins. (Gnomes, as they proudly maintain, are also less rotund than dwarves.) Most have dark tan or brown skin, white hair, and rather large noses. Gnomes have natural resistance to magic and can see in the dark with infravision. They gain a bonus to Intelligence, but a penalty to Wisdom.

Halflings: Halflings are short, generally plump people, much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Halflings are highly resistant to poisons and magic, are naturally skilled with slings as weapons, and have a limited ability to see in the dark. They receive a bonus to Dexterity, but a penalty to Strength.

Half-Elves: Half-elves are a mix of human and elven blood. They are handsome folk, combining the best of both races. A half-elf has the curiosity, inventiveness, and ambition of their human ancestors, and the refined senses, love of nature, and artistic tastes of their elven heritage. Half-elves have a limited resistance to Charm and Sleep spells and can see in the dark with infravision.

Ability Scores

Ability scores are the six natural traits that represent the basic definition of a character. See Table 1 on pages 132-134 for ability bonuses and penalties.

Strength: A character's muscle, endurance, and stamina. It is the prime requisite of warriors.

Constitution: A character's fitness, health, and physical resistance to hardship, injury, and disease.

Dexterity: A character's hand-eye coordination, agility, reflexes and balance. It is the prime requisite of the thief.

Intelligence: A character's memory, reasoning, and learning ability. It is the prime requisite of the mage.

Wisdom: A character's judgment and common sense. It is the prime requisite of priests.

Charisma: A character's persuasiveness, personal magnetism, and ability to lead. This ability is important to the druid, bard and paladin.

Class

A character's class is similar to a profession or career. The character classes are divided into four groups of general occupations: warrior, wizard, priest, and rogue. Within each group are several similar character classes. Multiclassed characters are available to non-humans only, although humans can choose to become dual-class later in the game.

Warriors

Fighter: The fighter is a champion, swordsman, and soldier. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. A good fighter needs to be strong and healthy if he hopes to survive.

Special Abilities: Advanced Weapon Specialization.

Restrictions: None.

Ranger: The ranger is a hunter and a woodsman, skilled with weapons and knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. An above average strength and wisdom are needed to be a ranger.

Special Abilities: Weapon Specialization, Dual Weapon Usage, Racial Enemy, Stealth, and Charm Person/Mammal. At 8th level, rangers gain the ability to cast priest spells.

Restrictions: Only humans or half-elves can be rangers, and they must be of Good alignment.

Paladin: A paladin is a warrior bold and pure, a paragon of virtue. Like the fighter, the paladin is a man of combat. However, the paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions.

Special Abilities: Weapon Specialization, Lay Hands, Turn Undead, +2 all Saving Throws, Protection from Evil, and Detect Evil. At 9th level, paladins gain the ability to cast priest spells.

Restrictions: Only humans can be paladins, and they must be of Lawful Good alignment.

Priests

Cleric: The cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. He is both protector and healer. He is not purely defensive, however. When evil threatens, the cleric is well suited to seek it out on its own ground and destroy it.

Special Abilities: Turn Undead, Spell Casting

Restrictions: Cannot use bladed or piercing weapons.

Druid: The druid serves the cause of nature and neutrality; the wilderness is his community. He uses his special powers to protect it and to preserve balance in the world.

Special Abilities: Shape Change, Spell Casting

Restrictions: Human or Half-Elf only; leather armor and bucklers only; can only wield clubs, darts, spears, daggers, slings, and staffs.

Rogues

Thief: To accomplish his goals, for good or ill, the thief is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the thief to make. There are four thief abilities in Icewind Dale. At first level a thief character will receive 30 points to allocate among his abilities. Every level thereafter he will gain an extra 20 points. See Table 2 on pg 135 to see how a thief's abilities are modified according to race and dexterity.

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

Restrictions: Thieves cannot be of Lawful Good alignment; they cannot

wear any armor other than leather or studded leather; they cannot use any shield except for bucklers and can only wield clubs, daggers, darts, crossbows, short bows, slings, long swords, short swords, and quarterstaffs

Bard: The bard is a rogue, but he is different from the thief. His strength is his pleasant and charming personality. A bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades, but master of none. While many bards are scoundrels, their stories and songs are welcome almost everywhere.

Special Abilities: Pick Pockets, Bard Songs, Spell Casting, High Lore ability.

Restrictions: Human and Half-Elf only; must be of partially Neutral alignment; cannot use a shield or armor heavier than chainmail.

Wizards

Mage: The wizard is a master of shaping magical energies and casting them as spells. To do so, he studies strange tongues and obscure facts and devotes much of his time to magical research. A wizard must rely on knowledge and wit to survive. Wizards are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are different types of wizards. The generalist mage studies all types of magic and learns a wide variety of spells. His broad range makes him well suited to the demands of adventuring.

Special Abilities: Spell Casting.

Restrictions: Mages cannot wear armor, and they can only wield daggers, staffs, darts, and slings.

Specialist Wizards: Mages that specialize in a specific school of magic are allowed to memorize an extra spell of each level (once they are able to use spells of the appropriate level). They are prohibited from learning spells in their opposition schools (with the exception of Divination spells less up to 4th level, which can be used by any specialist mage), and cannot be combined in a multiclass character (though gnomish characters can become Fighter/Illusionists). Human specialist wizards can dual-class if they wish. See Table 4 on page 136 for opposition schools.

Abjurer: Abjurers specialize in protective magic.

Conjurer: Conjurers specialize in creating creatures and objects to assist them.

Diviner: Diviners specialize in detection and divining magic.

Enchanter: Enchanters specialize in manipulating the minds of others.

Illusionist: Illusionists specialize in creating illusions to confuse and mislead.

Invoker: Invokers specialize in Invocation/Evocation magic.

Necromancer: Necromancers specialize in death-related spells.

Transmuter: Transmuters specialize in spells that alter physical reality.

Multiclassed Characters (non-human)

Fighter/Thief: This character has the abilities of a thief and a fighter, but they cannot use their thieving skills while wearing more than studded leather armor.

Fighter/Cleric: This character has the abilities of a fighter and a cleric, but they can only use weapons permitted by the cleric class.

Fighter/Druid: This character has the abilities of a fighter and druid, but they can only use weapons permitted by the druid class.

Fighter/Mage: This character has the abilities of a fighter and a mage, but they can't cast spells while wearing armor. Gnomes can choose this multi-class, but they must be fighter/illusionists. Gnomes are the only race that can combine a specialist mage class in a multi-class.

Fighter/Mage/Cleric: This character has the abilities of a fighter, mage, and cleric, but they cannot cast mage spells while wearing any armor, and are restricted to weapons allowed by the cleric's class. Cleric spells may still be cast while wearing armor.

Fighter/Mage/Thief: This character has the abilities of a fighter, mage, and thief, but they cannot use their thieving skills while wearing anything heavier than studded leather armor, and cannot cast spells if wearing any armor at all.

Mage/Cleric: This character has the abilities of a mage and a cleric, but weapons are restricted to only those allowed by the cleric's class, and mage spells cannot be cast while wearing armor.

Mage/Thief: This character has the abilities of a mage and thief, but mage spells cannot be cast while wearing armor.

Cleric/Ranger: This character has the abilities of a cleric and ranger, but weapons are restricted only those allowed by the cleric's class.

Thief/Cleric: This character has the abilities of a thief and cleric, but weapons are restricted to only those allowed by the cleric's class. They cannot use any thieving abilities when wearing armor heavier than studded leather.

Alignments

Alignment reflects a character's attitude toward society and the universe. There are nine different alignments, each described below:

Lawful Good: Characters of this alignment believe an orderly, strong society with a moral government makes life better for the majority of the people. When people respect the laws and help one another, society as a whole prospers. Therefore, lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. Lawful good characters keep their word.

Neutral Good: These characters believe a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value to them.

Chaotic Good: Chaotic good characters are individualists with a benevolent streak. They believe in all the virtues of goodness and right, but they have little care for laws and regulations. Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Lawful Neutral: Order and organization are of paramount importance to characters of this alignment. They believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. Laws must be created and obeyed. The benefits of organization and regimentation far outweigh any moral questions raised by their actions. An oath is binding, regardless of consequences. A completely impartial magistrate, or a soldier who never questions his orders, are good examples of lawful neutral behavior.

(True) Neutral: True neutral characters believe in the ultimate balance of forces and refuse to see actions as either good or evil. True neutrals avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention. True neutral characters sometimes find themselves forced into rather peculiar alliances. To a great extent, they side with the underdog, sometimes even changing sides as the previous loser becomes the winner. A true neutral druid might join the local barony to put down a tribe of goblins, only to drop out or switch sides when the goblins were brought to the brink of destruction.

Chaotic Neutral: Chaotic neutral characters believe there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die.

Lawful Evil: These characters believe structure and organization elevate those who deserve to rule. They prefer a clearly defined hierarchy between master and servant. If someone suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment or pride of power. Because they honor any contract or oath they have made, lawful evil characters are careful about giving their word. Once given, they break their word only if they can find a way to do it within the laws of the society.

Neutral Evil: Neutral evil characters are primarily concerned with themselves and their own advancement. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it. Although neutral evil characters do not have the every-man-for-himself attitude of chaotic evil characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes.

Chaotic Evil: Chaotic evil characters are motivated by personal pleasure. The strong have the right to take what they want, and the weak are there to be exploited. When chaotic evil characters band together, they are not motivated by a desire to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take his position away from him.

Hit Dice

As characters go up levels, their number of hit points increase based on their **Hit Dice**. Each class has a different hit die which reflects their ability to avoid damage in combat. For example, fighters have a d10, which indicates that they gain 1-10 hit points when going up a level. A mage, on the other hand, being a poor fighter, gains only 1-4 hit points when going up a level. The number of Hit Dice each class receives is shown on page 135-136.

Weapon Proficiencies

Weapon proficiency represents a character's knowledge and training with a specific weapon. When a character is created he or she has a few initial slots which must be filled immediately before the character embarks on their first adventure. A character can assign weapon proficiency slots only to those weapons allowed by his or her character class. As a character reaches higher experience levels, he also earns additional weapon proficiency points that can be assigned. The rate at which proficiencies are gained depends on the character's class; fighters gain proficiencies very quickly, mages very slowly.

A character with a specific weapon proficiency is skilled with that weapon. Hence, if you have assigned one proficiency point to a character, he or she can attack without penalty using that weapon. If you equip a character with a weapon that he or she is not proficient with, they suffer penalties to hit and damage.

Proficiencies

The proficiencies break down as follows:

<i>Great Swords</i>	Bastard Swords, Two-Handed Swords
<i>Long Swords</i>	Long Swords, Broad Swords, Scimitars
<i>Short Swords</i>	Short Swords

<i>Daggers</i>	Daggers (and Throwing Daggers)
<i>Axes</i>	Axes, Two-Handed Axes, Throwing Axes
<i>Halberds</i>	Halberds
<i>Spears</i>	Spears
<i>Maces</i>	Maces, Morning Stars
<i>Flails</i>	Flails
<i>Hammers</i>	Hammers, Two-Handed Hammers
<i>Clubs</i>	Clubs
<i>Quarterstaves</i>	Staves
<i>Crossbows</i>	Crossbows
<i>Bows</i>	Bows
<i>Missile Weapons</i>	Slings, Darts

Special Abilities

Cure Disease

Paladins have the ability to cure disease once per day. This is identical to the 3rd level priest spell, Cure Disease.

Detecting Secret Doors

Each character has their secret door detection ability on at all times. Their chances are calculated using the following:

Mage: 5%	Fighter: 10%
Thief: 15%	Cleric: 10%

Depending on Race, they also get a bonus:

Elf: 20%	Halfling: 5%
Dwarf: 10%	

When a thief has his find traps ability on, he has a 100% chance to detect secret doors.

Druidic Shape Change

At higher levels druids can change their shape into three different animals, each once per day. They can choose to transform into a polar bear, winter wolf, or boring beetle. Depending on the druid, the animals will have more hit points, faster movement rates, or extremely damaging claw and bite attacks, which are perfect for combat situations.

Dual Weapon Usage

Rangers get 1 bonus attack per round if they are using either a small or large sword. They get the bonus attack only if they have a 1 handed sword equipped, and no shield.

Find Traps

When thieves select the find traps mode, they will continually look around for traps. The traps have a chance of being found by the thief at any time based on their ability, so moving slowly can make finding more likely. If a thief chooses any other action, he is unable to find traps until this mode is reselected. Traps are outlined in red. Once found, the thief can use the find traps skill to try and disarm it.

Identify Items

Whenever you R-click on an item, the lore skill of your character is compared to the lore value of the item under consideration. If the lore skill is high enough, you successfully identify the item and can see what it does. If you cannot identify an item with any of your characters you can always cast the *Identify* spell or take the item to a store or temple and have it identified... for a price.

Immunity to Disease

Paladins are immune to the effects of disease.

Infravision

Infravision allows you to see more clearly in the dark by revealing the heat generated by bodies. All warm-blooded creatures appear as red shapes if they are in the dark, at night. Undead or cold-blooded creatures are not affected by this spell or ability. Elves, half-elves, gnomes, and dwarves use this ability automatically at night or in dark conditions.

Lay Hands

A paladin can heal himself or others by laying his hands upon them. A paladin can heal 2 hit points per experience level in this manner. This ability is usable once per day.

Lore

Each character has a lore rating. Every item has a lore value. If a character's lore rating is equivalent or higher than an item's lore value, he can identify that item. As characters gain levels, they are able to identify items based on their experience. This is listed in the table below:

Bard: +10 lore/level.

