

DUNGEONS
& DRAGONS
Baldur's Gate
Enhanced Edition

Unofficial
Game Manual



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WELCOME TO BALDUR'S GATE!

Right now there's probably two questions running through your mind—what's this AD&D 2nd Edition thing, and who's the guy writing this anyway?

Now that you've cracked open the box and are ready to slip that first CD into your computer, it seems like a good time to say welcome to Baldur's Gate and the AD&D 2nd Edition electronic game world.

Baldur's Gate is a huge and varied computer role-playing game—but the game didn't happen out of thin air. Baldur's Gate uses the AD&D 2nd Edition rules, which isn't just any roleplaying game, this is the granddaddy of them all.

So who am I? Well, somebody had to write the 2nd Edition rules back in '89 and I and some other lucky souls were entrusted with that job. Back then, we were creating strictly for the paper-and-pencil, sit-around-the-table, face-to-face game. There was consideration to the needs of a computer game. Sure, it was something we had all thought about, but there was too much to do to spend time worrying about it—not that we knew how we would accomplish it anyway.

How times change. Now, almost ten years later, I'm sitting on the other side, making computer games—and I'm amazed at what Baldur's Gate has done. Baldur's Gate brings the AD&D game alive on the computer like no other game before it—and that's no small task! It is a testament to the depth and richness of the AD&D system that even today's computers are challenged to capture the entire range of flexibility allowed within the AD&D game, and it is a testament to Baldur's Gate that it contains so much of that richness.

Still, face-to-face games don't have a computer for a Dungeon Master. Computers can't make judgment calls (and would you want one to?). That means there are some changes that couldn't be avoided. Even in these changes though, Baldur's Gate is true to the spirit of AD&D gaming.

We wanted both experiences, paper and electronic, to be equally fun.

Really this introduction is to thank you for playing our game. You playing—and having fun—is what this is all about.

And I hope you do.

—David “Zeb” Cook, 1998

BALDUR'S GATE: ENHANCED EDITION

Running on an upgraded and improved version of the Infinity Engine, *Baldur's Gate: Enhanced Edition* includes the original Baldur's Gate adventure, the Tales of the Sword Coast expansion pack, and never before seen content including a new adventure, and three new party members: Rasaad yn Bashir the Calishite Monk, Neera the Wild Mage, and Dorn Il-Khan the evil Blackguard.

Baldur's Gate: Enhanced Edition contains the following enhancements:

- New Adventure: The Black Pits
- New Character: Dorn Il-Khan
- New Character: Neera the Wild Mage
- New Character: Rasaad yn Bashir
- A new collection of player character voice sets
- Native support for high resolution widescreen displays
- Over 400 improvements to the original game
- Improved multiplayer support with connectivity between all platforms

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BG:EE Manual 1 - Sword Coast Survival Guide

BG:EE Manual 2 - Mastering Melee & Magic

Baldur's Gate: Enhanced Edition

Baldur's Gate Game Manual

Baldur's Gate 2: Shadows of Amn Game Manual

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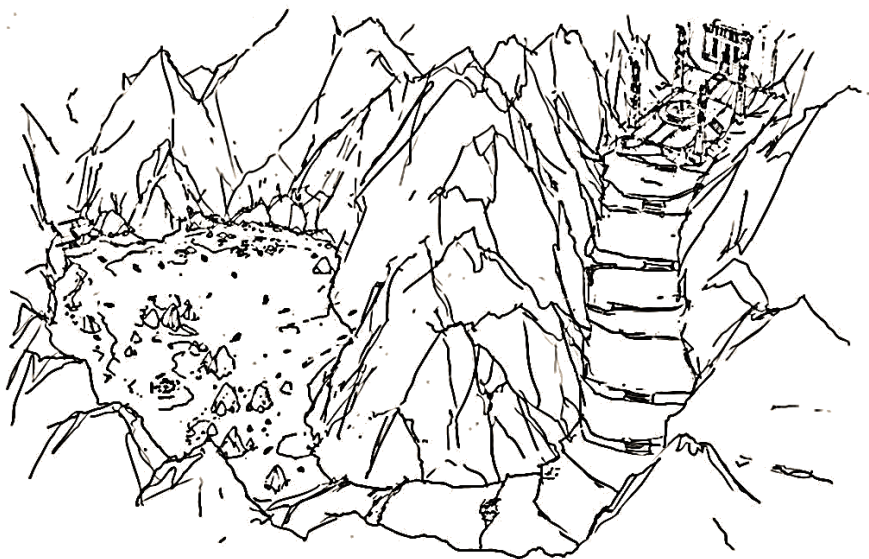
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AUTOGRAPHY

This guidebook is one of the very finest in my ongoing tour of the realms. I can guarantee you all that you'll find no more diligent guide than your humble servant, Volothamp Geddarm. I've spent the past six months journeying around the fine port city of Baldur's Gate and subjugating myself to horrors beyond belief. Poor food, small beds, drafty accommodations—no peril is too vast for your friend and compatriot, Volothamp Geddarm. In thy service! —Volothamp Geddarm

Volo? Aye. Sigh. I've said it before, but he's getting a little better. Maybe that makes his writing more tolerable. Perhaps. Please don't tell anyone I said that. —Elminster



**PART ONE:
THE SWORD COAST SURVIVAL GUIDE**

OVERVIEW OF THE REALMS

THE WORLD OF BALDUR'S GATE

Welcome to the Forgotten Realms and the world of Faerûn (Fay-ROON)! A land of magic and adventure, Faerûn is no more than a small territory hugging a larger world, which in turn is only the third world of eight orbiting a central sun, which is entirely encapsulated in a crystal sphere within a swirling chaos, which in turn is only one in myriad alternate dimensions. But for the races of Toril—for the elves and dwarves and gnomes and halflings and humans—Faerûn is a very important place: it is home.

Abeir-Toril (Ah-BEER Tor-RILL), more commonly called Toril, is the name of the orb that Faerûn and the Forgotten Realms are set upon, just as Earth is the orb that Eurasia is set upon. 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. On this northern landmass are three continents; 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 western portion of this huge landmass, in particular the region in Faerûn between the Sword Coast and the Inner Sea, and more particularly that area around the western city known as Baldur's Gate.

THE SWORD COAST

For years, the lands between Waterdeep to the north of Baldur's Gate and bustling Amn in the south, bordered on the west by the Great Ocean and the east by the Wood of Sharp Teeth, have been thought of as the Empty Lands—a vast, inconvenient stretch of wilderness folk venture into only to get from one place to another. Legends abound of grisly fates that befell unfortunate travelers at the hands of orcs, trolls, hobgoblins (and worse!) said to infest the area in veritable armies.

Thanks to both human and bestial predators, the trip has always been dangerous—hence the name Sword Coast. Down through the ages, many folk have dreamed of founding a kingdom in the verdant valley hidden in the moors. In recent times the caravans have begun to see a new menace—raiding parties of subhumans who plunder mainly the mines in the Cloud Peak mountains north of Amn.

The area is littered with the ruins of failed dreams—abandoned villages, empty towers, and dungeons—as well as the occasional town, city, or keep such as Baldur's Gate, Beregost, Nashkel, the Friendly Arm Inn, and Candlekeep for a start. This guidebook directs the traveler to *the* things to see, as well as the best places to stay in every city. Those not traveling with a caravan in the Sword Coast are warned to hire escorts of armed and trustworthy adventurers!

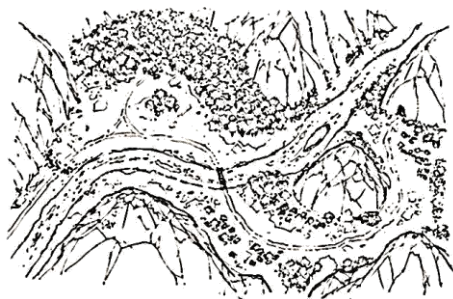
Zane Hellar of Amn once described the coast between Waterdeep and Amn as thus: “Leagues upon leagues of lawless waste, home to pirates and outlaws who feast on those who must go north or south while depending on the Sea of Swords as their guide, keeping it in sight so as not to lose their way.”

Volo may or may not be paraphrasing. —Elminster

Zane was not far wrong, but the Coast today is also home to one of the two largest and most powerful cities in the region, Baldur's Gate. (Iriaebor, far inland, is the other.) From its gates south to Amn, the Coast on either side of the Coast Way road is pleasant, verdant farmland. North of the river Chionthar as far as the Way Inn, the land is more sparsely inhabited and more dangerous, but it serves as a hunting range for Waterdhavian nobles, wealthy Amnians, and those who must kill wild game to eat.

Travelers are warned that lawlessness is swiftly dealt with by ready, veteran patrols in the lands held by the nobles from the areas around Baldur's Gate. Throughout the rest of the Coast, the traveler's best protection is a ready blade and friendly magic close to hand. Brigands, hobgoblins, and kobolds are an ever-present danger. Many stay in roving encampments, living off stolen livestock, and from such bases raid travelers, warehouses, and weakened settlements at will—particularly at night or in bad weather.

On the other hand, game is plentiful for travelers throughout this region. Grouse, bustards, rock doves, and other seacoast birds can readily be shot, slung, or even brought down with flung nets by those who can move quickly and



quietly. It is not uncommon for a fat Calishite merchant with a hand crossbow to get three or four rabbits for an evening meal while his servants tether, unsaddle, and water the horses. It is also, one must always remember, not uncommon for three orcs with a trip snare and ready clubs to bring down that fat merchant just as quickly... and then dine on him and his rabbits! As long as safety is kept uppermost in mind, travelers can also expect to gather plentiful nuts and wild raspberries, and enjoy delicious wild greens (if the greens are gathered while young and tender). The Coast provides well for those who are patient stalkers and know where to look, whether they be traveler or fell beast.

CANDLEKEEP

Candlekeep is your home, I understand, so you probably remember more about it than I do, my friend! All apologies for any errors! —Volo

This citadel of learning stands on a volcanic crag, overlooking the sea. It is a many-towered fortress, once the home of the famous seer Alaundo, and it preserves his predictions along with all the written records and learning of the Realms that can be assembled. Candlekeep is certainly no tourist resort, but there is a store, a temple, and a fair inn here. The price for most travelers to enter the keep proper is a book. Those wishing to examine any writing in the keep's library must gift Candlekeep with a new tome of no less than 10,000 gp in value.

This applies to you as well, even though you called the keep home for many years. The monks make few exceptions, and only their true membership is exempt from the entrance fee. It is apparently Gorion's influence alone that allowed you free access. Such strict enforcement of a rule is simply not to my tastes. —Volo

The monks of Candlekeep, who claim to be non-denominational and call themselves the Avowed, also purchase certain books brought to them and even commission agents in great secrecy to procure writings they desire. Those who wish to browse in the library must normally be sponsored by a known mage of power, and so many books given to Candlekeep in payment are minor spellbooks.

This community is ruled by the Keeper of the Tomes, assisted by the First Reader (the second in authority and traditionally the most learned sage of the monastery). There are up to eight Great Readers under these two offices, who are assisted by the Chanter, the Guide, and the Gatewarden. The Chanter leads the endless chant of Alaundo's prophecies, spelled in this duty by four assistants, the Voices of the North, South, West, and East. The Guide is in charge of teaching acolytes, while the Gatewarden deals with visitors, the security of and supplies for the community, and with the clergy. The central, highest fortress of the keep is surrounded by a terraced rock garden of many trees. There are rumors of vast dungeons beneath the keep, dating from ancient times, when they were used as burial chambers for the wisest scribes.

Except in rare cases, no visitor can remain in Candlekeep for more than ten days at a time or enter the monastery less than a month after leaving it.

Order in the keep is kept by the Gatewarden's five underofficers: four Watchers and the Keeper of the Portal, all five of whom have a force of armed monks as assistants.

The Seekers are the lowest monks. They research and fetch and carry. Above them are the Scribes, who copy out works or compile books to sell from various sources in the library—the chief source of income for the community. Above the Scribes are the Chanter and the Readers. The current Keeper of the Tomes is Ulaunt, a proud and haughty minor mage. The current First Reader, Tethoril, is often mistaken by visitors for the Keeper because of his intelligent, regal, and sensitive demeanor.

Candlekeep has but one absolute rule: “Those who destroy knowledge—with ink, fire, or sword—are themselves destroyed.” Here, books are more valuable than people.

BALDUR’S GATE

This port city is shelter and lifeline for the folk of the Coast. It offers the discerning shopper a wide selection of goods—there are a total of six major inns, six main taverns, seven general stores, six primary temples, and a full-service magic store, along with hundreds of lesser buildings. Baldur’s Gate is a tolerant but well-policed city of merchants, and quiet trade and business are the general order of each day. The Flaming Fist Mercenary Company, over a thousand strong, is based in the city. Every tenth person or so is a member of the Fist or a watch agent (well, spy), skilled in battle and within a breath or two of numerous armed allies. The visitor can freely stroll and shop. The city has a system of magical lamps that provide light to its inhabitants in the evening and the night hours, which is one reason why the crime rate is so low, keeping the merchants and storekeepers happy.

The city is named for the legendary seafaring explorer Balduran, who long ago sailed past the elven homeland Evermeet in search of the rich, fabled isles of Anchoromè (pronounced “Ang-kor-OH-may”). Balduran returned with tales of strange, vast lands across the seas. He also brought back great wealth and scattered it about his sparsely-settled home harbor, commanding that some of it be spent on a wall to protect against tribal orc and barbarian raids (still a problem in the area, in those long-ago days). Then he set sail again for the wondrous lands he had found. Balduran never returned.

Whatever Balduran’s true fate, his money was spent on a splendid city wall. Within its protection, building went on at a great pace, soon expanding beyond its confines. The wall was built by farmers who put it around their own holdings, excluding the actual harbor from its protection. This allowed them to tax all carts coming up from the docks to the protection of the walled city. The colleagues of Balduran, sea captains to whom the harbor was home, angrily insisted that the gate by which southern trade and the harbor traffic entered the city was “Baldur’s Gate,” and they refused to pay for entering.

The strife ended in the overthrow of the enriched farmers and the seizure of the city (which came to be called Baldur’s Gate) by the sea captains.

The four oldest captains, their days at sea drawing to a close, turned over their ships to younger sailors, who in turn supported their installation as rulers of the fledgling city. The four called themselves “Dukes” as a joke, but the titles proved useful when dealing with other rulers, and they were later glorified by the appellation “grand.” Now called the Council of Four, elected by the populace for life (or until resignation), the present Grand Dukes are Entar Silvershield (a talented warrior), Lia Jannath (a powerful wizard), the adventurer known only as Belt (a strong fighter), and Eltan (the commander of the Flaming Fist Mercenary Company).

Buildings in Baldur’s Gate tend to be tall and narrow, with slit windows located high and covered with shutters to block out winter winds and nesting seabirds. Tall among them rises the hall of the four ruling grand Dukes, a grandly spired palace known as the High Hall—a place for feasts, court hearings, and administrative business. Not far from the palace stands the High House of Wonders, consecrated to the deity Gond. It is by far the largest of the Gate’s six temples. Its spreading eastern wings face the Hall of Wonders, also on Windspell Street, where the more successful of Gond’s inventions are displayed to the public. Not far from the Hall of Wonders, near the Black Dragon Gate, is the Wide. This huge open space is the Gate’s market. It bustles day and night, and is usually “open space” only in the sense that there are no buildings. Temporary stalls, bins, sale tables, and shoppers thronging to them usually crowd shoulder to shoulder. Outside the Wide, Baldur’s Gate lacks colorful landmarks. The ever-present damp discourages the use of banners, open shops, and the like.

Those wishing to overindulge in drink and in the company of attractive strangers are directed to the Undercellar, a little-known, damp, dark warren of linked cellars entered just off the Wide.

These are but a few of the many landmarks of this fine city. For the rest, I refer you to the excellent city map I have prepared for would-be adventurers within Baldur's Gate. I've tried to indicate most of the inns, taverns, stores, and temples there for you, my friends. —Volo

HALL OF WONDERS — MUSEUM AND SHOP

This huge high-pillared stone hall displays the grandest glories of Gond to the faithful and the curious. Its cellars contain replicas of the wonders on display. Folk come from afar to see the marvels here. (Many go away thoughtful, determined to create similar devices of their own and save themselves the awesome prices charged by the clergy.)

The Hall is dimly lit by enchanted glowing globes and is staffed by ever-watchful priests of Gond. It is crowded with gleaming mechanisms that represent the more successful inventions devised for the greater glory of Gond Wonderbringer, god of artifice, craft, and construction. The High House, its parent temple, faces it across Windspell Street. The Hall has held many marvels over the years. Currently on display are many small devices and a few large pieces. Many of the small devices seem to be locks or strongboxes so devised as to look like something else, from goblets to statues to chairs. The larger items include a mechanical scribe, a steam dragon, a pump of Gond, an everlight, a fan chair, and a farseer. Unless one tries to damage, move, or tamper with a device, or states a clear and serious intent to purchase one, the priests are usually far too busy fending off ever-present, awestruck gnomes—who travel to the Hall daily to gawk tirelessly at the wonders there—to speak to visitors. The devices on display in the main Hall are the work of priests, who duplicated original prototypes, and the originals aren't for sale under any circumstances.

ELFSONG TAVERN

This tavern is the local watering hole, meeting place, and hiring fair for adventurers. A popular destination for pirates and outlaws on the loose in the Coast lands, it is a place to which the watch turns a blind eye unless rowdiness and battle erupt. Those wishing to fence stolen goods, hire unusual folk for disreputable task, and hear tall tales of daring adventure often come here and stay late.

The tavern is named for unusual haunting: a ghostly female elven voice heard from time to time all over the establishment. It isn't loud but can be heard clearly everywhere and is both beautiful and mournful. No one is sure just who the singer is—although it's clear she's singing a lament for a lover lost at sea—or how the haunting came to be. No other music is permitted in the Elfsong.

The ground floor is devoted to a taproom that serves melted cheese sandwiches (spiced or plain, as you prefer), pickles, and fist-sized twists of dried herring—and drinks of all types, of course. Several dark, twisting stairs lead up to private meeting rooms that can be rented by the candle (the time it takes a short taper to burn down) or for an entire evening. Those with enemies are warned that the dimness on the stairs has concealed many a seeking knife thrust or poisoned hand crossbow bolt.

The bartender has a predilection to spread potentially useful gossip and rumors, but only when his palm is weighted and some drinks are quaffed. Patrons can—and are expected to—go armed when in the Elfsong, and the known rule is that all beings need to protect their own backs.

THE BLADE AND STARS

This inn is named for its enchanted signboard, looted from a ruined village in Amn after a long-ago trade war. It's a large black sign displaying a curved saber held by a delicate, long-fingered female human hand. The sign is enchanted so that stars wink and slowly drift around the blade. The inn itself is less exciting but still a good, safe, clean, pleasant place to stay.

The Blade is a long, tall building with attached stables and kitchens on one side and balconies opening out of upper rooms on the other. Its furnishings are clean and fairly new. There's a small lounge off the front lobby for guests to meet with citizens. Vigilant stair-watchers on staff keep track of guests' comings and goings, discouraging street thieves and even doppelgangers, who are a growing problem.

Rowdy or reckless guests are warned—once—and, if something else happens, firmly asked to leave. On cold nights, the proprietor, Aundegul Shawn, is happy to talk, but only when his palm is liberally greased with gold.

THE BLUSHING MERMAID

The Mermaid is known up and down the Coast lands as a meeting place in which to conduct illicit business for folk who are dangerous or criminal. It is a noisy, brawling establishment. I can recommend it only to those who go well armed, who know how to use their weapons, and who bring lots of loyal friends with similar skills.