Thief: +3 lore/level.

Mage: +3 lore/level.

All other classes: +1 lore/level.

Characters receive bonuses and penalties to their lore based on their Intelligence and Wisdom. The modifier is not cumulative with each level, but each ability bonus is applied separately. It is a one-time bonus at character creation. See the tables on page 133 for ability bonuses and modifiers. (E.g. A character with 18 Wisdom (+10) and 15 Intelligence (+5) would have +15 to Lore.)

Magic Resistance

Magic resistance enables a creature to ignore the effects of spells and spell-like powers. If a creature fails to avoid a spell due to magic resistance, he or she can still make a saving throw against that spell to avoid the effects. Magic Resistance does not affect healing spells or spells that benefit the target.

Protection from Evil

Paladins have an innate ability to ward off the forces of evil. They can use this ability through the Special Abilities button; the effect is identical to the 1st-level wizard spell Protection from Evil.

Racial Enemy

Rangers tend to focus their efforts against one particular type of marauder. When the ranger encounters that enemy, he gains a +4 bonus to his attack rolls. However, the Ranger suffers a -4 penalty to all encounter reactions with these creatures as well, should he have to speak with them. Rangers choose their racial enemy when they create their character, and they can pick from the following creatures: Corporeal Undead (ghouls, zombies and wights), Giants, Goblins, Lizard Men, Orcs, Salamanders (fire and frost), Skeletal Undead (skeletons, liches), Spectral Undead (ghosts, shadows, wraiths, specters), Spiders, Umber Hulks and Yuan-Ti.

Specialization

Fighters, paladins, and rangers can train and hone their weapons skills to higher levels than other classes. This is accomplished by assigning more proficiencies to a single weapon. Missile weapons can not be specialized above the level of Master (3 points spent).

The effects of specialization are shown below:

Level of Proficiency	Points Spent	Bonus to Hit	Bonus Damage	Attacks per round
Proficient	1	0	0	1
Specialized ¹	2	+1	+2	3/2 ²
Master	3	+3	+3	3/2
High Master	4	+3	+4	3/2
Grand Master	5	+3	+5	2

- 1 Note that paladins and rangers cannot hone their weapon skills beyond "specialized."
- 2 Note that bows and crossbows do not receive the additional multiple attacks per round, though they do get bonuses to hit and to damage.

The number of attacks listed above applies only to melee weapons. Note that an extra 1/2 attack is gained at 7th level in addition to those shown on the table.

Spell Casting

See Magic and the Spell System in Icewind Dale starting on page 74.

Stealth (Hide in Shadows/Move Silently) and Backstab

Thieves and Rangers can enter stealth mode - effectively becoming invisible for a time - by hitting the stealth button. Note that Stealth is affected by the shadows in the area (the darker the area, the greater the chance of success). For thieves, being stealthy has an added bonus - once invisible, their next attack is a backstab for 2x, 3x, or 4x damage, depending on the thief's level. Moving around risks detection. Once a thief attacks the stealth mode is ended until successfully reselected. The thief must be out of his enemy's direct line of sight before he can enter stealth mode again.

Note that there are points in the game where even a character who is hidden or invisible will still be seen and detected in order to allow the advancement of the plot. The detection is usually followed by the NPC "spotting" the PC and initiating dialogue or a scripted sequence.

Although Rangers can wear a wider range of armor than thieves, they gain penalties to their stealth skill the heavier the armor they're wearing. It's hard to be stealthy in plate mail.

Thieving (Pick Pockets, Open Locks, Remove Traps)

Thieves can pick pockets (random chance of an item carried by the hapless victim), pick locks, and remove traps as well. This is achieved by selecting the thieving button and clicking on the target.

Turning Undead

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead (note that druids cannot turn undead). Through the priest or paladin, their deity manifests a portion of its power, terrifying undead creatures or blasting them out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured. This ability is a mode selection for that character — nothing else can be attempted while he or she is attempting to turn undead. Good priests and paladins can turn undead so they lose morale and run away, or (less often) destroy them outright. Evil priests can sometimes gain control of undead, who can then perform actions for the priest. The turning undead ability improves with level.

MAGIC AND THE SPELL SYSTEM

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells are arranged alphabetically. All times are listed in game time (9 hours equates to 9 hours in the game). Each spell description contains the following game information:

School: In parentheses after the spell name is the name of the school(s) of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization.

For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to.

Range: This lists the distance from the caster at which the spell effect occurs or begins, in feet. The “caster” indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. “Touch” means the caster can use the spell on others if he can physically touch them (that is, score a successful hit roll). Healing spells require no to-hit roll.

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a dispel magic. Some spells have a variable duration.

Casting Time: This represents a fraction of the spell caster’s seven second personal initiative round which is used performing the chants and motions necessary to cast the spell. This time is exactly equivalent to the speed factor of a weapon. The spell casting time is varied by an initiative roll that is performed each time a spell is cast.

Area of Effect: This lists what is affected by the spell, be it an area, or a group of creatures. Some spells (such as bless) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast.

Note that it is possible to run out of an area of effect when a spell is triggered (for example, it is possible to run out of the blast radius of a fireball while it’s exploding).

Saving Throw: This lists whether the spell allows the target a saving throw and the effect of a successful save: “Neg.” results in the spell having no effect; “1/2” means the character suffers half the normal amount of damage; “None” means no saving throw is allowed.

Spell Description: The text provides a complete description of how the spell functions.

Conjuring: In Icewind Dale, you’ll have the opportunity to summon real or illusionary creatures to fight for your party (Animal Summoning, Monster Summoning, Shadow Monsters, and so on). While these spells are incredibly useful, there is a limit on the number of summoned creatures you can have at any one time - generally, one or two summon spells will take you to the maximum number of creatures you can conjure, so don’t plan on being able to summon an army to fight for you.

ICEWIND DALE SPELLS

MAGE SPELLS, LEVEL ONE

Armor (Conjuration)

Range: Caster

Area of Effect: Caster

Duration: 9 Hours

Saving Throw: None

Casting Time: 1 round



Armor creates a magical field of force with the strength of scale mail armor (AC 6). Its effects are cumulative with Dexterity and, in the case of fighter/mages, with the shield bonus. The spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until successfully dispelled or until the duration runs out.

Burning Hands (Alteration)

Range: Caster

Area of Effect: Caster

Duration:

Instantaneous Saving Throw: 1/2

Casting Time: 1



When the wizard casts this spell, a jet of searing flame shoots from his fingertips. The flame jets are five feet in length and spread out in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of effect suffers 1-3 hit points of damage, plus 2 points per level of experience of the spellcaster, to a maximum of 1-3 + 20 points of fire damage. If the target saves vs. spell, they only take half damage.

Charm Person (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 person

Duration: 1 turn

Saving Throw: Neg.

Casting Time: 1



This spell affects any single person it is cast upon. The term "person" includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person receives a saving throw vs. spell to avoid the effect. If the save is failed, the victim regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out without question.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the Charm Person spell is broken. If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed. No charmed creatures may leave the area or attack non-hostile targets.

MAGE SPELLS, LEVEL ONE

Friends (Enchantment/Charm)

Range: Caster

Area of Effect: Caster

Duration: 1-4 rounds+1 round/level

Saving Throw: Special

Casting Time: 1



A Friends spell causes the wizard to temporarily gain 5 points of Charisma. Those who view the caster tend to be very impressed with him and make an effort to help him. Official bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking him captive instead.

Grease (Conjuration)

Range: 10 yards

Area of Effect: 5-foot radius

Duration: 3 rounds+1 round/level

Saving Throw: Special

Casting Time: 1



A Grease spell covers the ground with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell every round or have their movement rate slowed to a crawl as long as they are in the area of effect. Those who successfully save can move normally.

Identify (Divination)

Range: 0

Area of Effect: 1 item in inventory

Duration: 1 item

Saving Throw: None

Casting Time: Special



Identify is cast by right-clicking an unidentified object from the inventory screen. When cast, the spell identifies the item's name, what it does, and if it bears a curse. The Identify spell (whether cast by the mage or cast from a scroll) only works on items in the caster's inventory.

Infravision (Divination)

Range: Touch

Area of Effect: 1 creature

Duration: 8 hours

Saving Throw: None

Casting Time: Special



The recipient of this spell gains the ability to see with infravision, just as an elf or dwarf.

Larloch's Minor Drain (Necromancy)

Range: Sight of caster

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 1



With this spell the wizard drains the life force from a target and adds it to his own. The target creature suffers 1-4 damage, while the

wizard gains 1-4 hit points. If the wizard goes over his maximum hit point total with this spell, he loses them after a turn.

Magic Missile (Evocation)

Range: Sight of caster

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 1



The Magic Missile spell creates up to 5 missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike a target. Each missile inflicts 2-5 points of damage. For every two extra levels of experience, the wizard gains an additional missile - he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a maximum of five missiles at 9th level.

Protection from Evil (Abjuration)

Range: Touch

Area of Effect: The caster

Duration: 2 rounds/level

Saving Throw: None

Casting Time: 1



When this spell is cast, a magical barrier forms around the recipient. It moves with the target and has two effects: First, the protected creature receives a +2 bonus to their Armor Class and a +2 to Saving Throws. Second of all, the creature becomes immune to charm-based spells or effects (Charm Person, Charm Person or Mammal, Domination, and so on).

Protection from Petrification (Abjuration)

Range: Touch

Area of Effect: 1 creature

Duration: 3 rounds/level

Saving Throw: None

Casting Time: 1



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

Shield (Evocation)

Range: Caster

Area of Effect: Caster

Duration: 5 rounds/level

Saving Throw: None

Casting Time: 1



When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the caster's Armor Class to 4 against normal weapons, 2 against missile weapons and makes the wizard immune to any Magic Missiles cast at him.

ICEWIND D DRAEG

MAGE SPELLS, LEVEL ONE / TWO**Shocking Grasp (Alteration)***Range: Touch**Area of Effect: 1 creature**Duration: Special**Saving Throw: None**Casting Time: 1*

When the wizard touches a creature while this spell is in effect, an electrical charge will deal 1-8 + (1/level of the caster) damage to the creature. The wizard only has one charge, and once an opponent has been touched the spell's energies have been used. The spell always hits unless the mage is disrupted.

Sleep (Enchantment/Charm)*Range: Sight of caster**Area of Effect: 15-foot radius**Duration: 5 rounds/level**Saving Throw: Neg.**Casting Time: 1*

Sleep causes a comatose slumber to come upon 2-8 hit dice/levels of creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the Sleep spell must be within 30 feet of each other. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. Though it's not the stuff of which legends are made, magically sleeping opponents can be attacked with substantial bonuses — although they will awaken after the first hit.

MAGE SPELLS, LEVEL TWO**Agannazar's Scorcher (Evocation)***Range: Sight of caster**Area of Effect: 2-foot by 60-foot jet.**Duration: Instantaneous**Saving Throw: None**Casting Time: 3*

Upon casting this spell a jet of flame appears at the caster's fingertips and shoots toward a target of the caster's choice. The flame causes 3-18 points of fire damage to the target, no saving throw allowed — anyone in the flame's path takes 2-16, but they are allowed a saving throw vs. spells for half damage.

Blindness (Illusion/Phantasm)*Range: Sight of caster**Area of Effect: 1 creature**Duration: 8 hours**Saving Throw: Neg.**Casting Time: 2*

This spell blinds its target. A saving throw is allowed, and if successful, there are no harmful effects. If a victim is blinded he receives -4 to his attack rolls, and a -4 to his Armor Class.

MAGE SPELLS, LEVEL TWO

Ghoul Touch (Necromancy)

Range: Caster

Area of Effect: Caster

Duration: 6 rounds

Saving Throw: Neg.

Casting Time: 3



When the caster completes this spell, a green glow encompasses his hand. If the wizard makes a successful melee attack against a creature, the creature must make a saving throw vs. spell or be paralyzed for six rounds.

Horror (Necromancy)

Range: Sight of caster

Area of Effect: 30-foot cube

Duration: 1 turn

Saving Throw: Neg.

Casting Time: 2



All enemies within the area of effect must save vs. spell or flee in terror. Certain creatures, such as undead, are immune to this spell.

Invisibility (Illusion/Phantasm)

Range: Touch

Area of Effect: 1 creature

Duration: 4 hours or special

Saving Throw: None

Casting Time: 2



This spell turns a creature invisible and makes it undetectable by normal vision or infravision. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the recipient attacks any creature, or until 24 hours have passed. Thus the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks or casts a spell, he immediately becomes visible (although the invisibility enables him to attack first).

Knock (Alteration)

Range: Sight of caster

Area of Effect: Locked door or chest

Duration: Special

Saving Throw: None

Casting Time: 1



The Knock spell opens locked, held or wizard locked doors. It opens secret doors, as well as locked boxes or chests. It does not raise barred gates or similar impediments.

MAGE SPELLS, LEVEL TWO

Resist Fear (Abjuration)

Range: 10 yards

Area of Effect: 1 creature

Duration: 1 hour

Saving Throw: Special

Casting Time: 1



This mage spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this spell is negated.

Snilloc's Snowball Swarm (Evocation)

Range: Sight of caster

Area of Effect: 25-foot radius

Duration: Instantaneous

Saving Throw: 1/2 Damage

Casting Time: 2



This spell causes a flurry of snowballs to erupt from a point within range. These snowballs will hit everything within the area of effect, doing 1-3 hit points/level, up to a maximum of 8-24 hit points at level 8. Against fire-using or fire-dwelling creatures, it inflicts 1-6 hit points/level.

Stinking Cloud (Evocation)

Range: Sight of caster

Area of Effect: 20-foot cube

Duration: 1 round/level

Saving Throw: Special

Casting Time: 2



Stinking Cloud creates a billowing mass of nauseous vapors up to 30 yards away from the wizard. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and fall unconscious for the next round. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save every round.

Strength (Alteration)

Range: Touch

Area of Effect: 1 person

Duration: 1 hour/level

Saving Throw: None

Casting Time: 1 round



This spell gives 1-6 points of Strength to a target, up to a maximum of 19, giving the target the appropriate strength bonuses. If a character has higher than 19, then this spell has no effect.

Vocalize (Alteration)

Range: Touch

Area of Effect: 1 spell caster

Duration: 1 turn

Saving Throw: None

Casting Time: 2



The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the Vocalize spell. This spell has no effect on other noises or speech - it simply removes a spell's verbal component. This spell is a great counter for Silence 15' Radius.

Web (Evocation)

Range: Sight of caster

Area of Effect: Special

Duration: 2 turns/level

Saving Throw: 1/2

Casting Time: 2



Web creates a many-layered mass of strong, sticky strands, similar to spider webs, but much larger and tougher. Anyone in the area when the spell is cast must roll a saving throw vs. spells every round. If failed, the creature is paralyzed for one round. If the saving throw is successful, then the creature may move normally.

MAGE SPELLS, LEVEL THREE

Dire Charm (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 creature

Duration: 2 turns

Saving Throw: Neg.

Casting Time: 3



This spell is similar to the Charm Person spell. However, the affected creature goes into a berserk state, wanting no one to harm his master (the spell caster). Thus, the creature will fight enemies of the caster, even former allies. The spell is limited in the same manner as Charm Person Spell. The spell can affect any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not.

Dispel Magic (Abjuration)

Range: Sight of caster

Area of Effect: 30-foot cube

Duration: Instantaneous

Saving Throw: None

Casting Time: 3



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

ICEWIND DRAKE

Fireball (Evocation)

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

 Fireball is one of the reasons that mages gained acceptance in the field of adventuring. To cast it, the wizard points his finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation), delivering damage proportional to the level of the wizard who cast it: 1-6 points of damage for each level of the spellcaster (up to a maximum of 10-60). Those who roll successful saving throws manage to dodge, fall flat, or roll aside, taking only half damage.

Flame Arrow (Conjuration/Summoning)

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

 This spell enables the caster to hurl fiery arrows at his enemies. Each bolt inflicts 1-6 points of piercing damage, plus 4-24 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. spell. The caster can fire one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.).

Ghost Armor (Conjuration)

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

 This spell creates a magical field of force with the strength of plate armor (AC 3). It is cumulative with Dexterity effects and, in the case of fighter/mages, with the shield bonus. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until dispelled or until the duration runs out.

Haste (Alteration)

Range: Sight of caster *Area of Effect: 40' cube*
Duration: 3 rounds + 1 round/level *Saving Throw: None*
Casting Time: 3

 Haste doubles the base movement and attack rates of all friendly creatures within the area of effect. (Spellcasting and spell effects are not sped up.) All affected by the Haste spell must be in the designated area

of effect. Note that this spell negates the effects of a Slow spell. This spell is not cumulative with itself or with other similar magic.

Hold Person (Enchantment/Charm)

Range: Sight of caster

Area of Effect: special

Duration: 2 rounds/level

Saving Throw: Neg.

Casting Time: 3

 This spell holds 1-4 humans, demihumans, or humanoid creatures immobile for five rounds or longer. The Hold Person spell affects any bipedal human, demihuman, or humanoid of mansize or smaller, including dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not. The effect selects the enemies closest to the target and holds them. Enemies making their saving throws are totally unaffected by the spell. Undead creatures cannot be held. Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Iceland (Evocation)

Range: Sight of caster

Area of Effect: 1 Lance

Duration: Instantaneous

Saving Throw: Special

Casting Time: 3

 This spell fires a magical lance of ice at a target of the caster's choosing. It automatically hits, inflicting 5-30 points of damage and forcing the target to make a saving throw vs. spell or be stunned for 1-4 rounds.

Lightning Bolt (Evocation)

Range: Sight of caster

Area of Effect: Special

Duration: Instantaneous

Saving Throw: 1/2

Casting Time: 3

 Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1-6 points of damage per level of the spellcaster to each creature within its area of effect (maximum damage of 10-60). A successful saving throw vs. spell reduces this damage to half (round fractions down). When the lightning bolt intersects with a wall it will rebound until it reaches its full length - hitting the same enemy multiple times, or even members of your own party.

ICEWIND DRAKE

Monster Summoning I (Conjuration/Summoning)

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

 Within a round of casting this spell, 2-8 weak monsters magically appear within spell range and attack the caster's opponents until the spell duration expires, or the monsters are slain, at which point they vanish. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

Nondetection (Abjuration)

Range: Sight of caster *Area of Effect: 1 creature or item*
Duration: 7 turns/level *Saving Throw: None*
Casting Time: 3

 By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as Clairaudience, Clairvoyance, Locate Object, ESP, and detect spells. It also prevents spells that reveal a hidden or invisible (such as Detect Invisibility and Invisibility Purge) from working on the target.

Protection from Normal Missiles (Abjuration)

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

 This spell gives a target total invulnerability to hurled and projected missiles including arrows, axes, bolts, small stones, and spears. This spell does not provide protection from magical attacks such as Fireballs, Lightning Bolts, or Magic Missiles.

Skull Trap (Necromancy)

Range: Sight of caster *Area of Effect: 10-foot radius*
Duration: Until triggered *Saving Throw: None*
Casting Time: 3

 Upon casting this spell, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 5 feet of it. When this happens the skull is triggered and explodes, damaging everyone within a 30-foot radius. The damage inflicted is equal to 1-6 hit points per level of the caster. When casting this spell it is wise to set it far away from the party, lest they set it off accidentally.

Slow (Alteration)

Range: Sight of caster *Area of Effect: 40-foot cube*
Duration: 3 rounds + 1 round/level *Saving Throw: Neg.*
Casting Time: 3

 Slow causes creatures to move and attack at 1/2 of their normal rates. It negates Haste, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures gain +4 penalty to AC, and suffer a -4 to attack. To make matters worse, creatures save at -4 vs. this spell.

Vampiric Touch (Necromancy)

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

 When the caster successfully touches an opponent in melee, the opponent loses 1-6 hit points for every two caster levels, to a maximum drain of 6-36 for a 12th-level caster. These hit points are added to the caster's total, with any hit points over the caster's normal maximum total treated as temporary bonus hit points. The temporary hit points last for an hour.

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Belty's Burning Blood (Necromancy)

Range: Sight of caster *Area of Effect: 1 Target*
Duration: 2 rounds *Saving Throw: Negates*
Casting Time: 4

 This spell turns a target's blood to flame, doing 3-12 hit points of damage every round. The target gets to save vs. spell every round at -3; if successful, the spell is cancelled. This spell does not work against undead or extraplanar creatures that do not have blood (such as elementals). If the creature is resistant to fire, this resistance will lower or nullify the damage from this spell.

Confusion (Enchantment/Charm)

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

 This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of affect are allowed saving throws vs. spell with a -2 penalty. Those successfully saving are unaffected by the spell. Those who fail either go berserk, stand confused, or wander about for the duration of

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the spell. Wandering creatures move as far from the caster as possible; any confused creature that is attacked perceives the attacker as an enemy and reacts accordingly.

Dimension Door (Alteration)

Range: Caster

Area of Effect: Caster

Duration: Instantaneous

Saving Throw: None

Casting Time: 1



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

Emotion: Courage (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 20 ft. cube

Duration: Special

Saving Throw: Negates

Casting Time: 4



This spell creates the emotion of courage within the area of effect. All creatures affected by the spell gain +1 to hit, +3 to their damage rolls, and +5 temporary hit points (which can put them above their maximum hit points). This spell nullifies all fear effects within the area of effect at the time of casting.

Emotion: Fear (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 20 ft. cube

Duration: Special

Saving Throw: Negates

Casting Time: 4



This spell creates the emotion of fear within the area of effect. All creatures affected by the spell flee for 2-8 rounds.

Emotion: Hope (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 20 ft. cube

Duration: Special

Saving Throw: Negates

Casting Time: 4



This spell creates the emotion of hope within the area of effect. All creatures affected by the spell gain a morale boost, and +2 on their saving throws, attack rolls and damage rolls.

Emotion: Hopelessness (Enchantment/Charm)

Range: *Sight of caster* Area of Effect: *20 ft. cube*
 Duration: *Special* Saving Throw: *Negates*
 Casting Time: *4*

 This spell creates the emotion of hopelessness within the area of effect. All creatures affected by the spell just stand and do nothing for the duration of the spell.

Greater Malison (Enchantment/Charm)

Range: *60 feet.* Area of Effect: *30-foot radius sphere*
 Duration: *2 rounds/level* Saving Throw: *None*
 Casting Time: *4*

 This spell causes all enemy targets in the area of effect to suffer a -2 on all their saving throws as long as the spell is in effect.

Ice Storm (Evocation)

Range: *Sight of caster* Area of Effect: *20-foot radius*
 Duration: *Special* Saving Throw: *None*
 Casting Time: *4*

 When this spell is cast, shards of ice smash down on all targets in the area of effect, doing 3-30 points of cold damage.

Improved Invisibility (Illusion/Phantasm)

Range: *Touch* Area of Effect: *1 creature*
 Duration: *4 rounds + 1 round/level* Saving Throw: *None*
 Casting Time: *4*

 This spell is similar to the Invisibility spell, but the recipient is able to attack, either with missile, melee weapons or spells, and remain unseen. However, telltale traces, a shimmering, allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's saving throws are made with a +4 bonus.

Minor Globe of Invulnerability (Abjuration)

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

 This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spell does not

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include the area of the Minor Globe of Invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere with no penalty. The globe can be brought down by a successful Dispel Magic spell.

Monster Summoning II (Conjuration/Summoning)

Range: Sight of caster *Area of Effect: Special*

Duration: 3 rounds + 1 round/level *Saving Throw: None*

Casting Time: 4



This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 1-6 monsters of moderate strength. These appear anywhere within the spell range and attack the caster's opponents until the spell duration expires or the monsters are slain, at which point they vanish. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

Otiluke's Resilient Sphere (Alteration)

Range: Sight of caster *Area of Effect: Target Creature*

Duration: 7 rounds *Saving Throw: Neg.*

Casting Time: 1



When this spell is cast, the result is a globe of shimmering force that encloses the subject creature (if it fails to successfully save vs. spell). The resilient sphere will contain its subject for the duration of the spell. The sphere is completely immune to all damage; the only method of removing the sphere is by the use of a Dispel Magic spell. Hence the creature caught inside the globe is completely safe from all attacks, but at the same time is completely unable to affect the outside world.

Remove Curse (Abjuration)

Range: Touch *Area of Effect: Special*

Duration: Permanent *Saving Throw: Special*

Casting Time: 4



Upon casting this spell, the wizard is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with the cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more.

Shadow Monsters (Illusion/Phantasm)

Range: Sight of caster

Area of Effect: 20-foot cube

Duration: 1 round/level

Saving Throw: Special

Casting Time: 4



This spell shapes material from the Demiplane of Shadow into illusionary monsters. These monsters are randomly summoned one by one with Hit Dice between 1 and the level of the spellcaster, until the summoned creatures' Hit Dice total the spellcaster's level. (For example, a 15th level wizard could summon a 10th level creature one round, then the next round the next creature appearing would have 1 through 5 Hit Dice, and so on.) These shadowy creatures have only 20% of the hit points of their real-world counterparts, although their attacks do full damage.

Spirit Armor (Necromancy)

Range: Touch

Area of Effect: 1 Creature

Duration: 3 Turns

Saving Throw: None

Casting Time: 3



This spell is similar to the 3rd level spell Ghost Armor in that it creates a barrier around the target's body for the duration of the spell. This spell however, actually taps in to the target's life force in order to create the barrier. The armor itself is weightless, and does not hinder movement or spell casting.

The Spirit Armor does not work cumulatively with any other armor, though dexterity bonuses still apply, as do magic rings and shields. While in effect, the AC (armor class) of the recipient will be 1, as if he was wearing plate mail. Also, due to the magical nature of the spell, he will also receive a +3 bonus to save vs. magical attacks.

There is a danger, however, as when the spell runs out the external portion of the spirit is temporarily lost, inflicting 2-8 points of damage upon the target.

Stoneskin (Evocation)

Range: Touch

Area of Effect: 1 Target

Duration: Special

Saving Throw: None

Casting Time: 1



Arguably one of the best defensive spells ever, Stoneskin makes the affected creature virtually immune to any cut, blow, projectile or the like (although spells and spell damage will still affect the creature as normal). The next 1 to 4 attacks (+1 attack/2 levels of the caster) that strike the creature will simply bounce off with no effect. Casting this spell multiple times does not have a cumulative effect.

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Animate Dead (Necromancy)

Range: 10 yards

Area of Effect: Special

Duration: 8 hours

Saving Throw: None

Casting Time: 1 round



This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster. The undead remain animated until they are destroyed in combat or are turned; they cannot be dispelled. The caster can animate one skeleton or one zombie for each experience level he has attained.