The Mermaid is a long, low, ramshackle place with a confusing maze of wings, outbuildings, stockade enclosures, and stables surrounding it on three sides—the better to give cover to those trying to approach or leave unseen, most Baldurians say. It has at least four levels of cellars—many more, some say—and rumors abound of secret passages, or even connections to an underground stream connecting with the harbor.

Maybe Volo means the sewers? Not a stream I would much fancy crossing. —Elminster

Rooms at the Mermaid are low-ceilinged, dingy, and apt to be furnished with mismatched pieces that have seen better days. In general, they are loot-and-salvage pieces that have seen heavy use since their installation here.

The visitor will find in the Mermaid an astonishing collection of smooth-tongued old sea dogs nursing drinks at all hours. Each one is a contact person for this or that cabal, thieving brotherhood, smuggler, mercenary band, fence, panderer, or other shady professional interest. Negotiations with such contacts usually consist of a nasty grin and a case of temporary deafness until at least a few coins are given—whereupon they recall their voice, hearing, and manners, and inquire as to your own fortune. Once satisfied the coins you've dropped are of good quality, he'll tell you what you want to know and arrange a meeting, or send you to a contact who can. I report all this secondhand, of course!

A stay at the Mermaid is apt to be safe, so long as one avoids battle and does nothing overly insulting or stupid. Beer at the Mermaid is sea ale (thicker and more bitter than most tongues find enjoyable), stout, and a light, golden-hued lager from Mintarn. No wines are available, but one can get whisky strong and smoky enough to strip paint or tar from wood. It brings tears to the eyes of most that drink it and probably worse things to their insides!

THE HELM AND CLOAK

This grand inn, rooming, and feasting house is favored by those who've lots of coins to spare—both citizens of the Gate, who enjoy the dining room, and travelers. There's even a floor of long-term rental rooms. Most of these are currently occupied by members of the Knights of the Unicorn, romantic adventurers described by a regular patron as elegant buffoons.

The Helm is the fashionable place to dine and chat, much favored by those of power. Many an important business deal or alliance has been negotiated in its luxurious alcoves. The Helm avoids the haughty and gaudy, unerringly choosing the best of informal good taste, traditional furnishings, and thoughtful service. Warmed robe and slippers are brought to your room when you're heard to rise in the morn. There's also mead (very ordinary) and cinnamon-spiced milk available (hot or cold, as you prefer), but not beer of any sort to be had.

"We're not running a tavern here, m'lord," sniffed one of the senior servants to me, when I inquired as to why. —Volo

THREE OLD KEGS

This cozy timber-and-stone inn has three old kegs hanging from a roof pole in place of a signboard. Those bold or whimsical enough to enter and stay will find one of the best inns in all Faerûn. Everything is comfortable and a little shabby, but the staff is quite friendly. Where there aren't paintings, there are bookshelves crammed with old diaries, travel books, collections of ballads and legends, and grand and overblown histories of heroes. Regular patrons snooze and read the days away, rousing themselves from time to time for a glass of wine, mug of broth, or a game of dice, cards, or shove-skittles. Both the wine and the broth are excellent, but they, along with iced water and dark and nutty malt bread, are the only fare to be had in the place. The thick beast-skin rugs, paneling, books, and tapestries absorb most sound.

The Kegs is a quiet place. Come here for a reasonable and comfortable rest, a haven against the bustle of business or adventure. Patrons are asked to keep their weapons in their rooms, and excessive rowdiness is not permitted. Drunks often awaken in the morning to find themselves sleeping out back in the hay pile by the kitchen door.

The innkeeper is a tall, quiet man with a mane of long, curly black hair and a sword scar that runs from his nose diagonally across one cheek. His name is Nantrin Bellowglyn, and he's a Tethyrian noble's retired guard who fled that land when civil strife erupted and his lord was slain.

BEREGOST

Tired travelers in the Coast Way between Baldur's Gate and Amn often stop in Beregost. Beregost is located just off the road about a day's travel south of where the Way of the Lion branches off from the Coast Way. This town, while much smaller than Baldur's Gate, boasts three inns, two stores, a magic shop, a temple, and a decent tavern. It's within reach of the northern borders of Amn. Merchants of that land often use it as a rendezvous for caravan assembly before attempting the perilous overland runs north to Waterdeep or east to the Sea of Fallen Stars. As a result, this small town gets very crowded at unpredictable intervals.

Begun as a farming village under the protection of a school of wizardry, Beregost is now dominated by the Song of the Morning, a major temple to Lathander.

The other point of interest near Beregost is the ruin of Ulcaster's school. The mage Ulcaster, a conjurer of note, founded his school over three hundred years ago—but grew too successful, attracting would-be wizards from all over the Sword Coast. Calishite mages came to fear the school's power and destroyed it in spell battle, though Ulcaster himself disappeared during the fray and was never found. The school burned to an empty shell, which still stands on a hill east of the town. Local fear of the ruin, which is said to be haunted by spell-casting phantoms, has caused Beregost to expand to the west of the Coast Way road, leaving the hills east to the sheep. On a related note, Beregost has only one tavern — it's called the Burning Wizard (of course!).

The governor of Beregost is Kelddath Ormlyr. Although there is a five-person town council, the governor's word is law, and he is a tireless proponent of farming, business, and urban improvement. He is also Most Radiant of Lathander (high priest of the temple), and his temple troops police the town, keeping it safe. In this he has two powerful allies: the wizard Thalantyr, a conjurer of great repute; and the smith Taerom "Thunderhammer" Fuiruim.

HIGH HEDGE

West of the main settlement of Beregost stands High Hedge, Thalantyr's estate. Thalantyr is a courtly man who can sometimes be seen walking about the countryside, his long, black staff in hand. Locals say he's interested in far-off places and things, and is sometimes absent for long periods. Those who've seen his abode say that it's a dark, turreted stone house overgrown with pines and that he has his own fish pond behind it.

THUNDERHAMMER SMITHY, ARMOR MAKER AND WEAPONSMITH

Taerom "Thunderhammer" Fuiruim is a burly giant. His chestnut hair and mutton-chop whiskers are now shot through with gray and white, but his huge hands remain strong and deft. He is a master armorer, and his warmongery equals the best in Faerûn. On several occasions he's made items for Thalantyr to enspell, and even dwarven smiths admire his work. Taerom keeps over a dozen apprentices busy with all the orders that come his way (mainly from Amn). He fights with a huge iron staff and has been known to slay gnolls with a single blow, but he is generally a quiet man. He is not given to leadership, but is respected in town more than anyone else.

THE BURNING WIZARD

This tavern is a bustling place favored by the locals and visitors alike. Acolytes of Lathander are trained to keep lively conversations and entertainments going here. This is a good little place, with several small rooms adorned with bric-a-brac donated by loyal regulars. It's a delight to find enough cushions in a room to let one sit up in bed in comfort!

FELDEPOST'S INN

Named for its now-deceased founder, this is an old and comfortable place. Service is careful and kind, if a trifle slow, but a room comes with a fire alight (except in hot weather) and a warm bath that is filled by several old men of many smiles

but few words. The food is superior. Don't miss the cheese and cucumber buns, or the onion and mushroom tarts served by the hearth in the evenings. (The tarts are free if you're ordering drinks.) The inn cellar includes an excellent sherry.

Sometimes I suspect Volo of being a lush. —Elminster

THE RED SHEAF

Folk come to the Sheaf for fast service. This inn prides itself on getting you to your room or to a board in the dining room as quickly as possible. If the weather is cold or wet, you'll find yourself in a warm house robe before a crackling fire just as quickly, with your wet things taken to the warming room behind the kitchen to dry on warmed stone shelves. This is Beregost's largest inn and is favored by merchants wanting to hold business meetings or sit in quiet.

THE JOVIAL JUGGLER

This inn is on the edge of town, on the west side of the road. Its huge sign depicting a laughing carnival juggler in jester-like garb identifies it instantly. It's an average roadhouse, but young Beregostans love it—it's their dancing and drinking club. It outpays Feldepost's for minstrels and other entertainers, and there's scarcely a night at the Juggler without some sort of loud revelry. In addition, there is almost continuous feasting complete with oxen, hogs, and boars roasted whole. Thankfully, all of that's confined to one wing so patrons can get some sleep!

THE FRIENDLY ARM INN

This walled hamlet located on the Coast Way several days north of Beregost consists of a stone keep (the inn) with stables, gardens, a horse pond, and caravan wagon sheds. The walls also shelter a few houses, a large meeting hall with a small store and magic shop, and a temple to Garl Glittergold, chief god of the gnomes. The Friendly Arm was once the hold of an evil priest of Bhaal who was destroyed in undead form by a band of adventurers led by the gnome Thief and illusionist Bentley Mirrorshade. Bentley set his comrades-at-arms to work renovating the keep, and it soon opened as a fortified waystop on the Coast Way in territory often endangered by brigands and raiding bands of orcs, kobolds, bugbears, and trolls. Though these perils have lessened somewhat since the Arm was founded, the safe, clean inn is still a favorite spot.

Bentley once confided in me that the greatest instrument to his success was a powerful magic ring, which he has since lost. Although methinks he misses it dearly, some precious things are better left unfound. If ye find Bentley's ring, t'would be a kindness to him not to mention it. —Elminster

THE TEMPLE OF WISDOM

This low building has interior walls studded with gems and gold nuggets. Guarded by many illusions, it is a temple to Garl Glittergold, primary deity of the gnomes. Human worshippers, some of whom have dubbed the place the Shrine of the Short, are welcomed here.

THE FRIENDLY ARM

Inside the walls of the Friendly Arm, peace is maintained by a common agreement among guests that this be one of the rare neutral havens in the Realms. Of course, there is always the magic and adventuring help Bentley can call on, and the rumor that some of the fetching barmaids are really iron golems concealed by powerful illusions! I was unable to confirm this belief beyond learning that one serving wench has a grip like iron—before she threw me back out of the bedroom she was tidying! (Perhaps the inn was named after her. She did help me up afterward.) The energetic and affable hosts of the Arm are Bentley and his wife Gellana, who also presides over the temple. The pair are kind, perceptive, and could probably deal an Amnian merchant out of his last copper piece—no small task! The house they keep has large, airy rooms and good, simple food. Everything is clean, cheerful, and uncrowded—unless there's a meeting going on—and the Arm has become a favorite spot for business gatherings and negotiations alike.

NASHKEL

South of Beregost and north of the Cloud Peak mountains is the village of Nashkel. Rumor is that it's a nice place, but I haven't had time to visit there myself. I have heard that it's a little smaller than Beregost but has a temple, an inn, two stores (one reputed to sell some magical goods), and a fine tavern. I'll try and journey there in my next sojourn through

the Sword Coast—if you hear that I stay away because I am frightened of kobolds or some evil presence in the mountains, I am here to say that is not the case!

GULLYKIN

This small village of halflings is in the eastern part of the Baldur's Gate region. I didn't make it there after I heard about the kobolds around Nash... I mean, because I've never been partial to halfling holes. The halflings also have at least one temple, so it might be worth your while to have a look—if you're out that way, that is.

POWER GROUPS OF THE SWORD COAST

In addition to the various cities and towns, there are a number of other powers within the Realms, all operating to their own ends and often ignoring national boundaries. These are secret societies, cults, and adventuring companies that seek to put forward their own agenda to further their cause.

THE HARPERS

A semi-secret society based in the Heartlands, the Harpers have seen a number of incarnations through the years, with rising and falling levels of political power. They are primarily allied with a number of good churches and are receiving support from powerful neutral parties, including druidic circles. Their aim is to keep at bay the dangers to civilization, including goblin raids, dragon flights, and the insidious control of other groups such as the Zhentarim, the Red Wizards, or the Cult of the Dragon.

They believe in the power of individuals, the balance between the wild and the civilized, and the good of humankind and its allied sentient races. They also believe in preserving the tales of the past, so that one may learn from those tales for the future. The Harpers attract a wide variety of character types, but this society is most attractive to elves, rangers, and bards.

Harpers are spread throughout the North and the Heartlands, often operating in secret. They are by their nature meddlers, and often operate alone or in small groups to achieve their ends. Except when battling long-term foes, it is unimportant to them that their name be connected with their actions (their own tales and songs are another matter). The Harpers are an amorphous organization and as such have no main base of operations. They are a force of good in the Realms, and good-aligned characters may find themselves being aided by unseen allies if their business aids the organization. The only hint as to these allies' identity is the harp and moon symbol of the group.

THE IRON THRONE

Independent merchants generally tend to be individuals who deal on face value and (at least reputed) honesty. They also tend to stay out of politics, other than currying the favor of whomever or whatever is currently in charge of their favorite watering holes and way stops. Merchants trust to their luck but hire mercenaries as protection, and enough of their goods get through to make them profitable. The rulership of the lands they pass through is up to others, including retired members of their craft, whom they trust to give them a fair shake.

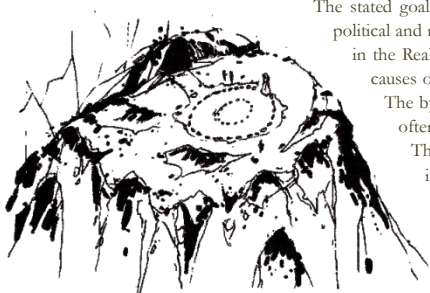
An apparent exception to this custom is the Iron Throne, a mysterious organization that has been operating over the past few decades. Despite its long existence, little is known of its purpose or the identity of its backers. The Iron Throne operates through agents, mostly low-level thugs and brigands who have only recently taken legitimate employment and entered into the service of the merchant roster. The turnover is apparently high, since Iron Throne agents often seem to lapse into their old ways. The Throne denies all complicity in any criminal acts by their agents and replaces them regularly, for the organization wishes to maintain a patina of respectability, however thin.

Recently, the veneer has become thin indeed, for the Iron Throne has been charged with attempted assassination of competition, extortion, thuggery, trading weapons to humanoid tribes, and trafficking in smokepowder, poison, and contraband. There have been frequent reports of conflicts between Iron Throne caravans and agents and those sponsored by the Zhentarim. The Iron Throne has recently been banished for a year from acting within Cormyr, and many suspect them of branching out to new locales.

The masters of the Iron Throne are at present unknown and have to this date resisted all attempts to magically divine their identities or intentions. This indicates some level of magical ability or protection on their parts, and rumors are rampant. Some say that the Iron Throne members are secretly agents of the Zhentarim or of Cormyr, and that previous actions against those groups are only to hide their trail. Some claim that a god is involved, such as Cyric or an even darker power (if such a thing is possible). Other rumors point to undead beholders, expired deities, sentient lizards, or pale-blue sea giants as the true masters of the merchant company and the secret of its power. The truth remains to be seen.

THE RED WIZARDS

The Red Wizards are the rulers of Thay, and the powerful ruling Zulkirs of that land are chosen from among their numbers. The Red Wizards are abroad throughout the Realms as spies and agents of their kingdom. Their actions are supposedly for the good of their home government, but each Red Wizard has his or her own agenda to pursue.



The stated goal of the Red Wizards is to establish Thay as the supreme political and magical force in the Realms. The Red Wizards encountered in the Realms may be working toward this end, advancing their own causes or seeking to discredit others, including other Red Wizards.

The byzantine plots of the Red Wizards are so involved that it is often difficult to determine where one ends and another begins.

The Red Wizards are many things, but one thing they are not is subtle. Swaggering, boastful, loud, insulting, and dangerous, yes, but never subtle. It takes great control for a Red Wizard to affect personal humility, no matter how slight, or tolerate even the most subtle reproach to the superiority of the Thayvian people. Despite this, there are always (apparently) new Red Wizards to challenge adventurers.

THE SHADOW THIEVES

The Shadow Thieves are a wide-ranging guild of thieves, spies, and assassins who perform particularly dangerous, evil-aligned, and lucrative ventures. Their activities, unlike those of most thieving guilds, are not limited to a single city, and they range the length of the Sword Coast from Luskan to Calimport. A group directly opposed to the Lords of Waterdeep and all their allies, the Shadow Thieves are based in Athkatla, in Amn (south of Baldur's Gate), where they have a massive training complex and a testing ground for the assassins they sponsor. This group was once the thieves' guild of Waterdeep, until they were driven out of that city by the Lords of Waterdeep.

The Shadow Thieves have sponsored an assassins' guild in Athkatla with the eventual aim of slaying all of the Lords of Waterdeep. In the meantime, this secretive organization appears to have reached some sort of agreement with the merchant lords of Amn, who would benefit from turmoil in their trade rival (and perhaps also wish to avoid being on the assassins' list of targets themselves). Under this pact the merchant lords leave the Shadow Thieves alone and are left alone in return. The Shadow Thieves operate up and down the Sword Coast; their trademark is a black silk mask impaled upon a stiletto blade (usually used in assassinations, or left behind at the scene if a garrote or poison is employed instead). No names, descriptions, or even numbers of Shadow Thieves are known; extremely experienced operators are thought to be few.

THE ZHENTARIM

The Black Network of the Zhentarim is a not-so-secret group of mages, priests, and warriors devoted to the task of dominating trade, and therefore power, throughout the Heartlands region. To that end they work to achieve the downfall of an ever-increasing list of opponents, including the Dalelands, the Harpers, rival Moonsea cities, the Cult of the Dragon, Cormyr, Sembia, and anyone else who gets in their way. That which cannot be infiltrated and controlled must be cowed into obedience or destroyed.

The Black Network is active throughout the Heartlands but currently has three major bases of operations. Darkhold has been established as a base within the Far Hills (a few weeks east of Baldur's Gate), and stands as a terminus in the Western Heartlands for caravans from the northern, southern, and eastern Realms. The Citadel of the Raven, on the borders of Thar, is a major military base as well. The third headquarters and birthplace of the organization, Zhentil Keep, has been less influential over the years owing to the rise of the church of Cyric. Despite having a major figure in the church in their employ, the Zhentarim have been less than effective in dominating the new faith, in contrast to the degree of control they have had over the church of Bane. As a result, most of the daily devilry of the Black Network comes from the other two locations, which have the added advantage of having no native civilian population to get in the way (or lead a revolt).

Trade is a major component of the Zhentarim's income, and they are not limited morally to the transport of ores and finished goods; they also do business in poisons, contraband, weapons, and slaves. Conquest is also high on the Zhentarim agenda, often using the forces of Zhentil Keep or another catspaw such as Voonlar or Ljorkh. They also make extensive use of humanoid tribes and mercenaries, usually promising payment with the spoils of pillage after the battle. The chief intent in battle is to punish enemies or weaken rivals, and it is usually implemented after failure to take over the community from within.

THE MAGES OF HALRUA

A rising presence in Faerûn comes from the South, from the mystical and near-legendary land of Halruaa. This land is reputed to be controlled by powerful wizards, and wizardry there is incorporated into common use. It is a land where castles float on the breeze, water runs uphill, and even the meanest scullery maid knows a few cantrips to make her job go smoother. The true nature of Halruaa is best described by those who have pierced its mountainous borders.

In Faerûn, these mages are best known for their flying ships, which are slung beneath great bags filled with volatile gases. These flying ships are the hallmark of the Halruaan mage, and they often appear off the coasts of many port cities in the Realms, approaching from the water, in the manner of standard craft but remaining "above it all." The merchant-mages who control these crafts seem above it all as well, dealing in few items, often of little worth to their owners, and paying extravagant prices. It is said that the Mages of Halruaa seek the perfect components for their mighty spells, while others say the act of trading is merely a cover for darker, more sinister acts committed when the ship is in port. What is known is that every sailor on these ships has magical abilities.

It has been increasingly apparent that the mages have a second set of operatives at their command who work more quietly within the great trading cities of the North and the Heartlands. These are shopkeepers, merchants, and common traders who act as the eyes and ears of the Halruaans, keeping abreast of new developments, particularly the appearance of powerful items of magic. Such artifacts are regularly sought out by the Halruaans, though whether to research them, destroy them, or merely keep them out of the hands of others is unknown. It is known that often after a powerful relic has been unearthed, the city where it appeared receives a visit from the great floating ships of the mages of Halruaa.

Caution is advised when dealing with any of these factions. I fear some may be even more influential than Volo indicates. —Elminster

MAJOR CHARACTERS OF THE SWORD COAST

See the above summary for more people—particularly the Dukes of Baldur's Gate and other notables in that fair city. These below are a few of note that I also wanted to mention to you, dear reader. —Volo

DRIZZT DO'URDEN

(Drist Doe-URR-den) Drizzt the dark elf (Chaotic Good, Drow Elf Male, Ranger 16th level). A renegade drow ranger who has escaped the oppressive regime of his underground homeland, Drizzt Do'Urden is among the most famous of drow in the Realms owing to his deeds on the surface. He may be found abroad while engaged in acts of daring, particularly in rolling back the tribes of goblins and evil humans in the North. His fame and hatred of his former homeland has made him a target of other drow who hope to earn favor with their evil goddess Lolth by killing the renegade.

Drizzt wears mithril chain mail +4, a gift of King Bruenor. He wields two magical scimitars simultaneously. These scimitars are Icingdeath, a frostbrand +3, and Twinkle, a defender +5, which glows when enemies are near. His most prized possession is a figurine of wondrous power of an onyx panther. The panther's name is Guenhwyar. He doesn't use the panther unless severely taxed, as he is limited to using it for a certain period of time each day.

ELMINSTER

(El-MINN-ster) Elminster the Sage (Chaotic Good, Human Male, Wizard 29th level). The exact age of Elminster is unknown and his year of birth unrecorded. From his tales, it is suspected he learned his magical arts at the feet of Arkhon the Old, who died in what is now Waterdeep over five hundred years ago, and he may have been in Myth Drannor near that magical realm's final days. The exact nature of these claims remains unproven, but most Realms natives who know him consider Elminster an eternal force in the world.

The Sage currently makes his abode in the tiny farm community of Shadowdale, living in a two-story house overlooking a fish pond with his aide and scribe, Lhaeo. He is often abroad, both elsewhere in the Realms and in other planes, where he hobnobs with the great and the not-so-great in a relentless pursuit of knowledge.

Elminster may be the most knowledgeable and well-informed individual in the Realms*. His areas of specialization are the Realms and its people, ecologies of various creatures, magical items and their histories, and the known planes of existence. Elminster no longer tutors or works for hire save in the most pressing cases.

He seems to prize his independence and solitude, but on several occasions he has opened his tower to newcomers and visitors. Elminster's former students and allies include some of the most powerful good individuals in the Realms, including some of the Lords of Waterdeep; the Simbul, ruler of Aglarond; and the group known as the Harpers.

**Though this may be only his own opinion, it is often voiced in his discussions with others —Volo*

VOLOTHAMP GEDDARM

Volo (Chaotic Good, Human Male, Wizard 5th level). A roguish magician known for his neatly trimmed beard, stylish beret, and acid tongue, Volo is a feature throughout the Realms—a brief feature, since his honesty in reporting often puts him at odds with the local merchants, constabulary, and wizards. He has written a number of works, including a popular series of guides to various cities and “Volo's Guide to All Things Magical,” a suppressed work dealing with magic “for the common people.” Volo is an eminent sage who concerns himself with wizards and with the geography and lore of the Realms.

Eminent indeed! —Elminster

As a result, he is a fountain of knowledge on subjects and more than willing to share the juiciest portions with whoever will listen. As a result, Volo must move around frequently in order to stay alive, which adds to his storehouse of information on geography. Heroes may find Volo anywhere in the Realms, usually on the run from this irate wizard or that angry innkeeper.

The price of fame, or infamy? —Elminster

BENTLEY MIRRORSHADE, FRIENDLY ARM INN

Bentley (Chaotic Good, Gnome Male, Illusionist 10th level / Thief 10th level). This industrious gnome illusionist abandoned life as an adventurer to run the Friendly Arm Inn in a keep he and his adventurer comrades seized and cleared of monsters some twenty seasons ago. A clever, alert, curly-haired innkeeper who has a habit of humming when deep in thought and of scratching his large nose when concerned, Bentley's always a step ahead of troublemakers and misfortune. A veteran traveling Coast merchant called him a "master anticipator." Aided by his wife Gellana, he has made the Arm a safe, friendly, clean, well-defended spot—a "must" stop for overland travelers.

There are persistent rumors that Bentley sponsors adventuring bands and is involved in half a dozen covert schemes or shady merchant cabals. He certainly never seems short of money. On several occasions, he's hired mercenaries to bolster his defenses in the dead of winter or hired wizards to teleport needed items from far-off cities.

GELLANA MIRRORSHADE, FRIENDLY ARM INN

Gellana (Neutral Good, Gnome Female, Cleric 10th level). This quiet, observant priestess of Garl Glittergold runs the Temple of Wisdom in the walled-in community known as the Friendly Arm and helps her husband Bentley run the inn as a safe, secure place. Where Bentley is an expert at sniffing out the schemes of living folk and seeing what they'll need, try, and want, Gellana takes a longer view and is always looking at the larger picture. She ordered and oversaw the digging of deeper wells for the inn's water supply and the rigging of secondary pumps in case the main ones fail or are wrecked by orcs. She also planned the inn gardens, adding window boxes and rooftop beds to the ground plots, and making all garden locations produce food or herbs for the inn kitchens.

Gellana welcomes humans to her worship services and has made many converts. She has also become something of a folk hero among gnomes in western Faerûn as "the quiet and true power behind a gnome who made it." Gnome mothers often speak of her to their daughters as someone they should emulate if they'd like to share as large a slice of success.

MOST RADIANT OF LATHANDER, KELDDATH ORMLYR, BEREHOST

Kelldath (Neutral Good, Human Male, Cleric 16th level). Governor of Berehost and high priest of the temple to Lathander there, Kelldath is a patient, energetic supporter of local improvement. He's always advising or lending money to new local businesses and to farmers trying to expand or modernize their holdings. His temple troops police the town attentively and try to prevent adventurers and others from exploring local ruins. Any rowdiness or lawlessness is swiftly and harshly dealt with. Kelldath wants Berehost to have a reputation for being the safest Sword Coast town in order to encourage trade and travel.

TAEROM "THUNDERHAMMER" FUIRUIM, BEREHOST

Taerom (Neutral Good, Human Male, Fighter 5th level). This master armorer has his own smithy in Berehost and is a smith whose work is admired even by dwarves. Though he's grown white-haired with the passing of years, he's still an active, burly giant of a man. He keeps to himself, working at his forge, but can slay gnolls with a single blow of his twelve-foot-long iron staff. Taerom has often made items fine enough for wizards to enchant, but these days he's more apt to make small, useful things like hooks, locks, hinges, and coffers. He sports magnificent mutton-chop whiskers and stands almost seven feet tall, with shoulders almost four feet broad. He has a distinctive rolling stride.

FIRST READER, TETHTORIL, CANDLEKEEP

Tethtoril (Lawful Good, Human Male, Priest of Mystra, 18th level). This tall, impressive, and soft-spoken man is often mistaken for the Keeper of the Tomes of Candlekeep. He is more intelligent, regal, and sensitive than his superior Ulaunt, by far—and Ulaunt knows it. Yet Tethtoril is unfailingly loyal and diligent in his duties, often anticipating troubles and preparing beforehand to spare Candlekeep danger—or Ulaunt any embarrassment. Most Holy Mystra often whispers to Tethtoril in his dreams, bidding him to do this or that—and in this way has led him to unearth spells from forgotten tomes; kept Elminster, Khelben, and the Harpers tolerated in Candlekeep; and prevented Ulaunt from being seduced by darker powers (most recently, Cyric).

THALANTYR THE CONJURER, BEREHOST

Thalantyr (Neutral Good, Human Male, Conjurer 17th level). An archmage of note, Thalantyr is a courtly, solitary man who enjoys walks in the countryside while armed with his Staff of Power. He dwells in a guarded estate known as High

Hedge, west of Beregost. Once an adventurer who eagerly sought the lost magic of Netheril in crumbling ruins, he's now retired. And although he's left the perils of that profession, he'll help other adventurers with advice and spells (for a fee). He'll also warn them that they may find a lot more than they intended to, as he did, but won't be much more specific.

One gathers from long conversations with him that he met some sort of horrible monster and was enslaved for a time, escaping only through luck. He is said to have won his freedom with spellbooks and other magical relics of Netheril that make him self-supporting so that he need not travel the planes or go adventuring in Toril any longer.

KEEPER OF THE TOMES, ULRAUNT, CANDLEKEEP

Ulraunt (Lawful Neutral, Human Male, Wizard 9th level). The head of fortified Candlekeep, Ulraunt is a proud scholar, one of the most learned—and one of the most haughty—people in all Faerûn. His sharp tongue, large nose, and dark-eyed, hawk-like gaze have earned him the name “the Old Buzzard” among acolytes down the years—a term that has even crept into general use in the Coast lands.

Ulraunt has access to more spells than most wizards see in their lives, and he reportedly keeps in practice casting them in his private turret chamber and in caverns deep beneath Candlekeep. A secret passage is said to connect these heights and depths. He bears a magical staff of office rumored to be a Staff of the Magi with extra, extremely potent powers. Ulraunt and those among the Great Readers who are wizards have access to spell scrolls all over Candlekeep—scrolls hidden behind wooden panels and within false tomes. Ulraunt's chief interest is acquiring ever more information.

His aims in life are unknown beyond making Candlekeep the seat of a land of scholars and a power on the political stage of Faerûn. Several tales link him with young ladies of various noble houses, Waterdeep, and Tethyr in his earlier years—and there's a newer rumor tying him romantically to some of the icy-cold, haughty elven ladies who come to the Sword Coast from Evermeet.

SOME MONSTERS OF THE SWORD COAST

This is by no means a complete list of the monsters you will encounter, my friends; there are many more in the area around Baldur's Gate. These are a few of the most representative—at least for the safer areas.

You'll probably run into these first, and if you're lucky you won't see any more!

Try not to venture too far away from the taverns, friends! —Volo

BLACK BEAR

A rather common omnivorous mammal, the bear tends to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.

Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear, and the most widespread species by far.

BROWN BEAR

The brown bear, of which the infamous grizzly is the most well-known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.

Other types of bears have been seen upon the Sword Coast, but most species mind their own business unless provoked! —Volo

CARRION CRAWLER

The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. However, when such food becomes scarce or when it is threatened, the carrion crawler will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

The monster's head is covered with a tough hide, but the body is not well protected. The monster is accompanied by a rank, fetid odor that often gives warning of its approach.

A drunken adventurer claimed one of these somehow immobilized the party he was traveling with and slowly devoured them... Grisly! —Volo

DRYAD

Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise—or when they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

ETTERCAP

Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel and cunning, and are skilled in setting traps—very deadly traps—much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have short, spindly legs, long arms that reach nearly to their ankles, and large pot-bellies. The hands of ettercaps have a thumb and three long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick. Ettercaps' heads are almost equine in shape, but they have large reptilian eyes, usually blood-red in color, and large fangs, one protruding downward from each side of the mouth. The mouth itself is large and lined with very sharp teeth.

GHAST

These creatures are so like ghouls as to be physically indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghosts attacks, it will quickly become evident that ghosts are present, for they exude a carrion stench.

It has also been said that ghosts are far more cunning than their lesser counterparts, although it has been some time since I've gotten close enough to find out. —Volo

Although Volo may be too skittish to go near these beasts, I can confirm both their intelligence and their danger. Keep a weather eye and a careful distance when ghosts are about. —Elminster

GHOUL

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

GIANT SPIDERS

Spiders are aggressive predators, dwelling both above and below ground. Most are poisonous and bite prey before devouring them because unconscious victims are easier to carry to a lair.

Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies. Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison causes severe injury, and possibly death, if the victim fails a Saving Throw.

An Amnian trader once shared with me a frightening tale of a spider the size of a horse with swords for arms and a plated hide! Surely there are varieties even fiercer still! —Volo

GIBBERLING

They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarming forward. They have no apparent thought of safety, subtlety, or strategy, leaving others with little hope of stopping their mass assault. Then, having come and killed, the gibberlings move on, seemingly randomly, back into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears and black manes surrounding their hideous, grinning faces. Their black eyes shine with a maniacal gleam.

GNOLL

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.

HOBGOBLIN

Hobgoblins are fierce humanoids that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing at least six feet tall. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

KOBOLD

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and humanoid races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing three feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a pair of bright red sparks, and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Some have also noted small humanoids called “tasloi” and “xvarts.” While all are nearly harmless met singly, they always attack in packs. This is a good reason to travel accompanied, dear readers, if not just for the company. —Volo

OGRE

Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls.

They mingle freely with giants and trolls. Adult ogres stand nine to ten feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their warty bumps are often of a different color—or at least darker than their hides. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, they care for their weapons and armor only reasonably well. It is common for ogres to speak orcish, troll, stone giant, and gnoll, as well as their own guttural language. A typical ogre's life span is ninety years.

Some more advanced ogres can even cast spells! —Volo

A rather melodramatic description of (admittedly formidable) ogre-magi, which are no longer as rare as the casual traveler might wish. —Elminster

OGRILLON

The ogrillon is a species of half-ogre, being the fruit of an (unnatural) union between ogres and orcs. The ogrillon displays the general tendencies of its larger cousin with some exceptions. It is even more brutish and violent, and it normally learns to speak only ogrish and a handful of words of common.

The ogrillon is about the size of an orc and closely resembles one. One in ten is born with features and coloration very similar to those of ogres: purple eyes with white pupils, black teeth, and yellowish skin with dull, dark green hair. The skin of an ogrillon of either type is covered with small horn plates, giving it a superior Armor Class and enabling it to fight without weapons. An ogrillon disdains armor and most other material items, retaining only a handful of gold pieces kept as treasured belongings. It is uncertain why they would keep gold, except perhaps for luck. Perhaps we'll never know.

SIRINE

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction and try to lure male humans or humanoids to join them for a time.

Sirines speak their own language and the languages of the nearest intelligent races. They can breathe water and air, and they have infravision to a range of 120 feet.

SKELETON

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are “magically joined” together during the casting of an Animate Dead spell. Skeletons have no eyes or internal organs.

Be wary of all undead beasts. Aside from the ghouls, ghosts, and skeletons listed here, there are animated corpses, warrior skeletons, and even revived wolves known as dread wolves. Some of the most powerful undead along the Sword Coast, such as the vampiric wolves, are not even affected by normal weaponry and require magics in order to kill! —Elminster

WILD DOG

Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others combine the looks of wolf and jackal.

WOLF

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do.

Northern wolves exhibit colors from pure white to black. Southern wolves are reddish and brown. Although fur coloration varies with climate, all wolves have various features in common. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost empathic quality.

WORG

Worgs are an offshoot of wolf stock that have attained a degree of intelligence and tendency toward evil. Worgs have a primitive language and often serve as mounts for goblins.

TIME IN THE REALMS

Daytime is described by the use of a 24-hour clock, as the day of 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.

The following calendar is common enough to apply to all regions within the Realms (especially the Sword Coast). The year consists of 360 days: twelve months of exactly thirty 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 thirty 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.

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	Summertime	July
Eleasias	Highsun	August
Eleint	The Fading	September
Marpenoth	Leafall	October
Uktar	The Rotting	November
Nightal	The Drawing Down	December

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.

THE ROLL OF YEARS

The wide variety of competing and often conflicting calendars causes no end of pain to the historian and the sage. Most use the Roll of Years, a system by which each year has its own personal name. Names for the years are known collectively as the Roll of Years, as they are drawn from the predictions written down until that title by the famous Lost Sage, Augathra the Mad, with a few additions by the great seer Alaundo. The Roll is a long one; some more important years include the Year of the Worm (1356 DR), the Year of Shadows (1358 DR, the year of the Time of Troubles), the Year of the Turret (1360 DR), and 1373 DR (the current year).

The Time of Troubles, in which the gods of the Forgotten Realms assumed mortal form and walked the Realms, started when the gods Bane and Myrkul stole the Tablets of Fate from the Lord Ao, the overpower god of the Realms. In retribution for this act, Ao banished all of the gods from their outer-planar domains (except for Helm who guarded the Outer Planes). The gods were forced to assume the forms of mortal Avatars until the end of the Time of Troubles, when the tablets were returned to their rightful owner. During the crisis, Mystra's (goddess of magic) and Myrkul's (god of the dead) avatars were killed, Bane (god of evil and tyranny) was destroyed fighting Torm, and the human Cyric killed Bhaal (god of murder and assassins) in an epic struggle while competing for Bane's portfolio. After the dust settled, Cyric (death, evil, and madness) ascended to new godhood.

Rumor has it at least one of the (now-deceased) gods had some warning of his impending death and took steps towards preventing it—but failed, at least partially. —Elminster

So concludes this first section of the Sword Coast Survival Guide. For more specific information on the rules of this world, see Part Three: Mastering Melee & Magic, also enclosed. It never hurts to know a little extra about the world you inhabit, after all! —Volo

And while you're at it, keep an eye out for any books you discover in your travels, which might help to fill the gaps and inaccuracies of what you have read herein. Keep reading for information about how to interact with this world. —Elminster

PART TWO: GAMEPLAY

INTRODUCTION

If you're reading this guide, it's likely that you have already installed the game. There are no CDs to insert, remove, and insert again. If you are reading this, congratulations! Installation is complete.

Honestly, that made no sense to me. What's a CD? —Volo

A mysterious artifact that you needn't concern yourself with, Volo. Carry on. —Elminster

This guide details the ins and outs of how to play *Baldur's Gate: Enhanced Edition*. Note that it presumes that you are entering our Realms through a "Window," not an "Apple" or an "Android" or an "iPad." It therefore explains the default controls for use with a Windows-based game first. Notes on the differences between the PC and iPad versions of the game appear at the end.

Generally, I like to enter places through a door. But I suppose it takes all kinds... —Volo

In the following pages you will learn how to create your character, how to navigate your way through Faerûn, and how to access the Tutorial, the main game, and the Black Pits adventure.

Why would anyone go to somewhere called the Black Pits? This seems like poor decision-making to me... —Volo

I suppose you would know something about that. —Elminster

THE MAIN MENU

When you first open *Baldur's Gate: Enhanced Edition*, you will see a menu with three different choices: *Baldur's Gate*, *Tutorial*, and *The Black Pits*. Select the option you wish to play by clicking the buttons lined in gold. You also can exit the game by clicking Quit Game at the bottom of the screen.

TUTORIAL

For a quick lesson or refresher course, you can use the *Tutorial* option to play through a short scenario that describes how to play the game. You will then be prompted to create your character, at which point the game will teach you the mechanics and controls. Once the tutorial has been completed, you'll begin the main *Baldur's Gate* story as normal.

BALDUR'S GATE

Clicking this option will bring you to the *Baldur's Gate* main menu, where you can start or load a single player or multiplayer game, adjust gameplay or graphics options, or view the in-game cinematics that you have previously seen in the game. This menu will start the main storyline, which is separate from *The Black Pits*. Your adventure begins in Candlekeep, but before you begin, you will be prompted to create a character.

THE BLACK PITS

The Black Pits, a new adventure created for the *Enhanced Edition*, allows you to bring an entire party of up to six characters into the Black Pits, where you must fight for your freedom... and your life.