Chaos (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 60-foot cube

Duration: 9 rounds

Saving Throw: Special

Casting Time: 4



The effects of this spell are identical to the 4th level spell Confusion. The victims wander around as if in daze, sometimes wandering away, sometimes attacking, either friend or foe. If the victim is 4th level or lower, he does not receive a saving throw versus the effects. However if the victim is 5th level or higher, he receives a save vs. spell at -4. The spell lasts for the duration or until a successful Dispel Magic is cast.

Cloudkill (Evocation)

Range: 10 yards

Area of Effect: 40' x 20' cloud

Duration: 1 round/level

Saving Throw: None

Casting Time: 5



This spell generates a billowing cloud of ghastly vapors that slays any creature with fewer than 4+1 Hit Dice and causes creatures with 4+1 to 6 Hit Dice to roll saving throws vs. poison with -4 penalty or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1-10 points of poison damage every round while in the area of effect.

Cone of Cold (Evocation)

Range: Caster

Area of Effect: 35-feet long, 1-foot

Duration: Instantaneous

diameter/level

Casting Time: 5

Saving Throw: 1/2



This spell releases a cone-shaped blast of extreme cold from the caster, doing 2-5 hit points of cold damage per level of the caster. The cone is 35 feet long, and 1 foot in diameter/level of the caster.

Conjure Earth Elemental (Conjuration/Summoning)

Range: *Sight of caster* Area of Effect: *Special*
Duration: *1 turn/level* Saving Throw: *None*
Casting Time: *1 round*

 This spell allows the caster to summon an elemental from the Elemental Plane of Earth and bind it to his will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.

Conjure Fire Elemental (Conjuration/Summoning)

Range: *Sight of caster* Area of Effect: *Special*
Duration: *1 turn/level* Saving Throw: *None*
Casting Time: *1 round*

 This spell allows the caster to summon an elemental from the Elemental Plane of Fire and bind it to his will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.

Conjure Water Elemental (Conjuration/Summoning)

Range: *Sight of caster* Area of Effect: *Special*
Duration: *1 turn/level* Saving Throw: *None*
Casting Time: *1 round*

 This spell allows the caster to summon an elemental from the Elemental Plane of Water and bind it to his will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.

Demi-Shadow Monsters (Illusion/Phantasm)

Range: *Sight of caster* Area of Effect: *20-foot cube*
Duration: *1 round/level* Saving Throw: *1/2*
Casting Time: *5*

 This spell is similar to the 4th level wizard spell, Shadow Monsters, except the summoned creatures are much more powerful, with 40% of the hit points of their real-world counterpart.

Domination (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 Target

Duration: 12 hours

Saving Throw: Negates

Casting Time: 5



The domination spell allows the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim. Unlike the 4th level priest spell Mental Domination, the target has no option for release, even if made to do something against his morals, except of course a Dispel Magic. The target gets a saving throw vs. spells at -2 to resist the effect.

Feeblemind (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 Target

Duration: Permanent

Saving Throw: Negates

Casting Time: 5



This spell turns a target into a gibbering idiot, which lasts until a Dispel Magic is cast upon him. The victim is allowed a saving throw vs. spells at -2 to resist being stupefied. Feebleminded individuals cannot cast spells. The priest spell Heal will remove Feeblemind from an afflicted character.

Hold Monster (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 25-foot radius from target

Duration: 1 round/level

Saving Throw: Negates

Casting Time: 5



This spell holds 1-4 creatures of any type (except for undead creatures) in place unless they make a save vs. spells. The effect is centered on a point on the ground selected by the caster, and any other creatures within 5 feet of the target has a chance to be affected as well. While paralyzed, the target is helpless and cannot defend themselves from attacks.

Monster Summoning III (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: Special

Duration: 4 rounds + 1 round/level

Saving Throw: None

Casting Time: 5



Similar to the 3rd-level Monster Summoning I spell, this spell summons 1-4 tough monsters. These appear within spell range and attack the caster's opponents for the duration of the spell, at which point they vanish. If no opponent exists to fight, the summoned monsters can perform other services for the wizard.

Shroud of Flame (Evocation)

Range: 10 yards

Area of Effect: 1 Creature

Duration: 1 round/level

Saving Throw: Negates

Casting Time: 5



This spell causes a creature to burst into flames if they fail a saving throw vs. spells. The creature will burn for 2-12 points of damage every round (although they are allowed a new saving throw every round after the first to avoid taking further damage) and as long as the spell is in effect, gouts of flame erupt from the burning target causing any creatures within ten feet of the burning creature take 1-4 hit points of damage from the flames. This spell is particularly useful in dispersing packs of trolls and ice salamanders.

Summon Shadow (Conjuration/Summoning, Necromancy)

Range: 10 yards

Area of Effect: 10-foot cube

Duration: 1 round + 1 round/level

Saving Throw: None

Casting Time: 5



This spell summons one shadow for every three levels of the caster. This shadow will obey the orders of the caster, attacking his enemies or performing tasks until the spell expires or the shadows are slain.

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Antimagic Shell (Abjuration)

Range: Caster

Area of Effect: Caster

Duration: 1 turn/level

Saving Throw: None

Casting Time: 1



This spell surrounds the caster with an invisible barrier that moves with him. This barrier makes the wizard immune to any magical attacks, but it prevents the wizard from casting spells out of the shell.

Chain Lightning (Evocation)

Range: Sight of caster

Area of Effect: Special

Duration: Instantaneous

Saving Throw: 1/2

Casting Time: 5



This spell releases a burst of electrical energy at a target; unlike the Lightning Bolt spell, however, once the bolt strikes the initial target, the electricity then jumps to the next nearest creature (friend or foe), losing a small amount of energy with each additional strike until it is expended. The bolt initially inflicts 1-6 hit points of electrical damage/level of the caster, to a maximum of 12-72 points of damage. Each 'jump' the bolt

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makes reduces the damage by 1-6. Each creature that is hit is allowed a saving throw vs. spell for half damage.

Death Fog (Alteration, Evocation)

Range: Sight of caster
Duration: 1-4 rounds +
1 round/level

Casting Time: 6
Area of Effect: 20-foot radius Fog
Saving Throw: None

 This spell brings forth a billowing cloud of acidic fog. This fog does one hit point of acid damage to creatures (living or dead) on the first round of contact, two hit points on the second round, four on the third, and eight on the fourth and succeeding rounds. Any creature caught in the area effect that fails its saving throw moves at 1/2 speed until they exit the cloud.

Death Spell (Necromancy)

Range: Sight of caster
Duration: Instantaneous
Casting Time: 6

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

 This spell snuffs out the lives of creatures in the area of effect. The weaker the creatures, the more are affected. For example, this spell could kill 4-80 goblins within the area of effect, 2-40 lizard men, 2-8 ogres, or 1-4 trolls. This spell does not affect undead creatures. Characters slain by a Death Spell cannot be resurrected — they are gone forever.

Disintegrate (Alteration)

Range: Sight of caster
Duration: Instantaneous
Casting Time: 6

Area of Effect: 1 Creature
Saving Throw: Negates

 The spell makes a creature... vanish. When cast, a thin green ray shoots forth from the caster to the target, who will be disintegrated unless they make a saving throw vs. spell. This spell works on undead creatures. Disintegrated characters cannot be resurrected — they are gone forever.

Flesh to Stone (Evocation)

Range: Sight of caster
Duration: Permanent
Casting Time: 6

Area of Effect: 1 Creature
Saving Throw: Negates

 This spell turns a creature to stone. They are allowed a saving throw vs. spell to avoid the effect. The effects of this spell may be reversed with the 6th level wizard spell, Stone to Flesh. This spell works on undead creatures.

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level of the caster. If the target makes its saving throw, however, they have dodged the ray and avoided all the damage.

Power Word: Silence (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: 1 Creature

Duration: 2 rounds

Saving Throw: None

Casting Time: 1



This spell allows the caster to utter one of the words of power. When spoken, Power Word: Silence can be invoked against any creature in range, preventing them from making a sound. No Saving Throw is allowed.

Shades (Illusion/Phantasm)

Range: Sight of caster

Area of Effect: 20-foot cube

Duration: 1 round/level

Saving Throw: Special

Casting Time: 0



Shades is similar to Shadow Monsters and Demishadow Monsters — it allows the caster to shape material from the Demiplane of Shadow into illusionary creatures. These shadows are tougher than the shadows summoned by Shadow Monsters and Demishadow Monsters, and they will obey the caster until the spell expires or they are slain.

Stone to Flesh (Evocation)

Range: Sight of caster

Area of Effect: 1 Creature

Duration: Permanent

Saving Throw: Negates

Casting Time: 0



This spell turns a petrified creature back to normal. If one of your companions has been victimized by a basilisk or a medusa, this spell will restore them to normal health.

Tenser's Transformation (Alteration, Evocation)

Range: Caster

Area of Effect: Caster

Duration: 1 round/level

Saving Throw: None

Casting Time: 0



Mages need not always be mages — Tenser's Transformation changes the caster into a heroic fighter, doubling the wizard's hit points, and gives him a +4 bonus to his armor class. All damage the caster sustains takes away from the bonus hit points first. All the wizard's attacks have the same chance to hit as a fighter of the same level, and the wizard is allowed to attack twice a round with +2 damage per attack.

MAGE SPELLS, LEVEL SEVEN

Acid Storm (Evocation)

Range: *Sight of caster*

Area of Effect: *20-foot radius*

Duration: *1 round/level*

Saving Throw: *1/2*

Casting Time: *7*

 This spell unleashes an acidic downpour on the area of effect, doing 1-4 hit points of damage each round for the first three rounds, 1-6 hit points for the next three rounds, and 1-8 hit points for each round thereafter. Moving out of the area of effect does not stop the damage — the acid adheres to the skin, and any creatures in the area of effect when the Acid Storm is cast continue to suffer damage as long as the spell duration lasts. Creatures make a saving throw vs. spell every round after they have been hit by the cloud — if successful, they only take half-damage (for that round only).

Finger of Death (Necromancy)

Range: *Sight of caster*

Area of Effect: *1 Creature*

Duration: *Permanent*

Saving Throw: *Negates*

Casting Time: *5*

 The caster utters the finger of death incantation, points his index finger at the creature to be slain, and unless the victim fails a saving throw vs. spells, the victim dies instantly. Even if the save is successful, however, the brush with death still inflicts 3-17 points of damage. Characters slain by a Finger of Death cannot be resurrected — they are gone forever.

Mass Invisibility (Illusion/Phantasm)

Range: *Sight of caster*

Area of Effect: *60 x 60 yards*

Duration: *Special*

Saving Throw: *None*

Casting Time: *7*

 An improved version of invisibility with battlefield applications, Mass Invisibility can hide all creatures within its area of effect. Unlike improved invisibility, the invisibility is broken as soon as a target attacks.

Monster Summoning V (Conjuration/Summoning)

Range: *Special*

Area of Effect: *70-yard radius*

Duration: *6 Rounds + 1 round/level*

Saving Throw: *None*

Casting Time: *6*

 This spell is similar to monster summoning IV in almost all respects except that monster summoning V summons 1-3 more powerful creatures for a slightly longer duration.

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Mordenkainen's Sword (Evocation)

Range: Sight of caster

Area of Effect: Special

Duration: 1 round/level

Saving Throw: None

Casting Time: 7



This spell summons a shimmering sword of force that can be mentally wielded by the caster. It strikes as if it were being used by a fighter at half the level of the caster, and despite the fact it is held in the hand, it can hit creatures anywhere within the sight of the caster. Although the sword has no bonus to attack, it can hit creatures normally hit only by +2 weapons or greater and inflicts 5-30 hit points with every strike.

Power Word, Stun (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: 1 creature

Duration: Special

Saving Throw: None

Casting Time: 1



Similar to Power Word: Silence and Power Word: Kill, Power Word: Stun is another of the words of power. When uttered, it stuns any creature the caster targets, causing them to reel and be unable to think coherently. Creatures with less than 31 hit points are stunned for 4-16 rounds, those with 31 to 60 hit points are stunned for 2-8 rounds, those with 61 to 90 hit points are stunned for 1-4 rounds, and those more than 90 hit points are unaffected. The spell checks the creature's current hit points, not their maximum, so even the toughest creatures can be affected by this spell if they are wounded.

Prismatic Spray (Conjuration/Summoning)

Range: Caster

Area of Effect: 70 x 15-foot spray

Duration: Instantaneous

Saving Throw: Special

Casting Time: 7



This spell causes seven shimmering rays of light to flash from the wizard's hand, in a cone 70 feet long and 15 wide at its end. Any creature touched by the rays may be inflicted with a random effect depending on the color (see below), but any creature less than 8 hit dice is blinded for 2-8 rounds, regardless of any additional effect. The colors of the prismatic spray do the following: red (inflicts 20 hit points of damage, save vs. spell for half), orange (40 hit points of damage, save vs. spell for half), yellow (80 hit points of damage, save vs. spell for half), green (save vs. poison or die — survivors still take 20 hit points of poison damage), blue (save vs. petrification or turn to stone), or indigo (save vs. wand or go insane).

MAGE SPELLS, LEVEL EIGHT

Incendiary Cloud (Alteration, Evocation)

Range: Sight of caster *Area of Effect: 20-foot radius*
Duration: 4 rounds + 1-6 rounds *Saving Throw: 1/2*
Casting Time: 2



This spell brings forth a dense, smoky cloud in a 10-foot radius. For the first two rounds it's harmless, but on the third round, it begins to spark and flame, doing 1-2 hit points of damage/level of the caster. On the fourth round, it inflicts 1-4 hit points/level of the caster, then drops back to 1-2 hit points per level on the fifth round. If creatures make a saving throw vs. spell, they take only half-damage from the cloud's effects.