You can play *The Black Pits* by yourself with a cast of entirely new characters, or you can enlist the help of friends by starting a multiplayer game. *The Black Pits* is an adventure separate from the main story, intended to be played by itself.

CHARACTER GENERATION

Note: Specific information on many of the following traits can be found in Part Three: Mastering Melee & Magic.

When you start a new game, either by yourself or with one or more friends, you must first create your character. You can choose your gender, race, class, appearance, and skills, as well as a portrait that will help identify your character in the game. This section will walk you through the process of creating a new character. When you have completed each section, press “Done” to proceed to the next section.



You can also import a character or use a pre-made character by pressing the “Import” button.

You can choose whether to import from a character file or from a saved game.

GENDER

This is an aesthetic choice and does not affect your attributes in any fashion. It can, however, affect whether or not an NPC becomes romantically interested in your character. Use the gender symbols to select your gender.

PORTRAIT

Once you have selected your character's gender, you will be prompted to choose a portrait to represent your character visually in the game. You will be given a list of options based on the gender you chose; use the buttons provided to scroll left or right to see the available choices. You can also create an entirely new portrait and select it by opening the “CUSTOM” menu. The measurements for player portraits are 54x84 pixels for the small ones, 169x266 pixels for the medium ones, and 210x330 pixels for the large ones. They must be saved in 24-bit color .bmp format. To import a custom portrait, create a directory called Portraits (including the capital “P”) in My Documents\Baldur's Gate - Enhanced Edition\. You will have to add an S to the end of the small portrait name, M to the end of medium portrait name, and an L to the end of the large portrait name. The name (excluding the S, M, or L) must be 1-7 letters long.

For example:

XXXXXXXXS.bmp for small	(54x84, 24-bit .bmp)
XXXXXXXXM.bmp for medium	(169x266, 24-bit .bmp)
XXXXXXXL.bmp for large	(210x330, 24-bit .bmp)

Note: Large portraits are only used during character generation, and are not required.

For multiplayer, all players must have a copy of the portraits being used; if a portrait is missing on one or more players' computers, they will see a silhouette with a question mark where the player's missing portrait should be.

RACE

Select the race of your character. You can choose from any one of the following: human, dwarf, elf, gnome, halfling, half-elf, or half-orc. Descriptions of each race appear in the area to the right of the selection boxes.

For more information on races, consult *Part Three: Mastering Melee & Magic*.

CLASS

The classes and class combinations available to the race you have chosen will be highlighted. Choose the class that you want from the list. Descriptions of each class are noted in the area to the right of the selection boxes. (More information on classes is provided in *Part Three: Mastering Melee & Magic*.) Multi-class characters are available only to non-humans and share the traits and restrictions of both classes. Human characters cannot multi-class but may choose to dual-class later in the game. Only human characters can become dual-class characters.

KITS

Certain classes (all except Barbarian) also have several “kits” that may be chosen. When you pick one of these classes, you will be given a subset of kits to choose from. If you don’t wish to use a kit, simply choose the default kit (named after the class). Kits give special advantages and disadvantages to their parent class. For example, if you choose a “Kensai” kit (a Fighter kit), your character deals more damage with his weapon than any other class in the game. However, your character is unable to use armor or missile weapons. (More information on kits is provided in *Part Three: Mastering Melee & Magic*.)

Note: Multi-class characters do not get to choose a kit. Dual-class characters may not choose a kit for their second class, and certain restrictions might apply based on the character’s first class. Multi-class Gnomes, however, are allowed to become multi-class Illusionists by default.

ALIGNMENT

Once you have selected a race and a class, you will be prompted to select the alignment for your character. Your choices will be limited based on the class you chose; Paladins, for example (with the exception of Blackguards), must be lawful good.

Your alignment determines how your character interacts with his environment. Read over each alignment’s description (listed in *Part Three: Mastering Melee & Magic*) carefully before choosing. If you stray severely from your alignment during the course of the game, there will be consequences—you may even suffer the loss of some of your abilities!

ABILITY SCORES

You’ll see a screen with the abilities the computer has randomly determined for your character, calculated as if you rolled three 6-sided dice for each ability, adjusted based on race. Any roll that yields a score that is below a class or race’s minimum will be rerolled. You can subtract points away from an ability to add them to another ability; however, you cannot take points from an ability if it will lower the ability below racial or class minimums. Each ability has a caption describing it.

You may use the “Reroll” button to generate new numbers for all your ability scores; reroll as many times as you like until you reach a combination you are happy with. The “Total Roll” shows you the sum of all 6 attribute score rolls.

Note: For warrior classes, the exceptional Strength value (for example, 18/45) is generated upon rolling, whether or not you rolled an 18 for Strength.

SKILLS

Once you have assigned your ability scores, you must choose your skills and proficiencies. Which skills and how many proficiencies you receive is determined by your class; a Mage, for example, must select which spells appear in his spellbook, and a Thief must assign skill points to thieving abilities. Warrior classes only select weapon proficiencies, but receive more of them than any other class.

THIEF ABILITIES

If your character is a Thief or a multi-class character with Thief abilities, you must allocate ability points to Thief skills. The Thief has 40 points to allocate at the beginning of the game and receives 25 points every level thereafter (although certain Thief kits may alter this number). More on Thief abilities is provided in *Part Three: Mastering Melee & Magic*.

SPELLS

If your character is a Mage or Sorcerer, you will see a screen where you can choose spells for your spellbook (for a Mage) or personal knowledge (for a Sorcerer). There is also a “PICK FOR ME” button that will select your spells for you. If you are a Specialist Mage (such as an Illusionist or Conjurer), you must select at least one spell from your school of specialization.

Once you have selected your spells, you will also be prompted to select which spells your character has memorized at the start of the game. This will allow you to start adventuring without needing to rest first.

WEAPON PROFICIENCIES

All characters receive weapon proficiencies. The proficiency list appears with a descriptive caption in the bottom right section of the screen. Characters can often wield weapons without the appropriate proficiency, but they incur penalties on all rolls with that weapon. Fighters, Paladins, and Rangers can become even more skilled with weapons by adding a second slot to any proficiency. Doing so gives them an added bonus to their attack rolls and to the damage they inflict. Only Fighters and certain kits can devote more than two slots to a single weapon. Rangers also begin the game with two free proficiency slots assigned to Two-Weapon Style, which gives them the ability to wield two weapons effectively.

RACIAL ENEMY

Rangers must choose a racial enemy. The Ranger receives a +4 THAC0 bonus when fighting creatures of this type. You can choose your racial enemy from a list of monsters you are likely to face during your adventures on the Sword Coast; choose the one you hate the most.



APPEARANCE

After choosing your skills, you can customize your character's appearance by changing his or her skin, hair, and clothing colors. Click on the box showing the current color to bring up a selection window with other color choices for each category.

Note: You can change your major and minor colors for clothing at any time from the Inventory screen once the adventure has started.

SOUND

In addition to your character's appearance, you can also select one of several character voice sets, which will be used for battle cries and other sounds your character makes during play. Choose the voice set you like best from the choices available.

BIOGRAPHY

The biography allows you to customize your character by filling in a character description. NPC's you recruit during your adventures may have biography information describing their backstory.

NAME

Last of all, you must name your character. NPCs will use this name when addressing your character during dialogue, so be sure to choose a name you like! When you have entered the name you wish to use, press "Done."

FINISHING YOUR CHARACTER

After you have entered your name, review your character's information displayed in the middle section. At any point, you may click "Back" to return to an earlier section, but beware that returning to an earlier section will force you to repeat later sections from scratch—including any ability scores you rolled. If you are satisfied with your character, press "Accept" to start the adventure.

INTERFACE OVERVIEW:

HOW TO PLAY BALDUR'S GATE: ENHANCED EDITION

The Baldur's Gate interface has many facets designed to make playing the game easier once you have mastered the basic controls. Most of the features are self-evident when you play, so you can read this section before playing or simply consult it after you've begun, whichever you prefer.

MOUSE BUTTONS AND CONTROL

LEFT-CLICK: ACTION

- Selects a character or selects a portrait. If a character or group was selected before, that 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 Ctrl key is held down while L-clicking on unselected characters, the characters are added to the current character selection. L-clicking on already selected characters unselects them instead.
- Double L-clicking on a portrait centers the camera view on that character.
- Clicking buttons selects an action for a character: Guard, Talk, Attack (click on weapon), and so on.
- Casts spells and use items once they have been selected.
- On terrain, walks selected character(s) to the selected location.
- L-click and drag on terrain to select multiple characters.
- L-click and drag portraits to change the marching order for your party.
- Pick up items with currently selected character(s). If more than one character is selected, the topmost portrait (the "leader") approaches and picks up the item.
- L-click the clock icon in the lower left corner of the screen to pause or unpause the game.

RIGHT-CLICK: INFORMATION, CANCEL ACTIONS, AND FORMATION MOVEMENT CONTROL

- R-clicking a character's portrait opens that character's Inventory screen.
- R-clicking an item (on the Inventory screen) or spell (in the Spells screen) opens the item or spell description for the selected item or spell.
- Cancel current actions, such as attacks or spellcasting, by R-clicking anywhere on the terrain.
- R-clicking on a monster or NPC or after clicking on a selected party member plays the selection sound for that character or monster.
- R-click and drag to change the orientation of the party's formation when moving to the selected location.
- R-click on a ranged weapon in a quick slot to configure the ammunition used by that ranged weapon.
- R-click on Quick Spell slots to select the spell from the character's repertoire to be used by that slot.
- R-click on Quick Formation slots to select a different party formation for that slot.

MOUSE MOVEMENT: MOVE VIEWPORT

- Move the mouse to the top, bottom, left, or right edge of the screen to scroll the game's view in any direction. You can also use the arrow keys on your keyboard.

Zooming In and Out

You can get a different look at the action by zooming the camera in and out with your mouse wheel.

Look closely at your surroundings; you might be surprised at what you find! —Volo

THE MAIN INTERFACE: WHERE THE GAME IS PLAYED

Here is the main screen that you will use when navigating the world of Baldur's Gate. On the left and right side of the screen are the buttons you will be using during your journey.



HIDING THE MAIN INTERFACE

You are able to configure the main interface to match your play style, minimising sections of the interface that you do not use often (or to which you have mastered the 'hot keys'). At the top right and left corners of the main screen, you will find buttons that minimize the panel to which they correspond. When the panel is minimised, a button appears at the bottom corner of the screen; this button will bring the panel back up. The default hot keys for minimising (and resetting) the panels are 'y' for the left panel and 'u' for the right panel.

You can also use the 'h' key to hide all of the panels. When this is done, you can bring it back by either pausing the game or hitting 'h' again. When the 'h' key is used, you can play *Baldur's Gate: Enhanced Edition* in full screen mode. You can change the hot keys in the Gameplay section of the Options screen, under "Assign Keys."

PAUSING THE GAME

You can pause the game at any time by either hitting the space bar on your keyboard or pressing the clock button at the bottom left of the screen. This is a very important part of gameplay, as combat will often become unmanageable in real time. When this happens, you can simply pause the game, assign orders to your characters, then unpaue and let the action unfold.

Note: During combat, you will not be able to equip or unequip your character's armor. You can, however, change weapons and other protective items you have equipped, such as shields, amulets, rings, or cloaks.

AUTO-PAUSING

You can set the game to pause automatically during gameplay. To access the auto-pause options, open the Options screen, then the Gameplay screen, and choose "Auto-Pause." By configuring more auto-pause parameters, you can make the game take on a more turn-based feel.

FOG OF WAR

Characters see a certain distance away using a direct line of sight. This means that they cannot see around a building until they move to the corner and that they cannot see through walls. Areas that cannot be seen remain obscured in darkness until explored; explored areas that are out of sight will be displayed but covered in a layer of shadow.

WIZARD TOOLTIPS

These are the information windows that pop up whenever you leave your mouse cursor over any button, creature, or character for a period of time. They display a brief description of that object's name, purpose, or general status. To bring up the tooltips instantly, press the Tab key on your keyboard while hovering your cursor over a target.

BOTTOM MENU BUTTONS

Different sets of bottom buttons are displayed depending on whether you select a single character or a group of characters. There are twelve character bottom buttons; these change depending on which single character is selected.

SINGLE CHARACTER BUTTONS



Dialogue: This selects the dialogue cursor that initiates dialogue if L-clicked on any creature.



Quick Weapon: These slots correspond to the Quick Weapon Slots on the inventory page. Load a weapon into these slots by equipping it to the corresponding slot on the Inventory screen. R-click on any ranged weapon in a quick slot to select the type of ammunition to use. The character's class determines how many Quick Weapon Slots will be displayed (4 for Fighters, 3 for other warriors, 2 for all other characters). The button icon will change based on the character's equipped weapons.



Use Item: When L-clicked, this button allows you to use the special abilities of any items you currently have equipped, such as cloaks, rings, or helmets.



Quick Item: Allows quick use an item from your inventory, such as a wand or potion. You may ready any item in the Quick Item slots by dragging the item on the Inventory screen to the corresponding Quick Item slot. The button icon will change based on the character's equipped items.



Special Abilities: This button is used for any characters with special abilities (for example, special abilities for certain classes or any special abilities that are gained by your characters during the course of the game). If you click on this button, a list of special abilities will be displayed for that character.

Note: For more information on Special Abilities and class specific abilities, see Special Abilities in Part Three: Mastering Melee & Magic

CLASS-SPECIFIC BUTTONS



Defend: This button is available to warriors. Clicking this button directs the currently selected character or characters to defend the selected target or area by attacking any enemies targeting that creature or entering that area.



Find Traps: This is a mode available to Thieves and Monks. If you select an action other than movement for that character, this mode ends. This mode also activates a Thief's Detect Illusions ability.



Thieving: This action includes pick pocketing, opening locks, and removing traps, depending on the target chosen.



Stealth: This is a blend of the Move Silently and Hide in Shadows skills, accessible by Thieves, Rangers, and Monks.



Turn Undead: This is a mode that Clerics and Paladins can use in an attempt to destroy or control undead.



Cast Spells: This ability is usable by any class with the ability to cast spells, such as Mages, Clerics, Druids, and—at higher levels—Rangers and Paladins. Clicking this button opens up the memorized spell list of the priest or wizard, and the priest or wizard can cast a spell from this list.



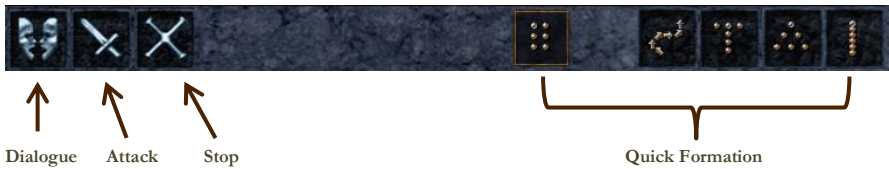
Quick Spells: These buttons are configured by R-clicking on the Quick Spell Slot, bringing up a list of all currently memorized spells. Once configured, the spell is ready for use at the push of the appropriate button or by L-clicking on that slot.



Bard Song: This ability is usable by Bards. The Bard character begins playing a song that provides combat bonuses to their party.

GROUP BUTTONS

The following buttons are displayed when more than one character is selected.



DIALOGUE

Clicking this button allows the selected character(s) to initiate dialogue with friendly or neutral NPCs. Some hostile NPCs may also allow you to initiate dialogue, but be aware that to speak to anyone you must be able to get close to them, which may be dangerous for some less hearty adventurers.

ATTACK

Clicking this button will direct the selected character(s) to attack the selected creature using any weapons currently held in hand.

STOP

Clicking this button halts all current party actions. This button is useful if you suddenly realize that your character is walking into a trap your Thief has discovered.

QUICK FORMATION

Party members form up in the same order as top down on the character portraits bar (top character is first in formation). If fewer than six characters are selected, they will form up to the number of characters selected, filling formation slots in order until there are no more characters. The formation can be rotated by R-clicking and dragging at the desired destination when a group is selected. By default, a number of formations have already been selected.

Quick formations work the same as quick spells; to change the quick formation displayed in a given slot, R-click the slot desired and then select the new formation to use in that slot.

CONTAINERS (CHESTS, TABLES, AND BOXES)

Certain items and containers can be picked up or opened in the game. When you move your cursor over them, they will be highlighted in blue. L-click to access the item or container. When you access the item or container, the Container panel will come up 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. Note that this process can be reversed, and items can also 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.

Certain containers may also contain stacks of gold. Clicking on these stacks will add the gold to the party's total.

ACTION CURSORS

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 the buttons at the bottom of the screen.

If a given cursor is selected, it may be changed by selecting a different action button, by R-clicking somewhere on the screen, or by L-clicking somewhere on the screen where the cursor has no effect.



Indicates that you can select the character, button, or icon.



Indicates that you can interact with the selected target if your character is close enough.



Indicates that the selected character(s) will be moved to the selected location.



Indicates that the selected location is not a valid destination for movement.



Indicates that, if you move here, you will leave the current map area.



Indicates that you will open or close the highlighted door or object.



Indicates walking through an entry or hallway, if a door is not highlighted.



Allows you to go up or down staircases to the next level above or below your current location.



Allows you to pick up items from the floor or a container.



Indicates that the currently active character(s) will attack the selected target.



Indicates that the selected Thief will attempt to unlock the selected door or container if that door or container is currently locked.



Indicates that the selected character will attempt to remove the selected trap. You can only disarm a trap that you have first detected.



Indicates that the selected character will attempt to steal an item from the indicated character or creature.



Indicates that the character will cast the selected spell at the indicated location or target.



Indicates that the character, or party leader if multiple characters are selected, will initiate dialogue with the selected NPC.



Indicates a sign to read, area of interest, or directing you to choose an item to identify.



Indicates the defend ability. Click an area or NPC to defend.

USING BUTTONS AND TRIGGERS

When playing the game, you will come across several buttons, levers, and similar instruments. When you place your cursor over these instruments, it will switch to a new cursor type. To use these instruments, you must be standing close to them, otherwise a message will pop up telling you that your character is too far away.

LEFT MENU BUTTONS



Return to Game: Clicking this button will return you to the main screen of the game from whichever screen you were previously viewing. This button does nothing if you are already on the main screen.



Map: This button will bring up the map of the current area. From this screen, you can also view a map of the world, although you cannot travel using your map. (To travel between areas, move your party to the area's exit.)



Journal: Quest logs and reminders are frequently added to your journal to be reviewed later. Clicking this button will open up that screen and allow you to read previous journal entries.



Inventory: This button brings up the Inventory screen for the currently selected character or, if more than one character is selected, the Inventory screen for the topmost selected character. (If no character is selected, the party leader's inventory will be displayed.)



Character Record: This button brings up the Character Record screen, which allows you to view the current character's ability scores, class abilities, THAC0, and other traits. This is also the screen from which you can level up your character if he or she has earned enough experience points.



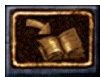
Wizard Spells: This button brings up the selected character's spellbook, displaying all of the character's known wizard spells and allowing you to select which ones to memorize (if the character is a Mage or Bard). Note that these spells will not be available for casting until after you've rested. Bards do not receive spells until level 2.



Priest Spells: This button brings up the selected character's priest spells, allowing you to select which ones to memorize. Note that these spells will not be available for casting until after you've rested.



Options: This button brings up the Options screen, allowing you to save your game, load a previous save, quit the game, or change gameplay, sound, or graphics options.



Quick Save: This button initiates a quick save, just as pressing the Q button. On Windows, all save data is stored in your My Documents\Baldur's Gate – Enhanced Edition\Save



Help: This button brings up the help window which describes the left, right, and bottom menu buttons.



Rest: When you select Rest, time will pass in the game and your characters will heal and regain their memorized spells. When the party rests, if you have selected "Cast Healing Spells" on Rest in the Gameplay options menu, characters that have healing spells memorized will cast them on the most injured party members automatically. Also in the Gameplay options menu, you will find a setting called "Rest Until Healed." If this option is turned on, then when you rest, time will pass until your party is fully healed. Be careful when you use this; if you have a time-based quest, you might sleep right through it!



Pause: This button pauses gameplay so that you can issue commands or just take a break. The tooltip provides the current game day and time.

Don't forget to decide which spells to memorize before resting! —Volo

RIGHT MENU BUTTONS

A Note on Character Portraits: Damage to the character is represented on the character portrait as a rising red bar (that is, the portion of the portrait that is the normal color is the portion of Hit Points still remaining for that character). If you move your cursor over the portrait of a character, the Hit Point total and the name of that character will appear along with that character's maximum Hit Points. Character portraits also display status icons (if your character is attacking, charmed, held, and so on) as well as the plus-shaped level up icon if one of your characters has enough experience points to gain a level.



Character Portraits: L-clicking a portrait selects that character; R-clicking the same portrait brings up the Inventory screen for that character. You can also reorganize your party by clicking and dragging portraits up and down the list.



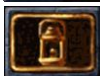
Select Tool: (Touchscreen-only); When playing with a touchscreen, selecting this tool will allow you to select one or more characters with a touch. This tool will also cancel any spell currently selected or any other action that requires you to select a target.



Help Tool: (Touchscreen-only); When playing with a touchscreen, selecting this tool will allow you to view items on the screen with which you can interact. This will display chests, doors, and items on the ground, as well as the current Hit Points of all NPCs in your party. On PC and Mac platforms, you can achieve this same function by pressing the Tab key on your keyboard.



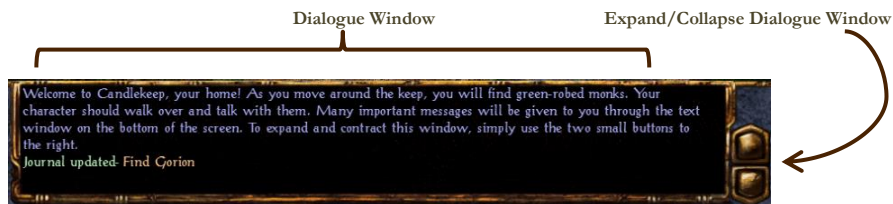
Select All: Selects or unselects all members of the party. This includes summoned or allied creatures if available.



Party AI: Turning this option on or off will change whether or not members of the party will behave based on their selected scripts.

THE DIALOGUE WINDOW

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 topmost selected character initiates the dialogue.



There are three sizes for the dialogue window: a two-line size (small), a medium size (the default size for normal play and used to display system messages and game conditions), and a large size which is used when dialogue is being displayed. At any time, you may change the size of this window by pressing the “Page Up” or “Page Down” keys on your keyboard or by pressing the up or down buttons beside the dialogue window. There is also a scroll bar at the right of the dialogue window that may be used to scroll up or down in the dialogue queue. Dialogue uses a menu based system where you L-click on what you want to say from a list. What is available to be said varies according to the reaction of the character speaking. You can scroll up using the scroll bar to view previous conversations at any time.

Note: Reaction in dialogue will be based on whoever is speaking. In stores, the “leader” of the group will be used for reaction. The “leader” is always the topmost character portrait of all the characters that are present in the area.

The more charismatic the leader, the better. —Volo

STORES, INNS, TAVERNS, AND TEMPLES

Throughout the course of the game, you will encounter many non-player characters in the world who will offer goods or services. These NPCs all use a similar interface for the buying, selling, and trading of information, goods, and services. When these NPCs are spoken to, a panel will replace the bottom portion of the screen with buttons for the various services offered.



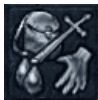
Rent Rooms: Inns usually have four different types of rooms in which the player's party can rest. The various accommodations vary from Peasant rooms to Royal lodgings. The more expensive the room, the more comfortable your stay and the more you will heal while you rest. Some inns are limited in the quality of rooms they can provide.



Buying and Selling: This screen is broken into a Buy window and a Sell window. Items that the store offers are shown in the Buy window, and items from the character's inventory are shown in the Sell window. To select items to purchase, L-click on them 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 current total for all items is shown next to the "Buy" button. The Sell window works in the same fashion, although the store owner may have no interest in buying certain items in your inventory (in which case the item will be "dimmed"). Items that are unusable by the character currently selected are shaded red. While these items are unusable, they can still be purchased for future use or for other party members.



Drinks and Rumors: Some locations will have a friendly bartender or innkeeper tending bar. The items offered at the bar vary from expensive liquors to cheap ales. Either way, upon ordering a drink, the proprietor may decide to share rumors that he has heard lately. Be careful, however, as your characters can become intoxicated if they drink too much.



Steal: Thieves and Bards may have the option of attempting to steal items out of a shop's inventory. 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 character's skills are checked; if successful, the item is added to the Thief's inventory. If unsuccessful, the guards will be called—or worse!



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. It is very helpful to donate gold if the party's reputation is suffering.

*The more your reputation has fallen, the more you must donate...
Priests have long memories. —Volo*



Healing: Temples usually offer healing services for a price. A menu will appear showing the services offered and how much they cost. Select the service you wish to receive and the character that is to receive the healing.



Identify: Shops and temples can usually identify a much larger variety of items than your characters will be able to. The cost to have an item identified is 100 gold. If you cannot select the item from the list, then the proprietor does not have the ability to identify the item.



MAP

L-clicking the map button in the left panel will bring up the map that the selected character(s) are currently on. Areas that have been visited are lit; areas that haven't are dark. This map may be an interior dungeon or an outdoor terrain. The current position(s) of the character(s) are indicated on the maps by dots. Clicking the compass at the top right will toggle map markers on/off.

Note: On your map, there will be location icons marking important places within the area. When you hover your cursor over the flag, the name of the location will come up at the top of the screen. You can add your own map notes by R-clicking anywhere in the map area.

WORLD MAP

While viewing the area map, you can click on the World Map button to see a layout of the Sword Coast. The area you are currently in will be marked by a shield standard. The areas visited thus far on the world map will be shown, as well as locations to which you can travel, and locations to which you have been given directions but cannot yet visit. Areas you can travel to but which you have not visited will be highlighted in blue. Areas to which you cannot travel will be shown in light brown. Note that you cannot travel between areas unless 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.



Quests and major occurrences in the game world are entered in the journal. The journal page has four sections, each of which can be organized by date or alphabetically.



QUESTS

This journal section records all of your current quests.

DONE QUESTS

When you finish a quest, all related quest entries will be placed in this section, and the old entries will be erased from the Quest section.

JOURNAL

This section lists major events in your character's adventure.

USER

This section is for your own journal entries. You can add journal entries here by pressing the "Add" button.

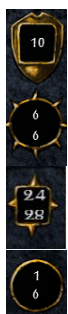
INVENTORY

The Inventory screen can either be accessed by L-clicking the Inventory button on the left panel or by R-clicking a character portrait. Some of the screen is taken up by the “paper doll” representation of the character. Along the bottom



of the screen are the character's personal inventory and the encumbrance of the character. Items can be dragged and dropped on the paper doll to be equipped or dragged and dropped on other characters' portraits to give them the items. 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 one another. Items placed in the Ground slots on the right 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.

Blue-shaded items are magical and unidentified. Red-shaded items are not usable by that character.



Armor Class: This window shows you the Armor Class of the currently equipped armor, wearables, and special effects. The lower the number, the more chance your character has to avoid a weapon attack.

Hit Points: This window shows your characters current (top number) and maximum (bottom number) Hit Points. More Hit Points allows your character tot take more damage before dying.

THACO: This window shows your characters THACO for the currently equipped, active weapon. The window takes into effect weapon proficiencies, equipment, and ability score modifiers. Other modifiers during the combat sequence may further adjust THACO. The top number is for your primary weapon, and the bottom number is for your off-hand weapon.

Damage: This window shows your characters minimal (top number) and maximum (bottom number) damage with the equipped, active weapon. This window takes into effect weapon proficiencies, equipment, and ability score modifiers. Other modifiers during the combat sequence may further adjust damage, which will not be shown here.

ENCUMBRANCE

Each character has a maximum weight they can carry. The weight currently carried by a character is shown to the left of their inventory. Maximum carry weight is determined by the Strength attribute of a character. If this weight is exceeded, the character will slow or completely stop depending on how overloaded they are.

THE PAPER DOLL

There are 12 distinct areas in the equipped items section: armor, bracers or gauntlets, helm, amulet, left ring, right ring, cloak, boots, belt, weapons (2 slots for non-warriors, 3 slots for warriors, 4 slots for fighters), the quiver (up to 3 slots of ammunition), and the shield slot (left hand).

Note: You can wield two weapons by placing a weapon in your shield slot. However, if you are not proficient in Two-Weapon Style, you will incur severe penalties to your main hand and off-hand attack rolls.

In certain circumstances, the best defense is a good offense. —Elminster

A sharp pen is sometimes better than a sword, I've found. —Volo

QUICK WEAPON SLOTS

The weapons put into the Quick Weapon Slots determine the quick attacks that are 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 slot on the Inventory screen, the weapon will populate the attack button for this character at the bottom of the main interface screen. Only one bow or crossbow may be equipped at a time. If no weapon is equipped, you will attack with your fist, dealing non-lethal damage. A Monk's fist attack uses special damage properties and deals lethal damage.

A shield may be equipped only if no two-handed weapons are present in the weapon slots. If a two-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 (two-handed weapon in use)." A similar message is displayed if a shield is equipped and the player tries to equip a two-handed weapon: "Cannot equip (shield in use)."

QUICK ITEM SLOTS

These are slots available to each player that represent miscellaneous items that are kept at the ready (potions, for example). These items can be easily accessed during combat, similar to Quick Weapon slots.

PERSONAL INVENTORY

Considered your "backpack," you can carry only 16 different items or stacks of items, regardless of your encumbrance.

ITEM PROPERTY

If an item is R-clicked, the view changes to the Item Property page. This page contains the item's icon, description and picture. Characters with high Lore scores will automatically be able to identify certain magical items. If the item is currently unidentified, there will be a button to allow you to try to magically identify it. Potions may be consumed from this page (note that the potion's effects will not occur until you have returned to the main game screen). If the item is a scroll, wizards will have the opportunity to try to "Write Magic" and add the scroll spell to their spellbook. 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.

Many a Mage has wasted their life seeking scrolls with spells to add to their collection. —Volo

Do not underestimate the advantages of increasing one's knowledge. —Elminster

CHARACTER APPEARANCE

Clicking on the colored boxes will allow you to pick from a palette of colors for your character's clothing.

GEM BAG, SCROLL CASE, AND POTION CASE

Gem bags, scroll cases, and potion cases can be bought in stores or found while adventuring. These items are used to store multiple gems, scrolls, and potions respectively, and thus free up inventory space. To use these bags and cases, simply R-click on the bag or case. Now press the "Open Container" button to move to the next screen. From this screen, you can move your gems, scrolls, and potions from the right hand column to the left hand column. This will move these items into your gem bag or scroll case. You can also drag a gem, scroll, or potion to the appropriate container in the Personal Inventory section to deposit it in the bag or case.

CHARACTER RECORD AND ASSOCIATED SCREENS

The Character Record screen shows ability scores and character portrait. The screen also shows more detailed class information, current effects on the character, level, experience points, proficiencies, Saving Throws, adjustments, bonuses, and resistances. Character sex and alignment are also displayed, as well as current Armor Class, Hit Point, THAC0, and minimal and maximum damage windows.

DUAL-CLASS

This button is only available for human characters with the required classes and ability scores; after 2nd level, you can use this and convert such a character to dual-class. When you do this, a dual-class interface screen will come up from which you can choose the new class for the selected character. Characters not allowed dual-class status include Bards, Paladins, Sorcerers, Monks, and Barbarians. The character must have at least a 15 in the prime requisite for the character's first class and at least a 17 in the prime requisite for the character's second class (for instance, a Thief wishing to become a Mage must have at least a 15 in Dexterity and at least a 17 in Intelligence).

The dual-class page is very similar to the character generation page—and in fact, making a character dual-classed can be seen as essentially starting a character over. A new dual-classed 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; any further development is in the new class. Experience points between classes are cumulative, both counting towards the cap.

Note: You are only allowed to have one kit in Baldur's Gate. When you first create your character, you choose his or her kit. When you dual-class your character, you do NOT get to choose a new kit.

LEVEL UP

This button is dimmed until the player gains enough experience points to gain a level (this is indicated on the portrait by a + symbol). When the player clicks the "Level Up" button, the Level Up screen will be shown. For a Thief or Monk, the player must distribute new thieving points. Sorcerers must select new spells known. A new proficiency slot requires a player to choose a weapon class or style to improve. Changes such as modifiers to your THAC0, Saving Throws, and so on will also be displayed here upon leveling up.

INFORMATION

This page allows you to compare how the various characters in your party are doing. Various stats such as number of kills and favorite weapon are displayed.

REFORM PARTY

This page allows you to remove characters from your party.

CUSTOMIZE

This page allows you to change a character's appearance, voice, clothing colors, or scripts (the computer code that controls behaviors and reactions to environment). Each script also includes a description of the script's effects.

EXPORT

This allows you to save a "snapshot" of the character's file to your computer for use in a multiplayer game or a new game. The character's current status will be saved, including Hit Points, experience points, level, class, inventory, and so on.

WIZARD AND PRIEST SPELL SCREENS

The known spells of the wizard or priest are shown in the top section. 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 in the field at the bottom of the screen in the Memorized area, but remains shaded (and unusable) until the character has had a chance to rest. Every time the caster sleeps, he will memorize the spells in this area. If the memorized spell area is full and you want to memorize a different spell, L-click on one of the currently memorized spells and it will vanish.

Note: For Sorcerers, only known spells are shown. Sorcerers use a point-based magic system and do not need to memorize spells.

OPTIONS

This screen allows you to save, load, or quit your game as well as configure gameplay, sound, or graphics options.

SAVE, LOAD, AND QUIT

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



GRAPHICS

You can also choose to run the game full screen or in windowed mode. You can also toggle the hardware accelerated mouse on or off. Turning the hardware mouse off may correct the mouse from disappearing on some systems.

SOUND

This menu allows you to independently adjust the volumes of various sounds in the game. Selecting “Character Sounds” allows you to toggle on or off some specific sound effects and set the frequency with which your characters verbally respond to your orders.

GAMEPLAY

The gameplay window gives you the option to adjust various gameplay elements from difficulty to control. Below are the options and what they modify.

ASSIGN KEYS

Selecting this button allows you to change the hot keys used during gameplay. The default hot keys are listed in the table at the end of this guide. (You can assign additional hot keys for specific spells; the default hot keys do not assign these actions automatically.)

TOOLTIP DELAY

This adjusts how quickly the wizard tooltip appears. The left of the slider is the briefest period of time. Note: You can always make the tooltip appear instantly by hitting the “Tab” key on your keyboard.

MOUSE SCROLL SPEED

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

KEYBOARD SCROLL SPEED

This adjusts how quickly the screen scrolls across the game world when you use the arrow keys.

DIFFICULTY

This allows you to adjust hidden factors within the game to make the game more or less difficult.

DITHER ALWAYS

Enable this option if a character should always appear dithered when it is obscured by an object. If this setting is disabled, the character is only dithered when the mouse cursor is over it or its portrait. Otherwise, the character is not displayed at all.

WEATHER

Enable this option to see weather effects like rain and snow.

GORE

This toggles on and off the blood and “excessive” damage and death animations in the game.

GROUP INFRAVISION

Enable this option if you want infravision to be shown when any of the selected characters have infravision. If this option is off, infravision will strictly be shown when only characters with infravision are selected.

REST UNTIL HEALED

Enable this option to cast healing spells during rest repeatedly until fully healed. Otherwise, currently memorized healing spells are cast once on resting.

Note: Selecting “Rest Until Healed” may cause your party to rest for longer than the normal 8 hours, as healing spells are re-memorized and cast again as needed.

Watch out for surprise attacks where you rest, friend. Bandits and wolves don’t care if you’re wounded; in fact, I understand that’s rather to their liking. —Volo

FEEDBACK

This screen allows you to modify the frequency with which you see markers and locators, as well as turn on and off the various messages that come up during the game.

AUTO-PAUSE

This screen allows you to set various conditions under which the game will pause automatically. Using these options can help to give the game a more turn-based feel.

IPAD CONTROLS

If you are playing Baldur's Gate on an iPad, many of the specific controls will work differently because you are using a touchscreen instead of a mouse. As a general rule:

- Any action requiring an L-click can be accomplished with a tap
- Any action requiring an L-click and drag can be accomplished by merely dragging.
- Any action requiring an R-click can be accomplished with a held tap
- Zooming in and out is as simple as pinching, just like in any other iPad app.

In addition, there are two buttons in the bottom right panel, Select Tool and Help Tool, which are designed specifically for iPad users:

SELECT TOOL

After selecting this tool, the next touch on the screen will be a selection box; otherwise, touching the screen moves the currently selected characters to the target area.

HELP TOOL

Selecting this tool briefly highlights all objects on the screen that can be manipulated, such as chests, doors, or items on the ground. The current Hit Point totals for your party members will also be displayed above their heads. (PC and Mac users can accomplish this by holding down the Tab key.)

WINDOWS HOT KEYS

Page Hot Keys	Default
Inventory	I
Character Record	R
Return to Game	G
Journal	J
Map	M
Wizard Spells	W
Priest Spells	P
Options	O
Character Arbitration (Multiplayer)	C

Action Hot Keys	Default
Quick Load (Loads most recent Quick Save)	L
Hide/Show Interface	H
Hide/Show Right Interface	U
Hide/Show Left Interface	Y
Location	X
Quick Save	Q
Toggle AI	A
Chat	T
Rest	Z
Wizard Tooltips/Help Tool	Tab

MULTIPLAYER

The multiplayer game is identical to the single player game—at least in terms of the game’s 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 one character and through the course of your adventure up to five NPCs join you, after joining you they are fully under your

control. In a multiplayer game, between one and six players adventure together, cooperatively controlling both created characters and NPCs that join the party.



who control 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.

Note: Baldur's Gate: Enhanced Edition supports direct IP connections only. To connect to another person, you will need to know their IP address. If you are hosting a game and experience difficulty in having people connect to you, please ensure that you have port 47630 (UDP) open or forwarded to your computer.

In a future update, Baldur's Gate: Enhanced Edition will be connected to beamdog.net. beamdog.net will allow you to browse active games and connect to other players through firewall, without having to obtain their IP address.

STARTING OUT

When you start a multiplayer game (also known as a session), you will be presented with the Connection screen. You can modify the protocol you are using by clicking “TCP/IP” after connecting. (Note: Players using other platforms, such as Android or iPad, may use different connection protocols.)



TCP/IP

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 is available. On local area networks (LAN), TCP/IP has an auto-detect feature to automatically set up games.

JOINING A GAME

Whichever protocol is chosen, if you are not creating a game but rather joining one, you will be prompted to choose a player name by which you can be identified by the leader and other players in the session. After this you will proceed to the Character Arbitration screen.

CREATING A GAME

If you choose to create a game that other players can join, you will see a pop-up window appear, on which are spaces to fill in the session name, the player name, and buttons to create a new game or load a previously saved game. If you choose to create a new game, you must fill out the spaces for the session name and the player name. After you have created your game or loaded a game from the list of available saved games, you will proceed to the Character Arbitration screen. When characters join your session at any point (whether in the steps outlined below or in the actual game), you, the leader, are notified. The leader has the ability to stop listening to requests to join (this is set in the Player Permissions window).