Mind Blank (Abjuration)

Range: Special *Area of Effect: 1 Creature*
Duration: 1 Day *Saving Throw: None*
Casting Time: 1



In the interests of one's self-control and privacy, mind blank shields a creature's mind from almost any mental effect - charm, command, domination, fear, feeblemind, and any scrying by crystal balls or other divination methods.

Monster Summoning VI (Conjuration/Summoning)

Range: Special *Area of Effect: 80-yard radius*
Duration: 7 rounds + 1 round/level *Saving Throw: None*
Casting Time: 8



This spell is similar to monster summoning V in almost all respects except that monster summoning VI summons 1-3 tougher creatures for a slightly longer duration.

MAGE SPELLS, LEVEL NINE

Monster Summoning VII (Conjuration/Summoning)

Range: Special

Area of Effect: 80-yard radius

Duration: 7 rounds + 1 round/level

Saving Throw: None

Casting Time: 9



The pinnacle of monster summoning spells, this spell is similar to monster summoning VI in almost all respects except it summons 1-3 of the toughest creatures in Abeir-Toril to fight for the caster. The duration of this spell is longer than any of the other monster summoning spells.

Power Word, Kill (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: 10-foot radius

Duration: Permanent

Saving Throw: None

Casting Time: 1



Similar to power word: silence and power word: stun, power word: kill is perhaps the deadliest word of power. It kills one creature with up to 60 hit points, or multiple creatures with 30 or fewer hit points, up to a maximum of 120 hit points. The hit point checks are done against the creature's current hit points, not their maximum, so it will affect extremely tough creatures that have been wounded.

PRIEST SPELLS, LEVEL ONE

Bless (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: 50-foot cube

Duration: 6 rounds

Saving Throw: None

Casting Time: 1 round



Upon uttering the Bless spell, the caster raises the morale of friendly creatures and gives a +1 bonus to all their saving throws and attacks. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

Command Word: Die (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 creature

Duration: 1 round

Saving Throw: None

Casting Time: 1



This spell enables the priest to command another creature to "die" (sleep) for one round. At the end of the round the creature awakens, unharmed.

Cure Light Wounds (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 5



When casting this spell and laying his hand upon a creature, the priest heals 8 points of damage to the creature's body. This spell has no affect on undead or extraplanar creatures.

Curse (Conjuration/Summoning)

Range: Sight of caster

Area of Effect: 50-foot cube

Duration: 6 rounds

Saving Throw: None

Casting Time: 1 round



When the Curse spell is uttered, the caster lowers the morale of enemy creatures and penalizes their saving throws and attack rolls by -1. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

Detect Evil (Divination)

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

Area of Effect: Sight of caster
Saving Throw: None



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

Entangle (Alteration)

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

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



When this spell is cast, grasses, weeds, bushes, and even trees wrap, twist, and entwine about any creatures in the area of effect, holding them fast for the duration of the spell. A creature that rolls a successful saving throw vs. spell avoids entanglement. Entangled creature can still attack, even though they can't move.

Magical Stone (Enchantment)

Range: Caster
Duration: Special
Casting Time: 4

Area of Effect: Sight of caster
Saving Throw: None



By using this spell, the priest can temporarily enchant a small pebble, which is then hurled or slung at an opponent. The stone deals 3-12 damage to whomever it hits; if the creature is an undead creature it does 6-24 hit points of damage. The stone is considered a +1 weapon for determining if a creature can be struck (those struck only by magical weapons, for instance), although it does not have an attack or damage bonus.

Protection from Evil (Abjuration)

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

Area of Effect: 1 creature
Saving Throw: None



Aside from the statistics above, this spell is similar in all ways to the first level mage spell, Protection from Evil.

Remove Fear (Abjuration)

Range: 10 yards

Area of Effect: 1 creature/4 levels

Duration: 1 hour

Saving Throw: Special

Casting Time: 1



This priest spell instills courage in the spell recipient, raising his morale to its highest. The recipient's morale will gradually reset to normal as the duration runs out. If the recipient is affected by magical fear, this is negated.

Sanctuary (Abjuration)

Range: Caster

Area of Effect: Caster

Duration: 2 rounds + 1 round/level

Saving Throw: None

Casting Time: 4



When the priest casts a Sanctuary spell, it causes all of his opponents to ignore his existence; it as if he is invisible. While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to Bless himself. He cannot cast spells on other creatures without ending the spell.

Shillelagh (Alteration)

Range: Touch

Area of Effect: Special

Duration: 4 rounds + 1 round/level

Saving Throw: None

Casting Time: 2



This spell enables the caster to create a magical cudgel that is +1 to hit and inflicts 2-8 points of damage. This shillelagh uses the Staff Weapon Proficiency.

PRIEST SPELLS, LEVEL TWO

Aid (Necromancy, Conjunction)

Range: Touch

Area of Effect: 1 creature

Duration: 4 rounds + 1 round/level

Saving Throw: None

Casting Time: 5



The recipient of this spell gains the benefit of a Bless spell (+1 to attack rolls and saving throws) and 1-8 bonus hit points for the duration of the spell. These bonus hit points can exceed a character's maximum hit points, but the bonus hit points are lost when the recipient takes damage; they cannot be regained by curative magic.

ICEWIND DRAKE

Barkskin (Alteration)

Range: Touch

Area of Effect: 1 creature

Duration: 4 rounds + 1 round/level

Saving Throw: None

Casting Time: 5



Barkskin causes a creature's skin to become as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus.

Chant (Conjuration/Summoning)

Range: Caster

Area of Effect: 30-foot radius

Duration: 1 Turn

Saving Throw: None

Casting Time: 1 round



By means of the chant spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the chant spell is completed, all the priest's allies in the area of effect gain +1 to attack, damage, and saving throws, while the priest's enemies suffer a -1 penalty to their attacks, damage and saves. Multiple chants are not cumulative. This spell requires a moderate amount of concentration by the caster, so the priest cannot cast any spells for the chant's duration, and his movement is slowed by half.

Charm Person or Mammal (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 person or mammal

Duration: Special

Saving Throw: Neg.

Casting Time: 5



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

Cure Moderate Wounds (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 5



A stronger version of the 1st level priest spell cure light wounds, cure moderate wounds heals 11 points of damage to a living creature.

Draw Upon Holy Might (Invocation)

Range: Caster
Duration: 1 turn
Casting Time: 2

Area of Effect: Caster
Saving Throw: None

 The priest calls upon his god to grant him power for a short period. When he does this his Strength, Constitution and Dexterity all are raised by 1 point for every 3 levels of the caster. A 3rd-level caster would have his abilities raised by 1, while a 12th-level caster would have all his abilities raised by 4.

Find Traps (Divination)

Range: Sight of caster
Duration: 3 turns
Casting Time: 5

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

 When a priest casts a Find Traps spell, all traps - concealed normally or magically, of magical or mechanical nature - become apparent to him, as if he or she were a thief.

Flame Blade (Evocation)

Range: Caster
Duration: 4 rounds +
1 round/2 levels

Casting Time: 4
Area of Effect: 3 foot-long blade
Saving Throw: None

 With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 5-8 points of damage, with a damage bonus of +2 (i.e., 7-10 points) if the creature is undead or vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4 + 2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are immune to it. The flame blade uses the scimitar proficiency.

Goodberry (Alteration, Evocation)

Range: Caster
Duration: 1 Day/Level
Casting Time: 1 round

Area of Effect: 5 Berries
Saving Throw: None

 Casting a Goodberry spell creates a clump of magical berries that the caster can carry with him. These berries cure five points of damage when eaten. The berries will only last one day per level of the caster, so it's not advisable to carry them around for too long.

PRIEST SPELLS, LEVEL TWO

Hold Person (Enchantment/Charm)

Range: Sight of caster

Area of Effect: Special

Duration: 2 rounds/level

Saving Throw: Neg.

Casting Time: 5



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

Know Alignment (Divination)

Range: 10 yards

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: Neg.

Casting time: 1 round



A Know Alignment spell enables the priest to read the aura of a creature. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Evil creatures will glow red, neutrals blue, and friendly creatures will glow green for a brief period.

Resist Fire and Cold (Alteration)

Range: Touch

Area of Effect: 1 creature

Duration: 1 round/level

Saving Throw: None

Casting Time: 5



When a priest places this spell upon a creature, the creature's body is toughened to withstand heat and cold. Complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note) is gained. The recipient gains a partial 50% resistance to intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, fire storms, fireballs, red dragon's breath ice storms, wands of frost, or white dragon's breath.

Silence, 15' Radius (Alteration)

Range: Sight of caster

Area of Effect: 15-foot-radius sphere

Duration: 2 rounds/level

Saving Throw: Neg.

Casting Time: 5



Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible and spells cannot be cast. Each creature in the area must make a saving throw; if the save is failed, then they are silenced for the duration of the spell. This spell does not continue to affect the area after being cast; only those in the area at the time of the casting are affected by the silence.

PRIEST SPELLS, LEVEL THREE

Cure Disease (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 1 round



When this spell is placed on a diseased individual, it immediately cures them and restores 5 lost hit points.

Dispel Magic (Abjuration)

Range: Sight of caster

Area of Effect: 30-foot cube

Duration: Instantaneous

Saving Throw: None

Casting Time: 6



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

Glyph of Warding (Abjuration, Evocation)

Range: Touch

Casting Time: Special

Duration: Permanent until discharged

Area of Effect: Special

Saving Throw: Special



A Glyph of Warding is a powerful inscription, magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area sets off the glyph. A successful saving throw vs. spell enables the creature to escape the effects, but if the save is failed, the glyph deals 1-4 points of electrical damage/level of the caster to the victim.

Hold Animal (Enchantment/Charm)

Range: Sight of caster

Area of Effect: Special

Duration: 2 rounds/level

Saving Throw: Neg.

Casting Time: 5



This spell holds animals rigidly immobile. Only normal and giant-sized animals are affected by this spell. Monsters such as wyverns, manticores, and carrion crawlers do not count as animals. The effect is centered on a point selected by the caster, and 1-4 animals within 5 feet of the target point are affected. Those who succeed on their saving throws are unaffected by the spell. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

Invisibility Purge (Divination)

Range: Sight of caster

Area of Effect: 30-foot radius

Duration: Instantaneous

Saving Throw: None

Casting Time: 8



Any invisible or hidden creatures within the area of effect have their invisibility dispelled. This includes creatures that are hidden (thieves in stealth mode) or are in Sanctuary, Improved Invisibility, Invisibility, etc.

Miscast Magic (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 creature

Duration: 1 turn

Saving Throw: Neg.

Casting Time: 5



Any creature affected by this spell has its ability to cast wizard spells (not priest spells) severely impaired. When the creature attempts to cast a spell it has an 80% chance of failure. A creature can save vs. spell to avoid the effect, but at a penalty of -2.

Prayer (Conjuration/Summoning)

Range: Caster

Area of Effect: 60-foot radius

Duration: 1 round/level

Saving Throw: None

Casting Time: 6



Prayer bestows favor on the priest and his allies, and curses their enemies. All attacks, damage, and saving throws by friendly characters gain +1, while enemy attacks, damage rolls and saves are all penalized by 1. Any creatures caught in the area of effect when the spell is cast will continue to be affected by the spell when they leave the area, so if the fighters want to chase down that fleeing goblin, the effects of the prayer will follow him.

Protection from Fire (Abjuration)

Range: Touch

Area of Effect: 1 creature

Duration: 1 Turn/Level

Saving Throw: None

Casting Time: 6



The effect of a Protection From Fire spell differs according to the recipient of the magic - either the caster or some other creature. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and significant resistance to exposure to magical fires such as fiery dragon breath, spells such as burning hands, fireball, fire seeds, fire storm, flame strike, etc., absorbing 80% of all the damage dealt by such magical sources.

ICEWIND DRAKE

PRIEST SPELLS, LEVEL THREE / FOUR

Remove Curse (Abjuration)

Range: Touch

Area of Effect: Special

Duration: Instantaneous

Saving Throw: Special

Casting Time: 6



This spell effects are exactly the same as the 4th level mage spell, Remove Curse.

Remove Paralysis (Abjuration)

Range: Sight of caster

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 6



By the use of this spell, the priest can free one creature from the effects of paralyzation (whether from a ghoul touch, a Hold spell, and so on).

Rigid Thinking (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 person or mammal

Duration: 1 round/level

Saving Throw: Neg.

Casting Time: 5



The target of this spell must make a saving throw vs. spell or randomly wander, attack the nearest person, or stand confused.

Strength of One (Alteration)

Range: Caster

Area of Effect: 25' Radius

Duration: 7 rounds

Saving Throw: None

Casting Time: 3



When this spell is cast, the entire party is given an 18/76 Strength. If a party member has a Strength higher than this (either naturally, or through a magical item) then his Strength is lowered to 18/76. The spell lasts for seven rounds, whereupon everyone's strength returns to normal.

PRIEST SPELLS, LEVEL FOUR

Animal Summoning I (Conjuration, Summoning)

Range: Sight of caster

Area of Effect: Special

Duration: Special

Saving Throw: None

Casting Time: 1 round



This spell summons up to eight animals of 4 Hit Dice or less. It can be cast indoors or outdoors, and the types of animals summoned depend on the caster's surroundings when the spell is cast.

Cloak of Fear (Conjuration/Summoning)

Range: Touch

Area of Effect: 1 creature

Duration: 3 rounds

Saving Throw: Negates

Casting Time: 6

Cloak of fear bestows the target creature with an aura of fear in a three-foot radius. All creatures that enter the cloak's area of effect must make a saving throw vs. spell or flee in panic for 2-16 rounds. The aura does not affect undead creatures.



Cure Serious Wounds (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 7

This spell is a more potent version of the Cure Light Wounds spell. When laying his hand upon a creature, the priest heals 17 points of damage. This healing cannot affect undead or extraplanar creatures.



Defensive Harmony (Enchantment/Charm)

Range: Caster

Area of Effect: 10' Radius

Duration: 6 rounds

Saving Throw: None

Casting Time: 1

Defensive Harmony allows a group of creatures to act as a single unit for a single battle or encounter, enhancing the coordination of their attacks and tactics. This effect is always centered on the caster but affects all those within a 10-foot radius. The affected can move outside of this area after the spell is cast and still enjoy the benefits of harmony. While the spell is in effect, each affected creature gains a +4 bonus to his armor class. This lasts for 6 rounds or until successfully dispelled.



Free Action (Abjuration, Enchantment)

Range: Touch

Area of Effect: 1 creature

Duration: 1 turn/level

Saving Throw: None

Casting Time: 7

This spell gives the affected creature an immunity to magic that impedes movement (such as Grease, Web or Slow spells) and negates the effects of paralysis and hold spells.



PRIEST SPELLS, LEVEL FOUR

Giant Insect (Alteration)

Range: Sight of caster

Area of Effect: 1-6 insects

Duration: 8 hours

Saving Throw: None

Casting Time: 7



This spell summons small insects to the caster, then enlarges them to giant size, turning them into fearsome allies. The strength and kind of the insects varies according to the caster's level; the higher level the caster, the stronger insects that are summoned.

Mental Domination (Enchantment/Charm)

Range: Sight of caster

Area of Effect: 1 creature

Duration: 3 rounds/level

Saving Throw: Negates

Casting Time: 4



When cast, the target of mental domination must make a save vs. spell at -2 in order to avoid the priest entering his mind. The effects of this spell are similar to the wizard spell Domination, with a few minor differences. To control the subject the priest must be within range. Also, this requires a moderate amount of concentration from the priest, so he may enter combat and attack; but he cannot cast another spell.

Neutralize Poison (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 1



When this spell is placed on a poisoned individual, it immediately neutralizes any poison and restores 10 lost hit points.

Produce Fire (Alteration)

Range: Sight of caster

Area of Effect: 12-foot square

Duration: 1 round

Saving Throw: None

Casting Time: 7



When cast, flames erupt from the target point, doing 1-4 hit points of fire damage plus 1 point per level of the caster to all creatures within the area of effect.

Protection from Evil 10' Radius (Abjuration)

Range: Touch

Area of Effect: 10' radius

Duration: 1 turn/Level

Saving Throw: None

Casting Time: 7



When this spell is cast, all creatures within a 10' radius are affected individually by Protection from Evil, giving them +2 to Armor Class, +2 to Saving Throws and immunity to all charm-based spells.

Protection from Lightning (Abjuration)

Range: Touch

Area of Effect: 1 Creature

Duration: 5 rounds/level

Saving Throw: None

Casting Time: 7



When the spell is cast it confers complete invulnerability to electrical attacks such as Lightning Bolt, Shocking Grasp, etc. The protection will last for the duration of the spell or until successfully dispelled.

Recitation (Abjuration, Invocation/Evocation)

Range: Caster

Area of Effect: 60-foot radius

Duration: 1 round/level

Saving Throw: None

Casting Time: 7



By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while sowing confusion and weakness among his enemies. The priest's allies gain a +2 bonus to their attack and saving throws, and enemies of the priest receive a -2 penalty to their attacks and saving throws. This spell does not nullify a prayer spell — the two may be cast in tandem, and the effects are cumulative.

Static Charge (Alteration)

Range: Caster

Area of Effect: Sight of caster

Duration: 1 turn/level

Saving Throw: 1/2

Casting Time: 1 round



Static Charge is similar to call lightning except it can be used indoors. This spell allows the caster to generate a static charge around any creature within the area of effect, doing 2-8 points of electrical damage, plus an additional 1-8 points for each of the caster's experience levels. The charge keeps going off, once every turn, for the duration of the spell.

ICEWIND DRAKE

PRIEST SPELLS, LEVEL FIVE

Animal Summoning II (Conjuration/Summoning)

Range: Sight of caster *Area of Effect: Special*
Duration: 5 turns *Saving Throw: None*
Casting Time: 8

 By means of this spell, the caster summons up to six animals that have 8 Hit Dice or less. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no manticores, dragons, gorgons, etc.). This spell works indoors and outdoors.

Champion's Strength (Alteration)

Range: Sight of caster *Area of Effect: 1 creature*
Duration: 1 turn *Saving Throw: None*
Casting Time: 2

 When this spell is cast, the priest effectively draws on the strength of his god and lends it to the target creature, in effect creating a champion. The target gains 20 - 23 Strength for 1 turn. As soon as the spell is cast, the spellcaster becomes fatigued, suffering a penalty to all their rolls.

The drawback to this spell is that the priest must concentrate on the connection between the target and his god for the duration of the spell, hence losing the ability to cast any additional spells during this time. The effect lasts for one turn or until dispelled.

Chaotic Commands (Enchantment/Charm)

Range: Sight of caster *Area of Effect: 1 creature*
Duration: 1 Turn/level *Saving Throw: None*
Casting Time: 3

 Chaotic Commands renders a creature immune to magical commands. Suggestion, Charm, Domination, Command, Sleep, and Confusion are all spells that fit into this category.

Cure Critical Wounds (Necromancy)

Range: Touch *Area of Effect: 1 creature*
Duration: Instantaneous *Saving Throw: None*
Casting Time: 8

 The cure critical wounds spell is a potent version of the cure light wounds spell, healing 27 points of damage to the wounded creature. The spell does not affect undead or extraplanar creatures.

Flame Strike (Evocation)

Range: Sight of caster *Area of Effect: 5-foot radius, centered on 1 creature*
Duration: Instantaneous
Casting Time: 8 *Saving Throw: 1/2*

 When the priest casts flame strike, a vertical column of fire roars downward onto a victim chosen by the caster. The target must roll a saving throw vs. spell. Failure means the creature sustains 6-48 points of fire damage; otherwise, the damage is halved.

Insect Plague (Conjuration/Summoning)

Range: Sight of caster *Area of Effect: 180 x 60-foot cloud*
Duration: 2 rounds/level *Saving Throw: None*
Casting Time: 1 round

 This spell summons a swarm of creeping, hopping, and flying insects. All creatures within the swarm suffer 1 hit point of damage every round, spell-casting is impossible, and any creatures of 2 Hit Dice or less will immediately attempt to flee the cloud as quickly as possible — creatures of 5 Hit Dice or less must make a morale check to remain with the swarm.

Raise Dead (Necromancy)

Range: Sight of caster *Area of Effect: 1 person*
Duration: Instantaneous *Saving Throw: Special*
Casting Time: 1 round

 When the priest casts a Raise Dead spell, he can restore life to one of his companions. Note that this spell does not work on elven characters, and the corpse to be raised must be intact (if the party member suffered an explosive death, then raising is impossible). The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic. Raise Dead will not work on someone killed by a Death Spell, Finger of Death, or Disintegrate.

Righteous Wrath of the Faithful (Enchantment/Charm)

Range: Caster *Area of Effect: 30-foot radius*
Duration: 1 round/level *Saving Throw: None*
Casting Time: 8

 This spell bestows a form of divine madness upon the priest's allies, improving their combat skills. All the priest's allies in the area of effect gain a +1 to attack rolls and saving throws, plus 1-8 bonus hit points for the duration of the spell (these hit points can take a target beyond their hit point maximum). All creatures of the same alignment, however, gain an extra attack every round and a +2 to their attacks, damage rolls, and saving throws.

ICEWIND DICE

Spike Stones (Alteration, Enchantment)

Range: Sight of caster *Area of Effect: 10-foot square/level*
Duration: 1 round/level *Saving Throw: None*
Casting Time: 6



This spell warps the surrounding rock, reshaping the terrain into spiked projections that blend into the background. Any creature entering the area takes 2-8 hit points of damage every round.

PRIEST SPELLS, LEVEL SIX

Animal Summoning III (Conjuration/Summoning)

Range: Sight of caster *Area of Effect: Special*
Duration: 5 turns *Saving Throw: None*
Casting Time: 9



A more powerful version of animal summoning II, animal summoning III allows the caster to call up to four animals of 16 Hit Dice or less. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no manticores, dragons, gorgons, etc.). This spell can be cast indoors or outdoors.

Conjure Fire Elemental (Conjuration/Summoning)

Range: Sight of caster *Area of Effect: Special*
Duration: 1 turn/level *Saving Throw: None*
Casting Time: 1 round



Similar to the wizard spell, conjure fire elemental, the priest version summons a more powerful elemental (65% chance of a 12 Hit Dice elemental, 20% chance of a 16 Hit Dice, 10% chance of a 20 Hit Dice and 5% chance of a 24 Hit Dice elemental). The elemental will obey the commands of the priest, but the priest does not have to concentrate on it to control it, leaving them to be free to perform other actions while the fire elemental turns his enemies to cinders. The elemental will last until the spell duration expires or the elemental is slain.

Entropy Shield (Abjuration)

Range: Caster *Area of Effect: Caster*
Duration: 1 round/level *Saving Throw: None*
Casting Time: 9



When cast, this spell surrounds the caster with a defensive maelstrom of energy that blocks or deflects many attacks. This gives the priest a +6 bonus to armor class and a 50% resistance to most attack forms: electricity, fire, cold, and so on. It also gives the caster +2 to all their saving throws and immunity to all missile-based attacks.

Conjure Earth Elemental (Conjuration/Summoning)

Range: Sight of caster
Duration: 1 turn/level
Casting Time: 1 round

Area of Effect: Special
Saving Throw: None



Similar to the wizard spell, conjure earth elemental, the priest version summons a more powerful elemental (65% chance of a 12 Hit Dice elemental, 20% chance of a 16 Hit Dice, 10% chance of a 20 Hit Dice and 5% chance of a 24 Hit Dice elemental). The elemental will obey the commands of the priest, but the priest does not have to concentrate on it to control it, leaving them to be free to perform other actions while the earth elemental pounds his enemies into gravel. The elemental will last until the spell duration expires or the elemental is slain.

Creeping Doom (Conjuration/Summoning)

Range: Caster
Duration: 4 rounds/level
Casting Time: 1 round

Area of Effect: 20-foot square
Saving Throw: None



Creeping Doom summons a mass of insects in a 20-foot square area that will promptly spread out and attack the player's enemies. The swarm is composed of various beetles, spiders and other creatures, each of one will sting once and die - as a result, the swarm will generally kill any creature not immune to normal attacks before the swarm is destroyed.

Fire Storm (Evocation)

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

Area of Effect: 10 feet by 20 feet
Saving Throw: 1/2



This spell causes the area of effect to be covered in roaring flames, doing 2-16 +1 hit point/level of the priest to anything within the area of effect and anything within 10 feet of the blast. Creatures are allowed a saving throw vs. spells to take half-damage from the blast.

Impervious Sanctity of Mind (Abjuration)

Range: Caster
Duration: 1 turn/level
Casting Time: 1 round

Area of Effect: Caster
Saving Throw: None



This spell steels the caster's mind against any outside influence. Charm, command, confusion, domination, fear, feeblemind, hold, sleep and any psionic attack directed at the caster will fail as long as this spell is in effect.

Resurrection (Necromancy)

Range: Touch

Area of Effect: 1 creature

Duration: Instantaneous

Saving Throw: None

Casting Time: 1 round



Restoring life to the dead is one of the priest's most powerful spells.

Resurrection can restore a character to life with full hit points; the deceased character must be in the party for this spell to work. Resurrection will not work on someone killed by a Death Spell, Finger of Death, or Disintegrate. Unlike Raise Dead, Resurrection will work on elven characters.

Sunray (Evocation, Alteration)

Range: Sight of caster

Area of Effect: 5-foot radius

Duration: 2-5 rounds

Saving Throw: None

Casting Time: 3



This spell allows the caster to evoke a dazzling beam of light in a 10-foot diameter radius. Creatures in the area of effect must make a saving throw vs. spells or be blinded for 1-3 rounds. Undead or fungoid creatures touched directly by the light take 8-48 points of damage (half damage if they make a saving throw vs. spell) and any undead or fungoid creatures within 20 feet of the sunray's effect take 3-18 points of damage (a saving throw vs. spell negates the damage).

Symbol of Hopelessness (Conjuration/Summoning)

Range: Touch

Area of Effect: 60-foot radius

Duration: 3-12 Turns

Saving Throw: Negates

Casting Time: 3



All creatures within 60 feet of the symbol of hopelessness when it's invoked must make a saving throw vs. spell. If failed, they will stand in place, overwhelmed by dejection and surrender. They will make no move to defend themselves from attack.

Symbol of Pain (Conjuration/Summoning)

Range: Touch

Area of Effect: 60-foot radius

Duration: 2-20 Turns

Saving Throw: Negates

Casting Time: 3



All creatures within 60 feet of the symbol of pain when it's invoked must make a saving throw vs. spell. If failed, they are overwhelmed by pain, suffering a -4 to their attack rolls, a -2 to Dexterity and a -2 to their Armor Class.

OUTFITTING YOURSELF

The Inventory Page and how to equip items are discussed in the interface section on Inventory in the Game Guide. (See Tables 8a-b on page 140 for listings of Armor Class bonuses.)