CHARACTER ARBITRATION

The Character Arbitration screen is where players are assigned control of character slots and create the characters that they will role-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 session's host, he or she has the ability to assign character slots to the players who are 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, who can then use the Character Arbitration screen to load a character into that slot. This is done by clicking on the Create Character button. Players may either import an existing character or create an entirely new character, just as if starting a new single player game.

THE PROTAGONIST

As in the single player game, there is one character who is the protagonist of the story. If this character dies, the game is over and must be reloaded as in the single player game. The protagonist in the multiplayer session will be the character in the first character slot on the Character Arbitration screen.

PLAYER PERMISSIONS

Although both the leader and the other players in the session can view permissions on the Permissions screen, only players who have been assigned leadership privileges are able to modify permissions. The leader can assign these permissions to any players that he or she chooses. The permissions represent what players are able to do in the game. The available permissions, in order from left to right on the screen, are:



- The ability to modify characters
- The ability to spend party gold/purchase items
- The ability to initiate an area transition (travel from one area to another)
- The ability to initiate dialogue
- The ability to view other characters' records
- The ability to pause the game
- The ability to modify permissions or remove players from the game (leadership permission)

CHARACTERS

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

Once a character is created, it can be modified by clicking on the player name, which brings up a window allowing the player to create, import, export, or delete it (the active character must be deleted before Create and Import options are available, and the Export and Delete options are available only when there is a character in the slot).

When the player is satisfied with the character, he or she clicks on the large checkmark icon to the right 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 this icon again.

OPTIONS

On the Permissions page, the leader is able to set the options for importing by clicking on the “Options” button. This brings up a window with three settings: Stats Only; Stats and XP (that is, 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. You can also select an option to display dialogue on all machines whenever dialogue is initiated by any player.

LISTEN TO JOIN REQUESTS

Also on the Permissions screen is an option, “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. An interesting facet of multiplayer is that the player creating the session can choose to play solo. The advantage to this is that all characters in the party can then be created from scratch.

Note: While we specifically included this option due to popular request, we actually recommend playing the game with NPCs recruited into the party; they'll have more personality.

STARTING A MULTIPLAYER GAME

When all players have “locked” their characters, the “Done” button will become active on the leader’s computer. The game launches when the leader clicks “Done.”

CHANGING PERMISSIONS

Both the Character Arbitration and Player Permissions screens are available on the left side menu in the multiplayer game. These screens are treated identically in the actual game to what is described above.

PLAYING A MULTIPLAYER GAME

CHATTING

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

NON-PAUSING DIALOGUE AND STORES

Certain characters in Baldur's Gate will not pause the game when spoken to. This means that when you initiate dialogue with them, only you will be able to view their dialogue. Other players will be able to continue playing. The characters that do not pause the game are usually townsfolk, shopkeepers, and other non-critical NPCs. The characters that do pause the game are crucial to the plot. Note that if you enable the option in Permissions to pause the game and show dialogue for all players, even these characters will pause the game for all players in the game.

GENERAL NOTES

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

ASYNCHRONOUS

Baldur's Gate is an asynchronous game. If you happen to be playing with somebody whose system is very close by, you still might see slightly different things happen on each system. The point to remember is that while things happen somewhat differently, the result of the actions is always the same.

EXPLORABLE AREA

When playing a multiplayer game of Baldur's Gate, you are limited to exploring one area in the game at a time. That is, the characters in the game can spread out only within the same aboveground area. While they can enter structures and underground areas individually, they cannot travel to other above-ground areas until all characters are ready to do so. These moments are marked by a message: "You must gather your party before venturing forth."

PARTY GOLD

Just as in the single player game, all gold is shared between members of the party.

SHARED EXPERIENCE

Just as in the single player game, all characters in the party share in the awarding of experience points.

THE LEADER IS IN CHARGE

In case you haven't figured it out by now, 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 that the leader is playing the type of multiplayer game that you want to play. That is to say, if you want a hacked game, join that kind of game or start it up; if you want a clean game according to AD&D rules—without interference from hacked or edited characters or players who don't want to play as a team—then you need to find players who want the same.

USER MODS

If one player in a session is using a particular user-created mod, all players in the session must use the same mod configuration.

THE LORD OF MURDER SHALL PERISH,
BUT IN HIS DEATH HE SHALL SPAWN A SCORE OF MORTAL
PROGENY.
CHAOS WILL BE SOWN BY THEIR PASSAGE.
SO SAYETH THE WISE ALAUNDO.

Hmm... I don't recall writing that... —Volo

**PART THREE:
MASTERING MELEE & MAGIC**

AD&D® RULES: AN INTRODUCTION

Well friends, the world in which you are adventuring is a strange one. There are many things to learn, particularly if you haven't been here before, and perhaps the best way is to start exploring some of the scrolls that various sages have put together over the ages, which in the interests of saving my own time I have compiled and loosely edited for your reading pleasure, below. However, research and editing can be dry work indeed—so dry, in fact, that I feel a need to quench my thirst. I'll be back in a short while after I pay a visit to the Helm and Cloak for a drop of Sacerloonian glowfire. In the meantime, read and enjoy!

If you want to know more about how to play Baldur's Gate, you had best read The Sword Coast Survival Guide. There you will learn how the rules are applied, whereas here we shall explore the foundations. If Volo kept more to his facts and less to his ale, that is. —Elminster

At least I know how to enjoy the finer things in life, my wizardly friend! —Volo

ABOUT ADVANCED DUNGEONS & DRAGONS

The Advanced Dungeons & Dragons game is a roleplaying system that allows players to explore worlds of fantasy and high adventure. One of the myriad AD&D worlds is the Forgotten Realms, the setting in which Baldur's Gate takes place. The world you are entering is a complex one, but it is said that artificial assistants called "computers" in other worlds have been invoked at times to simplify things. Defining such a vast realm in even a series of intricate tomes would be difficult; but, for the sake of brevity, we have summarized things in the span of a few pages. This is by no means easy, but we outline some of the major features of the rules and how they may have been interpreted by "computer" scribes, below.

You don't have to know much about the AD&D game rules to play Baldur's Gate (the "computer" takes care of that for you), but it is helpful. Accordingly, most of the AD&D rules have been summarized or their revisions for Baldur's Gate explained.

HOW BALDUR'S GATE USES THE AD&D RULES

Baldur's Gate uses the same weighting system for spells and weapons as in the Advanced Dungeons & Dragons game. In addition, we have applied the same concept of the initiative round to the individual monster and character rather than to the party. That is, instead of a group-based turn where first one side then the other performs all actions, every character or creature acts in real-time mode but on a personal initiative round.

Note: In the Gameplay Options menu, you can instruct the game to pause automatically when certain events occur so that you don't miss them.

Most importantly, you can pause (or unpause) the action by hitting the space bar (for PC and Mac versions of the game only) or by clicking the clock icon in the bottom-left corner of the screen. When you are paused, you can assign actions 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; it also can make some of the fiercer battles simpler, allowing players to consider their actions and tactics.

Timekeeping in Baldur's Gate

Game Round	A game round, also known as a personal initiative round, in Baldur's Gate is six seconds long in real time. The round in the AD&D game is sixty seconds, hence time in Baldur's Gate is compressed about tenfold when compared to the standard AD&D rule set.
Turn	A turn is ten rounds, that is, sixty seconds. This term is used in some of the spell descriptions in <i>Part Three: Mastering Melee & Magic</i> .
Game Day	A game day (representing 24 hours in the game, dawn to dusk to dawn again) is just over two hours long in real time, again about a tenfold reduction in time in the game.
Rest	Each time the party rests, eight hours pass (the equivalent of about 45 minutes of running game time).

ALIGNMENT AND REPUTATION

Note: For specific details, please see Effects on Reputation, Encounter Adjustments from Reputation, Reputations Effect on Prices, and Reputation Effects on Party Members in the Reputation and Encounter Adjustments table section.

ALIGNMENT

Alignment has less effect on gameplay than reputation does. A character's starting alignment determines a starting reputation, as displayed in the table below. Alignment is the backbone of who your character is and what he or she represents, and reputation is the practical application of those beliefs. If your reputation does not match with your alignment, your character may suffer consequences. Characters that join your party might agree with the current reputation of the party based on their alignment or might decide that they are unhappy with the party while you are playing.

Alignment	Starting Reputation
Lawful Good	12
Neutral Good	11
Chaotic Good	11
Lawful Neutral	10
Neutral	10
Chaotic Neutral	10
Lawful Evil	9
Neutral Evil	9
Chaotic Evil	8

Players of Paladins and Rangers must watch their reputation carefully. If at any time the party's reputation falls below 6, Paladins lose their class abilities; if the reputation falls below 4, Rangers lose theirs. In either case, if the reputation of the party falls below the acceptable level, that character becomes "Fallen."

Note: Blackguards, a Paladin class kit, are not subject to this restriction and may have as low a reputation as they desire.

REPUTATION

The party has a reputation score that influences the manner in which Non-Player Characters (NPCs) treat them. The player begins with a reputation based on the alignment of the lead character. The reputation chart consists of 20 levels, ranging from 20 (Heroic) to 1 (Despised). Each level changes how NPCs interact with the party. Be warned: Evil-doing parties are likely to become the targets of bounty hunters and guards.

ENCOUNTER ADJUSTMENTS

Whenever the party encounters an NPC, a reaction roll will be made. This will be a simulated roll of two 10-sided dice. Modifiers will be applied according to the party leader's Charisma and the reputation of the party. The specific NPC may also have a modifier to the encounter adjustment. The encounter adjustment affects how people that you are talking to perceive you. It can also affect whether they are willing to give you much information, and it can improve prices of items in stores if you purchase them when you have a good encounter adjustment.

Note: Some spells improve the encounter adjustment of your characters relative to others—for example, the Charm spells. However, these spells so alter the perception of the recipient that they may forget dealings they have had with you. They will also be hostile toward you when the spell wears off, so be careful whom you target. You could potentially close off quests you could have otherwise completed.

REPUTATION EFFECTS ON PARTY MEMBERS

Each party member has five different states determined by their alignment. These states are happy, neutral, unhappy, angry, and breaking point. Each of these states correspond to the four different verbal dialogue cues that a character has (that is, a character won't complain if he or she is happy, but if the character is in any other state, complaints will be heard).

CHARACTER ACTIONS

The basic actions you can perform in the Realms are simple. You can wander the landscape, speak with the denizens, and occasionally swing a sword or two. These actions are described below, along with a few effects that may modify these basic actions.

MOVEMENT

There is one constant movement rate in Baldur's Gate. Your characters can move more quickly while under the effects of a Haste spell or while wearing certain magical equipment. You can group select characters and easily move them into various formations, as described in more detail in Part One: *The Sword Coast: A Survival Guide*.

DIALOGUE

Killing everything you meet eventually leads to problems. First, you'll never finish the quests in the game if you kill everything—no one will be left to talk to in order to find out what you need to do. Second, at some point your reputation will fall to the level where you will be attacked on sight by every guard in the game. You won't survive this.

Sometimes the best thing to do is talk, whether it's casual conversation, hardball negotiation, jovial rumor-swapping, or intimidating threats. 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.

FIGHTING

There are times when you don't want to or can't run away, although running all the time is not that heroic. Also there are times when you know talking is not a good idea. Sooner or later, your characters must fight. The real trick is in knowing when to fight and when to talk or run.

Fighting consist of equipping your character with weapons and armor, which are used in battle. Weapons provide your character an offensive

CASTING SPELLS

Both wizards and priests use the same rules for casting spells. To cast a spell, the character must first have the spell memorized. If it is not memorized, the spell cannot be cast. (Sorcerers are the exception to this rule and may cast any spell they know without memorization.) The caster must be able to speak (not under the effects of a Silence spell or gagged) and have both arms free (not paralyzed, 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 the explosion and the intervening distance. Once the casting has begun, the character must stand still.

Note: 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 right-click to cancel the spell, and it will not be lost from memory. Touchscreen users may click another action button or invalid target for the same effect.

COMBAT IN BALDUR'S GATE

Baldur's Gate follows the AD&D rule system closely but not exactly. The main difference lies in the real-time adaptations to the personal initiative rounds. The computer takes care of most of the underlying rules, allowing you to become more immersed in the story and the world of the game.

MORE THAN JUST HACK AND SLASH

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play; it's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring—every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat here. In addition to the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, poison, heroic feats, and more. Remember that Baldur's Gate follows a modified round-based system. Everyone (characters, NPCs, and monsters) acts on their own personal initiative rounds. Any time you want, you can pause the game to assign commands and then restart the game by unpausing.

A few moments of careful deliberation to plan and prepare can often mean the difference between victory and defeat. —Elminster

PERSONAL INITIATIVE ROUNDS

In Baldur's Gate, to allow for the real-time based combat and movement, each character and monster is on an independent personal initiative round, which is six seconds long. Within the personal initiative round, all of the rules of the AD&D game are used, including speed factors for weapons 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 six second round the attacks will occur.

WEAPONS AND ARMOR

To determine bonuses and penalties incurred by your character's ability scores, weapons are broken into categories: melee, missile, and hurled missile. Magical properties enchanted upon the weapons also play a role in bonuses and penalties.

Various armor types such as plate mail, shields, and robes are scattered across The Sword Coast. The type of armor your character can wear depends on their class. Bonuses and penalties to Armor Class, or other character traits, may apply depending on the armor type. Magical properties enchanted upon the armor also play a role in bonuses and penalties.

Note: Information on weapon and armor types is located in the equipment section and Weapons and Armor tables at the end of the manual.

SPEED FACTOR

Speed factors are numbers between 1 and 10 indicating one-tenth and ten-tenths of a round respectively for a character that can attack once per round with a weapon.

INITIATIVE

Initiative is determined by a combination of ability, situation, and chance. In Baldur's Gate initiative is used as a random variation on how quickly characters can initiate their spells or attacks. It can adjust the casting time or speed factor of a spell or weapon respectively, though only slightly. Your characters Dexterity score can render an adjustment to initiative.

THACO

THACO is an acronym which means "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an AC 0 target successfully. THACO depends on a character's class and level. The THACO number can be used to calculate the number needed to hit any AC.

THE ATTACK ROLL

At the heart of the combat system is the attack roll, the die roll that determines whether an attack 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 THAC0 and adjusting according to the AC of the target. Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists and other hand-to-hand attacks. In Baldur’s Gate, the “to hit” roll is done behind the scenes for you—if your character is successful, he hits; if not, he swings and misses.

When an attack is made, the AC of the opponent being attacked is subtracted from the THAC0 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 a number equal to or greater than the value necessary, 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, a 3rd-level Fighter has a THAC0 of 18. He is attacking a hobgoblin with an AC of 5. The AC of the hobgoblin is subtracted from the THAC0, giving a “to hit” number of 13. If the Fighter rolls a 13 or higher in the twenty-sided die, he hits successfully and does damage.

Admittedly, a rather draconian system for determining whether your enemies live or die, but not without a certain brand of elegance. —Volo

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 will be doubled. A roll of “natural” 1 is considered a critical miss and imposes a time penalty on the character to recover. Regardless of AC, a “natural” 20 always hits, and a “natural” 1 always misses.

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. Both modifiers are applied to melee attacks, but only the damage modifier is applied with hurled missile weapons.

DEXTERITY MODIFIERS FOR MISSILE WEAPONS

Dexterity affects the character’s ability to attack with a missile weapon. Like Strength, higher Dexterity increases the chance to hit, and lower Dexterity lessens it. Dexterity affects only the chance to hit and 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 shot and daggers thrown at a rate of up to two shots per round. Some weapons (such as crossbows and slings) take a long time to load, while others are too large to throw quickly (such as throwing axes), and can thus be fired only once every round. Darts can be hurled at a rate of three per round. Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative.

ARMOR CLASS

Armor Class (AC) is the protective rating of a type of armor. Armor provides protection by reducing the chance that a character is attacked successfully (and thus suffers damage). Armor does not absorb damage, it prevents it. A Fighter in full plate mail may be a slow-moving target, but penetrating the armor to cause any damage is no small task. Armor Class is measured on a scale from 10, the worst (no armor), to less than zero. The lower the number, the better (Armor Classes less than -10 occur only with very powerful magical armors). Shields and some helmets can also improve the AC of a character. Abilities and situations can also affect a character’s Armor Class. High Dexterity gives a bonus to Armor Class, for example.

SAVING THROWS

Saving Throws are measures of a character's resistance to special types of attacks—poisons, magic, and attacks that affect the whole body or mind of the character. A character's Saving Throw value behaves in much the same way as THAC0; when a character makes a Saving Throw, that character must roll higher than their Saving Throw value (some spells or effects may impose a penalty or bestow a bonus to this roll). Characters' Saving Throw values improve as they gain levels.

If a Saving Throw is made successfully, this may reduce damage or prevent the effects of a spell or attack entirely. Some spells (for example, the Protection spells) greatly improve Saving Throws against different types of attacks. The following Saving Throws are listed in order of priority, from highest to lowest; a spell that causes paralyzation, for example, will use the save vs. paralyzation, while a wand that causes petrification will use the save vs. wands.

Save vs. Paralyzation, Poison, and Death Magic

This save 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. Petrification or Polymorph

This save is used any time a character is the target of a spell or effect that will turn him or her to stone (petrified) or change his or her physical form.

Save vs. Rod, Staff, or Wand

As its name implies, this save 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. Breath Weapon

A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon.

Save vs. Spell

This save is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of Saving Throw is specified. This save can also be used to resist an attack that defies any other classification.

MODIFYING SAVING THROWS

Saving Throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful Saving Throw.

- Magical items like cloaks and rings of protection give bonuses to a character's Saving Throw.
- Magical armors that grant a Saving Throw bonus only do so 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 later in this manual).

COMBAT EFFECTS AND RECOVERY

Damage, wounds, and death are what can happen to characters when opponents attacks them 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 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. Characters whose bodies are destroyed by the effect that killed them (such as a *Disintegrate* spell or taking massive damage from a single melee attack) remain forever dead, beyond hope of resurrection.

HEALING AND HIT POINTS

Once characters are wounded, the player should naturally want to get them healed. Characters can heal by natural or magical means. Natural healing is slow, but it's available to all characters regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of spellcasters or magical devices. The only limit to the amount of damage a character can recover through healing is the maximum Hit Points the character has.

NATURAL HEALING

Characters heal naturally at a rate of several Hit Points per period (eight hours) of rest. Rest is defined as low activity. If a character rests in a comfortable room in an inn, he or she will recover progressively more Hit Points the better the room—but of course this costs more. Camping in the wilds allows for memorization of spells but restores fewer Hit Points. 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 (with *Charm* spells, dialogue, and so on) before you can rest. Some creatures might attack your party while resting; if this happens, you will not heal or memorize spells.

A good reason to rest at an inn! —Volo

MORALE

Each creature has a base morale level that affects whether it fights or runs during a battle. The only character that is unaffected by morale is the character you create—other characters joining your party have morale dialogue and scripts. Every creature is scripted to react somewhat differently when morale breaks, and often they break at different levels of morale or choose different types of attack depending on the current morale level. For example, some creatures may choose melee combat if morale is high but ranged attacks if morale is low. Each creature has a recovery time indicating how long it takes for its morale to return to its base level. When a creature's morale fails, it slowly returns to the baseline value. If characters in your party fail a morale check, their selection circle turns yellow (from green).