ARMOR



Full Plate Armor: The best (and heaviest) armor a warrior can buy, both in appearance and protection. The perfectly fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.



Plate Mail: A combination of chain armor with metal plates covering the vital areas such as the chest, abdomen and groin. The weight is distributed over the whole body and the whole thing is held together with buckles and straps.



Splint Mail: A type of mail in which the metal strips are applied vertically to the backing of chain or leather. This armor is strong and relatively inexpensive compared to plate mail.



Chain Mail: Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and lessen the impact of blows.



Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.



Leather: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

SHIELDS



Large Shield: Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the chin to the toe of the user. It must be firmly fastened to the forearm and the shield hand must firmly grip it at all times.



Medium Shield: This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from 3'-4' in diameter, and can be of any shape, from round to square to a spread dragon's wings. A typical medieval shield resembles a triangle with one point facing downward.



Small Shield: The small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight as compared to a medium shield permits the user to carry other items in that hand, although he cannot wield or carry another weapon.



Buckler: Bucklers are slightly smaller versions of small shields.

CLOTHING AND JEWELRY



Amulets: Amulets are jewelry (sometimes magical) suspended from a chain worn around the neck. Only one amulet can be worn at a time



Boots: Boots are normally hand-made by cobblers. Common boots are made by using a form, but good boots are designed for the foot of an individual.



Bracers: These thick bands of metal or leather are strapped, belted, or tied to a character's forearm.



Cloak: Cloaks can be made in every possible shape with just about every type of fabric. The most common forms are a circular piece of fabric with a hole in the center for the head, and fabric draped from neck, connected by a chain, brooch, cord, or pins.



Gauntlets: Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties.



Girdles: Girdles are similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like.



Helmets: Helmets, made of reinforced leather or metal, cover most of the head, save the face and neck. Helmets protect against critical hits.



Necklace: A necklace is a piece of ornamental metal jewelry usually made of silver, gold, or other precious metal, and adorned with gems. A necklace is always worn on the neck and can be of any length.



Rings: Rings are worn on the fingers and often carry an enchantment. One can be worn on each hand.

ARMING YOURSELF

See Tables 6&7 on page 139 for listing of weapon cost, type, restrictions, damage, speed factors, and size. Here are some brief descriptions of the weapons, missile weapons and ammo you can find in Icewind Dale:



Arrows: The flight arrow, as its name implies, is built for distance. These are lightweight arrows and are often used for hunting. Most of these arrows are made of ash or birch and are 30 to 40 inches long.



Bastard Sword: Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bastard sword has a double-edged blade and a long grip. The overall length of the bastard sword ranges between four feet and four feet ten inches.



Battle Axe: The most common version of the battle axe is a stout pole about four feet in length with a single-edged, trumpet-shaped blade mounted on one end.



Bolt: A bolt is the ammunition fired by crossbows regardless of the weapon's size.



Broad Sword: The broad sword is a heavy military sword with a double-edged blade. Although a little slower than a long sword, the broad sword tends to be more damaging.



Bullet: A bullet is a pellet of hardened clay or lead cast specifically as ammunition for the sling.



Club: Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. Anyone can find a good stout piece of wood and swing it; hence the club's widespread use.



Crossbow: A crossbow is a bow mounted crosswise on a wooden or metal stock. The crossbow fires a quarrel (also called a bolt).



Dagger: The typical dagger has a pointed, double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter.



Dart: The dart is a small missile weapon that is thrown rather than fired from a bow or other launcher.



Flail: The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with studs, or a studded iron ball. Between the handle and its implement is either a hinge or chain link.



Halberd: The halberd consists of a cleaver-like axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke, and surmounted by a sharp spike. A halberd combines features of both a spear and an axe.



Long Bow: This type of bow is about as long as the archer is tall, usually 6 or more feet. It has better range than the short bow. Composite long bows are bows made from more than one type of material. This gives greater flexibility and better range.



Long Sword: These swords are usually referred to as double-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no single version of the long sword, and they vary in length from 35 inches to 47 inches. In the latter case, the blade is known to take up as much as 40 inches of the total length. Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.



Mace: The mace is a direct descendant of the club, being a wooden shaft with a stone or iron head. The head design varies; some being flanged, and others having pyramidal knobs.



Morning Star: The morning star is a wooden shaft topped with a metal head made up of an iron sheath. Morning stars have an overall length of about four feet. Some such weapons have a round, oval, or cylindrical shaped head studded with spikes.



Quarterstaff: The quarterstaff is a length of wood ranging six to nine feet in length. High quality staves are made of stout oak and are shod with metal at both ends. The quarterstaff is wielded with both hands.



Scimitar: This sword is a long, curved single-edged blade intended mostly for horsemen. Druids can use it, and it comes in handy should you be chosen to be the thirteenth warrior in a band of Norsemen.



Short Bow: This is the earliest form of bow. Short bows are about 5 feet long. As the years passed, attempts were made to increase bow ranges. Bows were either made longer or flexibility was increased with no change to the length. The former resulted in the long bow. Composite short bows are bows made from more than one type of material. This gives greater flexibility and better range.



Short Sword: The short sword is the first type of sword to come into existence. A short sword has a double-edged blade about two feet long. The sword tip is usually pointed, ideal for thrusting.



Sling: The basic sling consists of a leather or fabric strap with a pouch for holding a missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.



Spear: One of man's earliest weapons, dating back to the most primitive of times, the first spears were wooden sticks sharpened at one end. When man mastered metals, spearheads were made from iron and steel.



Throwing Axe: The blade of this axe has a sharp steel tip, counterbalanced by a pointed fluke. The short handle has a point of the bottom and the head may have a spike on the top.



Throwing Dagger: Similar to a dagger, but balanced for throwing.



Two-Handed Sword: The two-handed sword is a derivative of the long sword. The blade was lengthened to 6 feet or more, and the handle extended. Two hands became necessary to properly swing the sword.



Warhammer: The warhammer consists of a wooden or metal shaft capped with a metal head. The head is usually a block, a cylinder, or a wedge with a flat or slightly rounded face. The heft of the head makes the hammer ideal for swinging and crushing through armors of all types.

MAGICAL ITEMS AND TREASURE

Your party will come across a wealth of gold during their adventures, but there will be other treasures that your characters will not want to sell or give away, most notably magic items. Magical items are powerful aids. With them, characters can gain bonuses in combat, cast spells with a mere word, withstand the fiercest fire, and perform feats impossible by any other means. Not all magical items are beneficial, however. Some are cursed, the result of faulty construction or the deliberate handiwork of an evil or vengeful wizard.

Unidentified magical items are tinted blue; items that cannot be used by the current character are tinted red.

Magical Weapons: There can be a magical version of nearly any type of normal weapon. By far the most common magical weapons are swords and

daggers. A magical weapon typically gives a +1 or greater bonus, increasing a character's chance to hit and damage. Whether they are simply quicker on the attack, or sharper than normal steel, magical weapons give results far beyond those of the finest-crafted non-magical blade. A rare few weapons have even greater powers.

When you find a magical weapon, more than likely you will not know its properties. These properties must be learned through research and spells. Identify spells and characters' lore abilities can provide information about a weapon's properties.

Magical Armor: Enchanted armor complements magical weapons. These armors have a +1 or better bonus to their normal Armor Class, being made stronger and finer than non-magical armor. Furthermore, these armors grant some measure of protection against attacks that normal armors would not stop. Chain mail +1, for instance, improves the character's saving throw against a fiery magical attack by 1. In rare instances, armor may possess extraordinary powers. Although such armors are generally finely made and elaborately engraved, characters can discover the armors' powers only by the same methods they use to discover the powers of magical weapons.



Potions and Oils: Magical potions and oils are easily found but hard to identify. They come in small bottles, jugs, pots, or vials and clearly radiate magic. The basic function of a potion may be apparent, but whether it is truly beneficial or not is only evident in the drinking. Results can vary — the imbibor may discover he can resist great heat or cold, heal grievous wounds, or fearlessly face the greatest dangers. He may also find himself struck dead by a powerful poison.



Scrolls: Scrolls are a convenience and luxury for spell casters. By reading the incantation written on the pages, the priest or wizard can instantly cast that spell without the need to memorize it. Some scrolls are usable by all characters, granting special but temporary protections from various dangers — evil creatures, lycanthropes, extraplanar creatures, etc. Other scrolls bear hideous curses, brought into effect at the time of their use. The only way to know what a scroll contains is to identify its contents. Wizards can also use wizard scrolls to inscribe spells into their spellbooks. This option appears on the item's information page.



Rings: Magical rings are usable by many different classes and can bestow a wide range of powers. As with all magical items, some rings can harm your character. Cursed rings can be removed only with the aid of spells.



Wands, Staves, and Rods: These are among the most powerful of magical items. Wands are commonly used by wizards, allowing them to cast powerful spells with the flick of a wrist. Staves can be used by either a wizard or a priest. Staves can be truly destructive, dwarfing even the potential of a wand. Rods are the rarest of all, the accoutrements

of witch-kings and great lords. Wands, staves, and rods are not limitless in their power, however; each use drains them slightly until they are powerless.



Miscellaneous Magic: Miscellaneous magical items are where the true variety of magical treasures lies. Each item possesses some unique power. There are girdles that grant great strength, caps to make your character smarter, rare tomes that increase ability scores, and much, much more.

ARCANE ITEMS

I have made something of a habit of cataloguing some of the rare arcane items rumored to have been seen within the Kuldahar and Easthaven region — while many famed weapons and armor sit upon the walls at the Temple of Tempus, there are others that are known to me only by rumor. A correspondence with one of the shopkeepers in Kuldahar, a man by the name of Gerth, has set me to the task of amassing a list of some of the historical relics believed to be lost within the area.

Barrier Amulet

This amulet was crafted by the enchanter Belemon of Balimport in 727 DR, and it is believed one of them was carried into the Spine of the World mountains by an elven warrior-mage named Pelan Rainwind around 840 DR. It is said the amulet can make the user immune to many physical and magical attacks, but the exact workings of the amulet are unknown. Belemon is said to have had a formula for crafting these amulets, but the formula was lost when jealous rivals killed him and then attempted to duplicate the procedure. Lacking the talent that Belemon possessed (as well as an inability to read his shorthand), his rivals perished attempting to replicate the amulets, destroying their laboratories and themselves.

“Misery’s Herald”

I search for this weapon still, if only to see for myself the potential of orcish craftsmanship — and the lengths to which those that serve the orc god Grummsh will go to carry out his will. Many descriptions of “Misery’s Herald” exist — the shaft is of meteoric iron, said to have been shaped to resemble an elven femur, and is wrapped in tanned elven skin. Consecrated by orcish priests, Misery’s Herald was held by the high priest of the Bone Legion until he fell while leading his people against the elven forces at the Stand of the Seldarine. Rumors about the flail’s powers abound, but it is said to be able to shatter the bones of giants and instill fear in any creature it strikes.

Spear of White Ash

The spear of the hunter, this foul spear was used by Malarite priests on their High Hunts in preparation for their bloody celebrations. The black iron tip is barbed, the shaft itself carved from a single piece of ash wood; it is said that when the spear strikes true, the barbs "sprout," tearing into the opponent and shredding his body. The spear was initially lost during a hunt in Bloakwood almost twelve years ago, but Gerth in Kuldahar claims a caravan master spoke of seeing an item matching the spear's description in the hands of humanoids in the north. How it arrived in the Spine of the World mountains is unknown.

"Spinesheath"

This coward's weapon would scarcely be worth the steel from which it is made, but it is in the interests of the church that it be reclaimed, and if possible, destroyed. Its name apparently derived from the owner's predilection for driving it into the backs of his enemies, the tip of this long stiletto has been specially enchanted to penetrate armor as if it were nothing more than cloth. It is said that the assassin Beledor of Kalimport used this weapons against dozens of victims before he himself was poisoned by an easily bribed servant in the employ of his enemies. He who wields a coward's weapon deserves a coward's death.

Black Swan Armor

This armor is a most intriguing piece, a work of art fashioned from the hands of dwarves and elves. Not only it is said to give the wearer proof against many attacks, including fire and cold, acid and electricity, the Black Swan Armor is believed to give the wearer additional command ability. Last reported worn by an elven marshal in the Severed Hand, it was believed this armor was lost when orcs sacked the region many decades ago. A recent communiqué from one of the diviners in Waterdeep, however, assures me it has been found again but is possessed by an evil warrior within the Spine of the World. If the opportunity presents itself, I must attempt to find its whereabouts and reclaim it.

- Overard, Battle-Priest of Tempus.

TABLES

TABLE 1: CHARACTER ABILITY SCORES

Table 1A: Character Ability Scores							
Ability Score	STRENGTH				DEXTERITY		CONSTITUTION
	Hit Adj	Dam. Adj	Wt Allow	Bashing %	React Adj Miss. Att Adj	AC Adj	HP Adj
3	-3	-1	5	3	-3	+4	-2
4	-2	-1	15	4	-2	+3	-1
5	-2	-1	15	4	-1	+2	-1
6	-1	0	30	6	0	+1	-1
7	-1	0	30	6	0	0	0
8	0	0	50	8	0	0	0
9	0	0	50	8	0	0	0
10	0	0	70	10	0	0	0
11	0	0	70	10	0	0	0
12	0	0	90	12	0	0	0
13	0	0	90	12	0	0	0
14	0	0	120	14	0	0	0
15	0	0	120	14	0	-1	+1
16	0	+1	150	16	+1	-2	+2
17	+1	+1	170	18	+2	-3	+2(+3)
18	+1	+2	200	20	+2	-4	+2(+4)
18/01-50	+1	+3	220	25	-	-	-
18/51-75	+2	+3	250	30	-	-	-
18/76-90	+2	+4	280	35	-	-	-
18/91-99	+2	+5	320	40	-	-	-
18/00	+3	+6	400	45	-	-	-
19	+3	+7	500	50	+3	-4	+2(+5)
20	+3	+8	600	55	+3	-4	+2(+5)
21	+4	+9	700	60	+4	-5	+2(+6)
22	+4	+10	800	65	+4	-5	+2(+6)
23	+5	+11	1000	70	+4	-5	+2(+6)
24	+6	+12	1200	75	+5	-6	+2(+7)
25	+7	+14	1600	80	+5	-6	+2(+7)

Strength

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

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

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

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

Dexterity

React Adj: Modifies the roll to see whether a character is surprised. The more positive the modifier, the less likely the character is to be surprised.