Morale is positively influenced by having a leader (the topmost character in the portraits) with high Charisma, by the environment in which the character is located (for example, kobolds and drow like being underground more than in wide-open spaces outside), by some spells (for example, *Remove Fear*), and by the type of enemies that are visible (easy enemies will raise morale). 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. Certain spells and abilities, like Bard song, can improve your party's morale.

PARALYSIS

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.

POISON

A character or creature that is 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 either negates the effects of the poison or lessens them. Poisons are usually deadly within hours, so finding quick treatment is recommended.

LUCK

Luck increases your abilities in combat, by chance. Increasing luck by one point will increase your characters THAC0, damage, Saving Throws, and morale by one point.

FATIGUE

A character can continue to operate at peak efficiency for 24 hours in game-time (2 hours real-time). After that, the characters will start to complain and their attributes begin to suffer. For every four hours beyond this 24-hour mark, the player will receive a -1 luck penalty (-1 to all rolls). As soon as the character rests, all penalties will disappear. Enhanced Constitution will provide a bonus to your character's ability to combat the onset of fatigue.

INTOXICATION

A character becomes intoxicated after drinking enough alcoholic beverages. The average character will be able to drink about five alcoholic beverages before becoming intoxicated, but this amount may vary depending on the character's Constitution. Intoxicated characters gain a morale bonus, but a luck penalty. The greater the level of intoxication, the greater the bonus and penalty. The effects of intoxication diminish over time.

EFFECTS OF ENCUMBRANCE

Each character has a certain number of inventory slots free, along with a number of slots associated with a paper doll representation of the character. One item may be placed in each slot. In addition, how much weight a character may carry is based on the Strength of that particular character. The weight allowances for your characters are listed in the tables at the end of this manual.

EFFECTS OF POISON

Poison is an all-too-frequent hazard for adventurers. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Fortunately, there are many ways to treat a character for poison. There are several methods to either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely.

EFFECTS OF WEARING ARMOR

Different buttons may be dimmed in the bottom panel depending on what your characters are wearing. Even if a multi-class or dual-class wizard is wearing armor, he can still memorize spells, but he may not cast these spells until the armor is removed.

MAGIC AND THE SPELL SYSTEM

Some of the most powerful weapons player characters have at their disposal in the AD&D game are magical spells. Through spells, a player character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten. At the levels of characters in Baldur's Gate, magic and spells are somewhat more modest (only 1st- through 5th-level spells are learnable by the end of the game). Not every character is capable of casting spells, however. Wizards (including specialists) and priests (or their cousins, the Druids) can cast wizard and priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of their source, all spells fall into the categories of wizard or priest.

WIZARD SPELLS

Wizard spells range from spells of simple utility to great and powerful magics. Although characters can use spells, the workings of magic are dimly understood at best. For the most part, it is enough to know that “when you do this, that happens.”

Casting a wizard spell is a complicated ordeal. First, a wizard can only use spells from his spellbook. Beginning wizards start with only a few basic spells; over time, Sorcerers learn new spells and Mages obtain spell scrolls to add to their magical knowledge. (To add the spell found on a scroll to his spellbook, a Mage must scribe it into the book; this is done from the item's Description screen, which on PC versions of the game can be opened by right-clicking the item in question.) A Mage's mind can comprehend only a certain number of spells. The number of spells he can have in his book is limited by his Intelligence.

Ultimately, it is daily spell memorization that is most important. Every day, the Mage must memorize spells from his spellbook. To draw on magical energy, the Mage must shape specific mental patterns in his mind. He uses his spellbook to force his mind through mental exercises, preparing it to hold the final twisted patterns. This process is called memorization. Once a Mage memorizes a spell, it remains in his memory as potential energy until he uses the prescribed words, motions, and components to trigger its release. Upon casting, the energy of the spell is spent, wiped clean from the wizard's mind—lost until the Mage studies and memorizes that spell again.

Note: Sorcerers do not need to memorize spells in order to cast them; a Sorcerer may freely cast any spell of any level for which he still has spell slots left.

The number of spells a wizard can cast is given by his level. A Mage can memorize the same spell more than once, but each memorization counts as one spell toward his daily memorization limit. Memorization is not a thing that happens immediately. The Mage must have a clear head gained from a restful night's sleep and then must spend time studying his spellbook. Spells remain memorized until they are cast or wiped from the character's mind at the spell memorization screen.

PRIEST SPELLS

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different. The priest's role, more often than not, is to be a defender and guide for others. Thus, the majority of his spells work to aid others or provide some service to the community. Few of his spells are truly offensive, but many can be used cleverly to protect and defend. The knowledge of what spells are available to the priest becomes instantly clear as soon as he advances in level. This knowledge and the power for the spells themselves are bestowed by the priest's deity.

Priests memorize their spells in a similar way to wizards, but they do not have to use a spellbook. Instead, once they gain access to a level of spells granted by the powers they worship, they can memorize any spells from the priest spells in that level, up to their maximum number of priest spells per day. Priests must pray to obtain spells; this is done when the party rests, much as a wizard memorizes spells when the party rests.

CASTING FROM SCROLLS

Characters can read and cast spells directly from spell scrolls. In order to perform this action, the character must have an Intelligence score of 9 or higher. The character level that spells are cast as varies by spell.

CASTING TIME

Casting times for priests and wizards are exactly analogous to speed factors for weapons; the casting times are between 1 and 10, representing how quickly a wizard or priest can release a spell. The lower the number, the faster the casting, just as with speed factors.

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 re-memorized. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

MAGICAL HEALING

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in the second half of this tome. By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of combat or in preparation for a dangerous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing; an evil high priest is likely to carry healing spells to bestow on his followers and guards. Healing occurs to the maximum Hit Point total for a given character only, never beyond this value.

RAISING THE DEAD

Curative and healing spells have no effect on dead characters; they can be returned to life only with a *Raise Dead* or *Resurrection* spell or a device that accomplishes one of these effects. A newly raised character (with the *Raise Dead* spell) is quite weak (with only 1 Hit Point) and requires additional healing to be effective in combat. If your characters cannot cast the appropriate spells, you may enlist the help of a nearby temple for a small fee.

Small is, of course, a relative term. The more famous you are, I've found, the more the priests expect to be paid for your revival! —Volo

Gold is a small price to pay for a second, third, or seventeenth chance. —Elminster

ERASING SPELLS FROM THE SPELLBOOK

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

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

SPECIAL ABILITIES



ABSORB HEALTH

This ability is used by the Blackguard and is selected from the Special Abilities bar. When activated the Blackguard will damaging the enemy and heal the Blackguard the same number of Hit Points.



AURA OF DESPAIR

This ability is used the Blackguard and is selected from the Special Abilities bar. Upon activation, the Blackguard resonates a field of fear and pain, reducing the offensive and defensive capability of all enemies in the surrounding area.



BARBARIAN RAGE

This ability is used by the Barbarian and is selected from the Special Abilities bar. While enraged the Barbarian will gain ability score bonuses and be immune to most mind affecting spells.



BARD SONG

This ability is played by the Bard and is selected through the Bottom bar class specific buttons. The bonuses of the song depend on the Bard kit. The Bard cannot perform any action, besides movement, or the song ends.



BOON OF LATHANDER

This ability is granted to Priest of Lathander and is selected from the Special Abilities bar. This protection enhances the Cleric's offensive and defensive capabilities, as well as provides a protection from Negative Energy.



CALLED SHOT

This ability is used by the Archer and is selected from the Special Abilities bar. When it is activated, the Archer's next few arrows will have additional effects than just damage. What extra effects are applied to the Archer's arrow are determined by the Archer's level.



DEFENSIVE SPIN

This is ability is used by the Blade and is selected from the Special Abilities bar. When this ability is used, the Blade becomes rooted to the spot and uses his weapons to parry all attacks directed at him. Due to this, his Armor Class becomes superior, though he cannot attack while in this mode.

DETECTING ILLUSIONS

When the Thief selects Find Traps mode, he will also be checking for illusions (if he has points in detecting illusions). Whenever he detects an illusion, he immediately points it out to the rest of the party and the illusion is dispelled.

DETECTING SECRET DOORS

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

- Wizard: 5%
- Rogue: 15%
- Warrior: 10%
- Priest: 10%

In addition, depending on race, they also get a bonus:

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

Note: When a Thief has his Find Traps ability on, he has a 100% chance to detect secret doors.



ENRAGE

This ability is used by the Berserker and is selected from the Special Abilities bar. While enraged, the Berserker will gain combat bonuses, be immune to most mind affecting spells, and gain temporary Hit Points.



FIND TRAPS

Thieves and Monks can select Find Traps, and they will look around for traps until otherwise directed. The traps have a random chance of being found by the character at any time, so moving slowly can make finding more likely. If a character chooses any other action, he is unable to find traps until this mode is activated again. This mode also activates a Thief's Detect Illusions ability.

You should always be on the watch for traps in dungeons, friend! —Volo

INFRAVISION

Infravision allows you to see better in the dark by revealing the heat of objects and creatures. In the dark, creatures revealed with infravision will appear to “glow” with a dim red light. Note that apart from the graphical effect of creatures being limned in red, this ability has no effect on gameplay. All warm-blooded creatures appear as red shapes if they are in the dark. Undead or cold-blooded creatures are not affected by this ability. Elves, half-elves, gnomes, and dwarves use this ability automatically at night or in dark conditions. Mages may cast it as a spell.



KAI

This ability is used by the Kensai and is selected from the Special Abilities bar. When it is activated, his next few attacks will do full damage.



LAY ON HANDS

This ability is granted to the Paladin and to the Monk, and is selected from the Special Abilities bar. Both classes heal 2 Hit Points per experience level in this manner. Paladins may heal others while Monks may only heal themselves. This ability is usable once per day.

LORE

Each character has a Lore rating and every item has a Lore value. (More information on identifying items is provided below) As characters gain levels, they are able to identify more items. This knowledge is reflected in an increase to the character's Lore skill, as shown below:

- Bard: +10 Lore per level
- Thief: +3 Lore per level
- Mage: +3 Lore per level
- All other classes: +1 Lore per level

The player also receives bonuses and penalties to their Lore based on their Intelligence and Wisdom. The modifier is not cumulative with each level; it is a one-time bonus at character creation. Each ability bonus is applied separately. See the tables at the end of this guide for more information about ability bonuses and modifiers.

Example: A character with 18 Wisdom (+10) and 15 Intelligence (+5) would have +15 to Lore.

Whenever you select an item to view its description, 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 will successfully identify the item so that you 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 you—for a price!

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.



OFFENSIVE SPIN

This is an ability used by the Blade and is selected from the Special Abilities bar. When this ability is activated the Blade goes into an intricate dance-like attack, where he receives more attacks per round.



POISON WEAPON

This ability is used by the Assassin and the Blackguard, and is selected from the Special Abilities bar. When it is used, the character coats his weapon in poison, so that his next attack will poison his target. The lethality of the poison improves as the character goes up in levels.



PROTECTION FROM EVIL

This ability is granted to the Paladin and is selected from the Special Abilities bar. The effect is identical to the wizard and priest spell Protection from Evil.



QUIVERING PALM

This ability is used by the Monk and is selected from the Special Abilities bar. This ability modifies the Monk's attack so that the next successful strike will force the enemy to Save vs. Death or be killed instantly.

RACIAL ENEMY

In their role as protectors of good, Rangers tend to focus their efforts against some particular creature, usually one that marauds their homeland. During character creation, every Ranger must select a racial enemy. Thereafter, whenever the Ranger encounters that enemy, they gain a bonus to attack rolls against them, but incur a penalty to encounter reactions against them.

Effects:

- +4 to attack rolls vs. racial enemy.
- -4 penalty to encounter reactions vs. racial enemy.

Racial Enemies
Carriion Crawler
Ettercap
Ghoul
Gibberling
Gnoll
Hobgoblin
Kobold
Ogre
Skeleton
Giant Spider



SEEKING SWORD

This ability is granted to Priest of Helm and is selected from the Special Abilities bar. The spell creates in the Cleric's hand a sword of incredible power.



SETTING TRAPS

This ability is granted to the Thief and Bounty Hunter, and is selected from the Special Abilities bar. The traps that the Thief sets become more powerful as they advances in levels. Bounty Hunter traps receive additional bonuses. A trap will not go off when another party member walks over it.

SHAPESHIFT

At higher levels, Druids can change their shape into three different animals, each once per day. They can choose to transform into either a brown bear, a black bear, or a wolf. The animals will perhaps have more Hit Points, faster movement rates, or claw and bite attacks that are quite damaging. These can come in quite handy in combat situations.



STEALTH (HIDE IN SHADOWS/MOVE SILENTLY) AND BACKSTAB

This is a blend of the Move Silently and Hide in Shadows skills. Thieves, Rangers, and Monks can choose this mode and, if successful, they become nigh-invisible. Once a character attacks the stealth mode is ended until successfully activated again. The character must be out of his enemy's direct line of sight before he can hide once more. Moving into the can also cause Stealth to fail.

Provided a Thief is behind the target, their next attack, if successful, will be a Backstab that causes double, triple, or quadruple damage depending on the level of the Thief. Although Rangers can also use the Stealth ability, they cannot Backstab (with the exception of the Stalker kit). Monks cannot Backstab.



STORM SHIELD

This ability is granted to Priest of Talos and is selected from the Special Abilities bar. It protects the caster from lightning, fire, cold, and normal missiles.



STUNNING BLOW

This ability is used by the Monk and is selected from the Special Abilities bar. It temporarily grants the Monk the ability to stun their enemies with each successful strike.



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 desired target.



TURNING UNDEAD

One important, and potentially life-saving, combat ability available to Clerics and Paladins is the ability to Turn Undead. Through the Cleric or Paladin, a deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right 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 Clerics and Paladins can Turn Undead so they lose morale and run away or (less often) destroy them outright. Evil Clerics and Blackguards Turn Undead may gain control of an undead creature, and can cause morale loss in Paladin's.

WILD SURGE

The wild side of a Wild Mage is an uncontrollable, random surge of power that produces random magical effects. Some surges may be beneficial and others may be detrimental to the Wild Mage and their allies. The surge is completely random and cannot be stopped, though it can be enhanced with a Chaos Shield, which helps produce a more positive effect.

Note: See the Wild Surge table in the Tables section for a complete list of possible Wild Surges.

One may in fact gain certain abilities in addition to these during the course of one's travels—as to what these might be, you will have to see! —Elminster

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. Characters also improve by increasing in power; as levels are gained, characters gain additional Hit Points, more spells if they cast spells, and a better chance to hit with an attack.

Characters achieve these gains by earning *experience points* (XP). An experience point is a concrete measure of character's improvement. It represents a host of abstract 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, these abstract factors translate into a measurable improvement in the abilities of the character. Just what areas improve and how quickly improvement occurs all depend on the character's class.

GROUP EXPERIENCE AWARDS

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters on an adventure receive some experience points for overcoming their enemies or obstacles. The experience gained for slaying monsters and finishing quests is shared equally between the characters in your party.

MULTI-CLASS CHARACTERS

Multi-class characters (non-humans only) choose more than one class upon creation. They gain levels in two or three classes for their entire careers and can use the abilities of any of their classes at any time. Experience points are evenly divided among all classes, and they gain levels according to the experience point tables for each class. (These tables appear at the end of this guide.)

DUAL-CLASS CHARACTERS

Dual-class characters (humans only) choose to focus on a second career at some point. When this occurs, 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-class characters are shown by the available buttons at the bottom of the screen when that character is selected. There is one proviso for both multi- and dual-class characters, however: if they are wearing armor (except robes) or using weapons that are not allowed by one of their classes, their abilities for that class are disabled (dimmed) until they stop wearing that armor or using that weapon.

EXPERIENCE POINT CAP

In *Baldur's Gate: Enhanced Edition*, there is an experience point cap of 161,000 XP. This means that characters can never earn more than 161,000 XP during the course of the game. Below is a list of the levels that specific classes can achieve with 161,000 XP:

Fighter: 8th
Paladin: 8th
Ranger: 8th
Wizard: 9th
Cleric: 8th
Druid: 10th
Thief: 10th
Bard: 10th
Sorcerer: 9th
Monk: 8th
Barbarian: 8th

You can become truly powerful, indeed! —Volo

Yet there is always another with greater power than your own. —Elminster

Note: In The Black Pits, all classes can achieve level 10.

CHARACTER ATTRIBUTES

Every person in the Realms has defining traits that set them apart from all others. The most pronounced differences will be in the areas of race, class, and abilities.

RACE

Race defines the character's species: human, elf, dwarf, gnome, half-elf, half-orc, or halfling. Race puts some limitations on the character's class.

HUMAN

Humans are the predominant race in Faerûn. Humans rule most of the significant empires and kingdoms in the Forgotten Realms. They are the most social and tolerant of races, excepting perhaps the halflings. The only special ability that humans possess is that they may advance as any class. Humans are also the only race that can dual-class. Humans may not multi-class.

ELF

Elves tend to be shorter and slimmer than humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. They concern themselves with natural beauty, dancing, frolicking, and other similar pursuits. Their humor is clever, as are their songs and poetry.

Elves have the following traits:

- 90% resistance against charm and sleep magics.
- Infravision.
- +1 THAC0 with bows and swords.
- +1 Dexterity, -1 Constitution.

HALF-ELF

Half-elves are a mix of human and elven blood. They are handsome folk, with good features from each of their parent races. A half-elf has the curiosity, inventiveness, and ambition of their human ancestors and the refined senses, love of nature, and artistic taste of their elven ancestors.

Half-elves have the following traits:

- 30% resistance against charm and sleep magics.
- Infravision.

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 lively and sly senses of humor, especially for practical jokes. They have a love of nature that is only matched by their love for gems and jewelry.

Gnomes have the following traits:

- +2 bonus to Saving Throws vs. Rod/Staff/Wand and vs. Spell, with additional bonuses based on Constitution
- Infravision.
- +1 Intelligence, -1 Wisdom.

HALFLING

Halflings are short, generally plump people, very 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. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun tales.

Halflings have the following traits:

- +2 bonus to Saving Throws vs. Death, Rod/Staff/Wand, and vs. Spell with additional bonuses based on Constitution
- +1 THAC0 bonus with slings.
- +1 Dexterity, -1 Strength, -1 Wisdom.

DWARF

Dwarves are short, stocky fellows, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. They are given to hard work, and care little for most humor. They enjoy beer, ale, mead, but most of all, they love gold.

Dwarves have the following traits:

- +2 bonus to Saving Throws vs. Death, Rod/Staff/Wand, and vs. Spell with additional bonuses based on Constitution
- Infravision.
- +1 Constitution, -1 Dexterity, -2 Charisma.

HALF-ORCS

Half-orcs are born from the union of a human and orc parents. They are as tall as humans, but a little heavier due to their muscular builds. Their greenish pigmentation, sloping forehead, jutting jaw, prominent teeth, and coarse body hair make their lineage plain for all to see. In the Sword Coast, half-orcs are tolerated, as unlike in the north the local people haven't had centuries of warfare with orc kind.

Half-orcs have the following traits:

- +1 Strength, +1 Constitution, -2 Intelligence.

CLASS

A character's class is similar to a profession or career. It is what your character has worked and trained at while growing up. The character classes are divided into four groups according to general occupations: warrior, wizard, priest, and rogue. Within each group are several similar character classes. Most classes also include a number of character kits, which further specialize a character's abilities. Kits share the same features as their base class, unless noted.

Multi-class characters are available to non-humans only. Human characters can choose to become dual-class later in the game. Multi-class characters may not make use of class kits (except for gnomes that multi-class as Illusionists), and dual-class characters may not use kits for their second class.