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

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

Constitution

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

Table 1B: Character Ability Scores

Ability Score	INTELLIGENCE				WISDOM			CHARISMA
	Spell Level	% to Max # Learn Spell	Spells/Level	Lore Bonus	Bonus Spells	% Spell Failure	Lore Bonus	Reaction Adj
3	-	-	-	-20	-	50	-20	-5
4	-	-	-	-20	-	45	-20	-4
5	-	-	-	-20	-	40	-20	-3
6	-	-	-	-20	-	35	-20	-2
7	-	-	-	-10	-	30	-10	-1
8	-	-	-	-10	-	25	-10	0
9	4th	35	6	-10	0	20	-10	0
10	5th	40	7	0	0	15	0	0
11	5th	45	7	0	0	10	0	0
12	6th	50	7	0	0	5	0	0
13	6th	55	9	0	1st	0	0	+1
14	7th	60	9	0	1st	0	0	+2
15	7th	65	11	+3	2nd	0	+3	+3
16	8th	70	11	+5	2nd	0	+5	+4
17	8th	75	14	+7	3rd	0	+7	+4
18	9th	85	18	+10	4th	0	+10	+5
19	9th	95	All	+12	1st,4th	0	+12	+8
20	9th	96	All	+15	2nd,4th	0	+15	+9
21	9th	97	All	+20	3rd,5th	0	+20	+10
22	9th	98	All	+25	4th,5th	0	+25	+11
23	9th	99	All	+30	5th,5th	0	+30	+12
24	9th	100	All	+35	6th,6th	0	+35	+13
25	9th	100	All	+40	6th,7th	0	+40	+14

Intelligence

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

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

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

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

Wisdom

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

Bonus Spells: This is the number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. Thus, a priest with a 17 in Wisdom gains two 1st, two 2nd, and one 3rd-level spell as bonuses to their normal spellcasting abilities. These spells become available only when the priest can normally access spells of the appropriate level. Paladins and rangers do not gain these bonus spells when they get their priest spells - the bonus is for priests only.

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

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

Charisma

Reaction Adj: This is the penalty or bonus due the character when dealing with NPCs or intelligent creatures. For encounter reactions, the computer generates a number between 8 and 12, and then applies the modifier. The results indicate the reaction of the encounter to your party:

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

TABLE 2: THIEVING ABILITY MODIFIERS

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

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

TABLE 3: EXPERIENCE POINT CHARTS

3a. Warriors			
Level	Fighter	Paladin/ Ranger	Hit Dice (1-10)*
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+13
15	1,750,000	-	9+14

* For every level after the 9th, Fighters, Rangers and Paladins gain only 3 hit points per level. Bonuses to hit points for a high Constitution no longer apply.

3b. Mage		
Level	Thief/Bard	Hit Dice (1-6)*
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16

* For every level after the 10th, Rogues gain only 2 hit points per level. Bonuses to hit points for a high Constitution no longer apply.

3c. Priests			
Level	Cleric	Druid	Hit Dice (1-8)*
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
10	450,000	125,000	9+2
11	675,000	200,000	9+4
12	900,000	300,000	9+6
13	1,125,000	750,000	9+8
14	1,350,000	1,500,000	9+10
15	1,575,000	-	9+12
16	1,800,000	-	9+14

* For every level after the 9th, Priests and Druids gain only 2 hit points per level. Bonuses to hit points for a high Constitution no longer apply.

3b. Rogue		
Level	Wizard	Hit Dice (1-4)*
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4

* For every level after the 9th, Wizards gain only 1 hit point per level. Bonuses to hit points for a high Constitution no longer apply.

TABLE 4: COLORS OF MAGIC

Specialist	School	Spell Effect Coloration	Opposition School*
Abjurer	Abjuration	Orange	Alteration
Transmuter	Alteration	Dark Green	Abjuration, Necromancy
Conjurer	Conjuration/Summoning	Whitish-Green	Divination
Diviner	Divination	Blue	Conjuration/Summoning
Enchanter	Enchantment/Charm	Light Green	Invocation
Illusionist	Illusion	Purple	Necromancy
Invoker	Invocation	Pink	Enchantment/Charm, Conjuration/Summoning
Necromancer	Necromancy	Yellow	Illusion

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

TABLE 5: SPELL PROGRESSION

5a: Paladins								
Level	Casting Level*	1	2	3	4	5	6	7
9	1	1	-	-	-	-	-	-
10	2	2	-	-	-	-	-	-
11	3	2	1	-	-	-	-	-
12	4	2	2	-	-	-	-	-
13	5	2	2	1	-	-	-	-
14	6	3	2	1	-	-	-	-

* This entry represents what "level" the Paladin is considered for the purposes of the spell.

5b: Rangers								
Level	Casting Level*	1	2	3	4	5	6	7
8	1	1	-	-	-	-	-	-
9	2	2	-	-	-	-	-	-
10	3	2	1	-	-	-	-	-
11	4	2	2	-	-	-	-	-
12	5	2	2	1	-	-	-	-
13	6	3	2	1	-	-	-	-
14	7	3	2	2	-	-	-	-

* This entry represents what "level" the Ranger is considered for the purposes of the spell.

5c: Wizard									
Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-

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

ICEWIND DRAKE

5d: Priest/Druid

Level	1	2	3	4	5	6*	7**
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1

Note: Priests with high Wisdom receive bonus spells per level (see Table 1, Wisdom).

*Usable by priests with 17 or greater wisdom.

** Usable by priests with 18 or greater wisdom.

5e: Bard

Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	3	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	3	3	1	-	-	-
9	3	3	2	-	-	-
10	3	3	2	1	-	-
11	3	3	3	1	-	-
12	3	3	3	2	-	-
13	3	3	3	2	1	-
14	3	3	3	3	1	-
15	3	3	3	3	2	-
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2

TABLE 6: MELEE WEAPONS

Weapon	1 or 2 handed	Type ¹	Speed Factor ³	Damage	Usable By ²
Arrow	-	p	-	1-6	-
Bolt	-	p	-	1-10	-
Battle Axe	1	s	7	1-8	F,R,P,B
Dagger/Throwing Dagger	1	p	2	1-4	F,R,P,T,B,M,D
Club	1	b	4	1-6	F,R,P,T,B,C,D
Flail	1	b	7	1-6+1	F,R,P,B,C
Mace	1	b	7	1-6+1	F,R,P,B,C
Throwing Axe	1	s	4	1-6	F,R,P,B
Morning Star	1	b	7	2-8	F,R,P,B,C
Dart	1	p	2	1-3	F,R,P,M,T,B,D
Halberd	2	p/s	9	1-10	F,R,P,B
Quarterstaff	2	b	4	1-6	F,R,P,T,B,C,D
Scimitar	1	s	5	1-8	F,R,P,D,T,B
Sling Stone	1	b	-	1-4+1	-
Bastard Sword	1	s	8	2-8	F,R,P,B
Long Sword	1	s	5	1-8	F,R,P,T,B
Short Sword	1	p	3	1-6	F,R,P,T,B
War Hammer	1	b	4	1-4+1	F,R,P,B
Spear	2	p	6	1-6	F,R,P,B,D
Two-Handed Sword	-	2	s	10	1-10 F,R,P,B

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

TABLE 7: RANGED WEAPONS

Weapon	1 or 2 handed	ROF ¹	Speed Factor	Bonus to Hit	Bonus to Damage	Usable By
Composite Long Bow	2	2	7	+1	+2	F,R,P
Long Bow	2	2	8	+1	-	F,R,P,B
Short Bow	2	2	6	-	-	F,R,P,T,B
Dagger/Throwing Dagger	1	2	2	-	-	F,R,P,M,B,T
Throwing Axe	1	1	4	-	-	F,R,P
Sling	1	1	6	-	-	F,R,P,T,B,C,D,M
Darts	1	3	2	-	-	F,R,P,T,B,M,D
Heavy Crossbow	2	1	10	-	+2	F,R,P,B
Light Crossbow	2	1	7	-	-	F,R,P,B

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

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TABLE 8: ARMOR

8a: Armor Types		
Armor	Armor Class	Usable By
Buckler	(-1 modifier)*	F,R,P,T,B,C,D
Small Shield	(-1 modifier)*	F,R,P,C
Medium Shield	(-1 modifier)*	F,R,P,C
Large Shield	(-1 modifier)*	F,R,P,C
Leather	8	F,R,P,T,B,C,D
Studded Leather	7	F,R,P,T,B,C,D
Chain mail	5	F,R,P,B,C
Splint mail	4	F,R,P,C
Plate Mail	3	F,R,P,C
Full Plate Armor	1	F,R,P,C

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

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

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

Medium Shield: gives -1 to Armor Class.

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

8a: Armor vs. Weapon Types			
Armor	Slashing	Piercing	Bludgeoning
Leather Armor	0	+2	0
Studded Leather	-2	-1	0
Chain mail	-2	0	+2
Splint Mail	0	-1	-2
Plate Mail	-3	0	0
Full Plate	-4	-3	0

CREDITS

PRODUCTION

Division Director

Feargus Urquhart

Producer

Chris Parker

Associate Producer

Darren Monahan

Divisions Operations Manager

Benson

Additional Production

Assistance

Doug Avery

PROGRAMMING

Programmers

David Ray

Richard Finegan

Tom French

Jake Devore

Additional Programming By

Michael Bernstein

Darren Monahan

Jim Gardner

Movie and Audio

Compression Technology

Paul Edelstein

ART

Artists

Aaron Brown

Pete Meihuizen

Dennis Presnell

Derek Johnson

Jason Manley

Kevin Llewellyn

Tim Donley

Eric Campanella

Aaron Meyers

Brian Menze

Stone Perales

Kelly Wine

John Dickenson

Mike McCarthy

Justin Sweet

Vance Kovacs

Additional Art By

Mike Sherak

DESIGN

Designers

Steve Bokkes

J.E. Sawyer

John Deiley

Reg Arnedo

Matt Norton

Scott Warner

Chris Avellone

Technical Designers

Dave Hendee

Jason G. Suinn

Scott Everts

Primo Pulanco

Kihan Pak

Chris Avellone

Fred Hatch

AUDIO

Sound Supervision

Charles Deenen

Craig Duman

Sound Design

Charles Deenen

Gene Semel

David Farmer

Paul Menichini

Ann Scibelli (EFX Post)

Brian Celano (SoundeluxShowworks)

Adam Levenson

Al Nelson

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CREDITS

Music by
Jeremy Soule

Music Editing
Rick Jackson

Mastering by
Craig Duman
Frank Szick

VO Supervision
Chris Borders

VO Direction & Casting
Julie Morgavi
Jamie Thomason

VO Talent
Jim Cummings (Arundel)
John Kassir (Belhifet)
Tara Strong (Child Yxunomei)
Gregg Berger (Everard)
Tony Jay (Kresselack)
Michael Bell (Larrel)
David Ogden Stiers (Narrator)
John Kassir (Poquelin)
Tara Strong (Yxunomei)

Additional Voices
Kath Soucie
Jeannie Elias
Russi Taylor
Tress MacNeille
Tara Strong
Patrick Fraley
Michael Bell
Tony Jay
S. Scott Bullock
John Kassir
Roger Bumpass
Gregg Berger
Jim Cummings

Recorded At
Screenmusic Studios
LA Studios

VO Editing
Stephen Miller
JP Walton

Audio Director
Charles Deenen

Audio Administrator
Gloria Soto

MOVIES

Re-Recording Mixer
Charles Deenen

**Mixed at Interplay
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Video Services By
Dan Williams
Bill Stoutd
Dave Cravens

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**International Product
Manager**
Tom Decker

Localization Producer
Fred Hatch

Translations by
25th Edition (Italy)
Pink Noise (Spain)
SDL International (French &
German)

Audio by
SPG Studios
Pink Noise
Project Synthesis

CREDITS

Additional Translations/QA

Olaf Becker (German)
Carole Huguet (France)
Rafael Lopez (Spain)

QUALITY ASSURANCE

Directors of Quality Assurance

Michael Motoda
Jeremy Barnes

Quality Assurance Managers

Greg "Moose" Baumeister
David Simon

QA Project Supervisors

Robert Giampa
Douglas Finch
Shanna Takayama

QA Senior Testers

Scot Humphreys
Kevin Osburn
Amy Presnell
Hector Espinoza

QA Testers

Eric Chung
Charles Salzman
Jeff Mitchell
Brian Mitsoda
Amy Avery
Seth Baker
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Creative Services Manager

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Production Manager

Thom Dohner

Traffic Manager

Kathryne Wahl

Manual

Chris Avellone

Manual Design and Layout

Michael L. Quintos

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CREDITS

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