WARRIORS

FIGHTER

The Fighter is a champion, swordsman, soldier, and brawler who 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.

CLASS FEATURES:

- May wear helmets.
- May wear any armor and use any weapon.
- May achieve Grand Mastery (five slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Hit Die: d10

BERSERKER (FIGHTER KIT)

This is a warrior who is in tune with her animalistic side and, during combat, can achieve an ecstatic state of mind that will enable her to fight longer, harder, and more savagely than any person has a right to. Berserkers tend to be barbarian-like in nature, but not always. Sometimes it is a conscious choice that a warrior in training makes. Regardless, opponents on the battlefield will be unsettled when they see the savage and inhuman elements of the Berserker's personality. This class is common amongst dwarves, known to them as the Battlerager.

Advantages:

- May use Enrage ability once per day every 4 levels.

ENRAGE: The enraged state lasts for 60 seconds. While enraged, a Berserker gains a bonus of +2 to her attack and damage rolls as well as to her Armor Class, and becomes immune to charm, confusion, fear, feeblemind, hold, imprisonment, level drain, maze, stun, and sleep. The Berserker also gains 15 temporary Hit Points which are taken away at the end of her berserk spree, possibly killing her.

Disadvantages:

- Becomes winded after enraging: -2 penalty to Armor Class, to-hit rolls, and damage rolls.
- May not Specialize in ranged weapons.

WIZARD SLAYER (FIGHTER KIT)

This warrior has been specially trained by his sect to excel in hunting and combating spellcasters of all kinds.

Advantages:

- Each successful hit bestows a 10% cumulative chance of spell failure on the target.
- 1% Magic Resistance per level.

Disadvantages:

- May not use any magic items apart from weapons and armor.

DWARVEN DEFENDER

The Dwarven Defender is a formidable warrior that is reputed to be worth two soldiers of any other race. Trained extensively in the art of dwarven warfare, a handful of these stout fighters can render a defensive line all but unbreakable.

Advantages:

- May use Defensive Stance once per day every 4 levels (starts at 1st level with one use).

DEFENSIVE STANCE: For 1 turn, the Dwarven Defender gains +50% resistance to all forms of physical damage, a +2 bonus to Saving Throws, and a 50% movement rate penalty.

- Gains 5% resistance to crushing, slashing, piercing, and missile damage every 5 levels to a maximum of 20% at level 20.
- Hit Dice: d12

Disadvantages:

- Race restricted to dwarf.
- May not exceed High Mastery (four slots) in axes and war hammers.
- May not exceed Specialization (two slots) in any other weapon.

KENSAI (FIGHTER KIT)

This class's name, which means "sword saint" in the common tongue, refers to a warrior who has been specially trained to be one with her weapon. The kensai is deadly, fast, and trained to fight without the protection of armor. (Note: Despite its common name, a Kensai may use any melee weapon with which she is proficient.)

Advantages:

- +2 bonus to Armor Class.
- +1 to hit and damage rolls every 3 levels.
- -1 bonus to Speed Factor every 4 levels.
- May use the Kai ability once per day every 4 levels (starts at 1st level with one use).

KAI: All successful attacks within the next 10 seconds deal maximum damage.

Disadvantages:

- May not wear any armor.
- May not use missile weapons.
- May not wear gauntlets or bracers.

RANGER

The Ranger is a warrior and a woodsman who is skilled with weapons and is knowledgeable in the ways of the forest. The Ranger often protects and guides lost travelers and honest peasant-folk. A Ranger needs to be strong and wise to the ways of nature to live a full life.

CLASS FEATURES:

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style.
- Begins Specialized (two slots) in Two-Weapon Style and may place a third slot into it.
- May select a racial enemy, which grants a +4 bonus to hit and damage rolls against the selected enemy race.
- May use Charm Animal ability once per day every 2 levels (starts at 1st level with one use).
- May Hide in Shadows while wearing no armor, leather armor, or studded leather armor.
- May cast druidic spells starting at level 8.
- Alignment restricted to good.
- Must maintain a reputation of 4 or permanently lose their class abilities.
- Hit Die: d10

ARCHER (RANGER KIT)

The Archer is the epitome of skill with the bow—the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the Archer has had to sacrifice some of his proficiency with melee weapons and armor.

Advantages:

- +1 to hit and damage rolls with any missile weapon every 3 levels.
- May achieve Grandmastery (5 slots) in Longbows, Shortbows, and Crossbows.
- May use Called Shot ability once per day every 4 levels.

CALLED SHOT: All successful ranged attacks within the next 10 seconds have the following cumulative effects besides normal damage, according to the level of the Archer:

- 4th level: -1 penalty to target's THACO.
- 8th level: -1 penalty to target's Saving Throws vs. Spell.
- 12th level: -1 penalty to the target's Strength score.
- 16th level: +2 bonus to damage roll.

Disadvantages:

- May not wear any metal armor.
- May only become Proficient (one slot) with melee weapons.
- May not use Charm Animal ability.

STALKER (RANGER KIT)

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are spies, informants, and interrogators, and their mastery of stealth makes them deadly opponents.

Advantages:

- +20% to Move Silently and Hide in Shadows.
- May use Backstab ability, although for a lower damage multiplier than Thieves:
 - Level 1-8: x2
 - Level 9-16: x3
 - Level 17+: x4
- 12th level: May memorize 3 Mage spells: Haste, Protection From Normal Missiles and Minor Spell Deflection.

Disadvantages:

- May not wear armor heavier than studded leather.

BEAST MASTER (RANGER KIT)

This Ranger is a wanderer and is not comfortable in civilized lands. Therefore, she maintains a natural affinity for animals; they are her friends and comrades-in-arms, and the Beast Master has a limited form of telepathic communication with them.

Advantages:

- +15% to Move Silently and Hide in Shadows.
- 8th level: May cast Animal Summoning I.
- 10th level: May cast Animal Summoning II.
- 12th level: May cast Animal Summoning III.

Disadvantages:

- May not use any metal weapons (for example: swords, halberds, war hammers, or morning stars).
- May not wear armor heavier than studded leather.

PALADIN

A Paladin is a warrior bold and pure, the exemplar of everything good and true. Like the Fighter, the Paladin is a person of action and combat. However, the Paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry and strives to be a living example of these virtues so that others may learn from him as well as gain by his actions.

CLASS FEATURES:

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- May use Lay on Hands ability once per day to heal a target for 2 Hit Points per level of the Paladin.
- May cast Detect Evil once per day per level (starts at 1st level with 3 uses).
- May cast Protection from Evil once per day per level (starts at 1st level with one use).
- May Turn Undead as a Cleric two levels lower, starting at level 3.
- May cast priest spells starting at level 9.
- Receives a +2 bonus to all Saving Throws.
- Must maintain a reputation of 6 or permanently lose their class abilities.
- Alignment restricted to lawful good.
- Hit Die: d10

CAVALIER (PALADIN KIT)

This class represents the most common picture of the knight: the chivalrous warrior who epitomizes honor, courage and loyalty. The cavalier is specialized in battling "classical" evil monsters such as demons and dragons.

Advantages:

- +3 bonus to hit and damage rolls against all fiendish and draconic creatures.
- May cast Remove Fear 1 time per day per level.
- Immune to charm, fear, poison, and morale failure.
- 20% resistance to fire and acid.

Disadvantages:

- May not use missile weapons.

INQUISITOR (PALADIN KIT)

The Inquisitor has dedicated her life to finding and eliminating practitioners of evil magic and defeating the forces of darkness, and her god has provided her with special abilities toward that end.

Advantages:

- May cast Dispel Magic once per day per 4 levels (starts at 1st level with one use). The spell is cast at Speed Factor 1 and acts at twice the Inquisitor's character level.
- May cast True Sight once per day per 4 levels (starts at 1st level with one use).
- Immune to hold and charm.

Disadvantages:

- May not Turn Undead.
- May not use Lay on Hands ability.
- May not cast priest spells.

UNDEAD HUNTER (PALADIN KIT)

This holy avenger has honed his abilities toward the destruction of the undead and other unnatural creatures and is immune to many of their most devastating abilities.

Advantages:

- +3 bonus to hit and damage rolls against undead creatures.
- Immune to hold and level drain.

Disadvantages:

- May not use Lay on Hands ability.

BLACKGUARD (PALADIN KIT)

The Blackguard epitomizes evil and is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils and serving dark deities, the Blackguard is hated and feared by all. Some people call these villains "anti-paladins" due to their completely evil nature.

Advantages:

- Immune to level drain and fear.
- May Rebuke Undead as a Paladin of the same level.
- May use Absorb Health ability once per day.

ABSORB HEALTH: Deals 2 points of damage per level to an enemy, healing the Blackguard the same number of Hit Points.

- May use Poison Weapon ability once per day every 5 levels (starting at 1st level with one use).

POISON WEAPON: Each successful hit within the next round will inject poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, he will suffer 1 additional point of damage per round for 4 rounds thereafter.

- May use Aura of Despair ability once per day starting at 3rd level, with effects that improve based on level:

AURA OF DESPAIR: Enemies within 30 ft. incur the following penalties.

3rd level: -1 penalty to hit and damage rolls and a -2 penalty to Armor Class for 60 seconds.

6th level: -2 penalty to hit and damage rolls and a -2 penalty to Armor Class for 60 seconds.

15th level: -4 penalty to hit and damage rolls and a -4 penalty to Armor Class for 60 seconds; causes fear in enemies of level 8 or below.

20th Level: -4 penalty to hit and damage rolls and a -4 penalty to Armor Class for 60 seconds; causes fear in enemies level 18 or below.

Disadvantages:

- Alignment restricted to evil.
- May not cast Detect Evil.
- May not cast Protection from Evil.
- May not use Lay on Hands ability.

BARBARIAN

A Barbarian can be an excellent warrior. While not as disciplined or as skilled as a Fighter, the Barbarian can willingly throw himself into a berserker rage, becoming a tougher and stronger opponent.

CLASS FEATURES:

- May not wear armor heavier than splint mail.
- May not exceed Specialization (two slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Moves 2 points faster than other characters.
- Immune to Backstab.
- May use the Rage ability once per day every 4 levels (starts at 1st level with one use).

BARBARIAN RAGE: The enraged status lasts for 5 rounds and provides a +4 bonus to Strength and Constitution, a -2 penalty to Armor Class and a +2 bonus to Saving Throws vs. Spell, as well as immunity to all Charm, Hold, Fear, Maze, Stun, Sleep, Confusion and Level Drain spells.

- 11th level: Gains 10% resistance to crushing, slashing, piercing, and missile damage. An additional 5% is gained at levels 15 and 19.
- Hit Die: d12

PRIEST

CLERIC

The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. Though she is both protector and healer, she is not purely defensive—when evil threatens, the Cleric is well suited to seek it out on its own ground and destroy it. The opposite is true of evil Clerics as well, and there are also many variations in between.

CLASS FEATURES:

- May wear helmets.
- May wear any armor.
- May only use non-bladed, non-piercing weapons (war hammer, club, flail, mace, quarterstaff, sling).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May Turn Undead.
- May cast priest spells.
- Hit Die: d8

PRIEST OF TALOS (CLERIC KIT)

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

Advantages:

- May cast Lightning Bolt once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast Storm Shield once per day every 10 levels of the caster (starts at 1st level with one use).

STORM SHIELD: It protects the caster from lightning, fire, cold, and normal missiles. It has a minimal duration of 1 turn, then 1 round per level every even level, starting at level 12.

Disadvantages:

- Alignment restricted to evil.

PRIEST OF HELM (CLERIC KIT)

Followers of the neutral god of watchers and protectors are warriors in their own right and are often seen as defenders of the innocent.

Advantages:

- May cast True Sight once per day every 5 levels (starts at 1st level with one use).
- May cast Seeking Sword once per day every 10 levels (starts at 1st level with one use), as detailed below.

SEEKING SWORD: This spell creates a sword in the Cleric's hand (that cannot be dropped or unequipped). The sword is considered a +4 weapon for purposes of determining what it can hit (but this bonus does not apply to damage rolls), and it deals out 2d4 damage to any target it hits. The weapon sets the number of attacks of the Cleric to 3. It has a minimal duration of 1 turn, then 1 round per level starting at 11. When equipped, the wielder cannot cast further spells.

Disadvantages:

- Alignment restricted to neutral.

PRIEST OF LATHANDER (CLERIC KIT)

Lathander is the good god of renewal, creativity, and youth, and is celebrated nearly everywhere. His followers are very popular throughout the Realms, and there are numerous wealthy temples devoted to him.

Advantages:

- May cast Hold Undead once per day every 5 levels of the caster (starts at 1st level with one use).
- May cast Boon of Lathander every 10 levels of the caster (starts at 1st level with one use), as detailed below.

BOON OF LATHANDER: It gives the caster a +1 bonus to attack and damage rolls, a +1 bonus to all Saving Throws, and 1 extra attack per round. It also protects the recipient from level drain. This spell lasts for 1 round/level of the caster.

Disadvantages:

- Alignment restricted to good.

DRUID

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

CLASS FEATURES:

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- May only use the following weapons: scimitar, dagger, club, spear, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May cast druidic spells.
- 7th level: May Shapeshift into a wolf, black bear, or brown bear once per day.
- 15th level: Becomes immune to poison.
- 18th level: Gains 10% resistance to cold, fire, electricity, and acid; gains a further 10% resistance at levels 21 and 24.
- Alignment restricted to true neutral.
- Hit Die: d8

TOTEMIC DRUID (DRUID KIT)

This Druid closely identifies with a particular animal, an animal that she feels represents her spirit. This grants her a special connection to the animal kingdom, and she is able to call upon their spirits to aid her.

Advantages:

- May summon a special spirit animal (spirit bear, spirit wolf, spirit lion, or spirit snake) once per day every 5 levels.

Disadvantages:

- Cannot Shapeshift.

SHAPESHIFTER (DRUID KIT)

This Druid is not called Shapeshifter because he has access to a great variety of forms, but rather because of his complete dedication to a single alternate form. This Druid has willingly allowed himself to become infected with lycanthropy, but due to intense study and training he has the ability to control his affliction. The creature he becomes is that of the werewolf, the most famous of the lycanthrope shape changers.

Advantages:

- May Shapeshift into the form of a werewolf once per day every 2 levels (starts at 1st level with one use).
- 13th level: May Shapeshift into a greater werewolf once per day.

Disadvantages:

- May not wear any armor.
- No other Shapeshifting abilities due to the effort required in maintaining balance in his primary forms.

AVENGER (DRUID KIT)

A member of a special sect within the druidic order, a Druid of this type is dedicated to fighting those who would defile nature. Avengers have powers the average Druid does not—additional abilities that have been earned through extensive rituals, a process that is very physically draining.

Advantages:

- May Shapeshift into the form of a sword spider, baby wyvern, and fire salamander besides the normal shapeshifting abilities.
- Six mage spells are added to her repertoire, all the way up to the 6th level. These are listed below:
 - 1st level: Chromatic Orb.
 - 2nd level: Web.
 - 3rd level: Lightning Bolt.
 - 4th level: Improved Invisibility.
 - 5th level: Chaos.
 - 6th level: Chain Lightning.

Disadvantages:

- May not wear heavier armor than leather.
- Incurs a -2 penalty to Strength and Constitution.

MONK

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile fighters, especially skilled in combat without weapons or armor. Though Monks cannot cast spells, they have a unique magic of their own: they channel a subtle energy, called ki, which allows them to perform amazing feats. The Monk's best known feat is their ability to stun an opponent with an unarmed blow.

CLASS FEATURES:

- May not wear any armor.
- May only use weapons available to the Thief class (except two-handed).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in Single-Weapon Style and may not put slots into any other style.
- Moves 2 points faster than other characters. Movement rate further improves by 1 every 5 levels.
- May make 1 unarmed attack per round. An additional 1/2 attack per round is gained every 3 levels. Damage dealt by unarmed attacks increases with level as follows:
 - Level 1-2: 1d6
 - Level 3-5: 1d8
 - Level 6-8: 1d10
 - Level 9-14: 1d12
 - Level 15+: 1d20
- At level 9, unarmed attacks are treated as a +1 magical weapon and gain a +1 bonus to hit and damage rolls. This enchantment improves to +2 at level 12, +3 at level 15, and +4 at level 25.
- Receives a +2 bonus to Saving Throws vs. Spell.
- Deflect Missiles: +1 bonus to AC vs. missile attacks every 3 levels.
- Starts with an Armor Class of 9 at 1st level and gains an additional +1 bonus every 2 levels.
- May use Stunning Blow ability once per day every 4 levels.

STUNNING BLOW: All successful attacks within the next 6 seconds force the victim to save or be stunned. This special ability automatically modifies normal attacks; no targeting needs to be done.

- 5th level: Becomes immune to all diseases and cannot be slowed or hasted.
- 7th level: May use Lay on Hands ability to heal 2 Hit Points per level.
- 8th level: Gains a -1 bonus to Speed Factor.
- 9th level: Gains a +1 bonus to all Saving Throws and becomes immune to Charm.
- 11th level: Becomes immune to poison.
- 12th level: Gains another -1 bonus to Speed Factor.
- 13th level: May use the Quivering Palm ability once per day.

QUIVERING PALM: The next successful attack forces the opponent to save or die. This special ability automatically modifies normal attacks; no targeting needs to be done.

- 14th level: Gains 3% Magic Resistance per level (starting with 42% at 14th level).
- 20th level: Becomes immune to non-magical weapons.
- Alignment restricted to lawful.
- Hit Die: d8

SUN SOUL MONK (MONK KIT)

Sun Soul Monks were once worshippers of Amaunator in the time of the Netheril, but today their worship is divided between Lathander, Selûne, and Sune. Sun Soul Monks adhere strictly to the law, using their martial arts and magical abilities to drive out darkness and corruption wherever they find it.

Advantages:

- 2nd level: May cast Sun Soulray once per day.

SUN SOULRAY: The Sun Soul Monk projects a blast of light from open palm, dealing 1d8 damage every 2 levels to a maximum of 5d8. This ability does an additional 6 damage vs. undead.

- 5th level: May cast Flaming Fists once per day.

FLAMING FISTS: The Sun Soul Monk channels inner light into unarmed attacks, turning fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 2 rounds at level 9, 3 rounds at level 12, 4 rounds at level 15, and 5 rounds at level 25. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.

- 6th level: Gains an additional use of Sun Soulray.
- 8th level: May cast Greater Sun once per day.

GREATER SUN: The Sun Soul Monk wreathes self in flames that act as a Fireshield (Red), granting the Monk 50% Fire Resistance and protecting from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d8+2 points of fire damage.

- 10th level: Gains an additional use of Sun Soulray.
- 13th level: May cast Soul Sunbeam once per day.

SUN SOULBEAM: The Sun Soul Monk emits a dazzling burst of light that strikes at all other creatures within a 30-ft. radius. The Sun Soulbeam does not automatically hit all targets, but makes a melee attack using the Monk's current THAC0 (+3 to hit vs. undead). Struck creatures suffer 9d6 points of damage (9d6+3 if undead), unless they save vs. Spell for half. In addition, all creatures except the Monk must save vs. Spell or be blinded for 10 turns.

- 15th level: Gains an additional use of Sun Soulray.

Disadvantages:

- Alignment restricted to lawful good.
- May not use Stunning Blow ability.
- May not use Quivering Palm ability.

DARK MOON MONK (MONK KIT)

The Order of the Dark Moon is a secretive monastic order that follows the teachings of the dark goddess Shar. Monks of the Dark Moon use physical prowess, dark magic, and many different forms of deception to mask their activities and strike with deadly precision.

Advantages:

- Perception: +2 bonus to Saving Throws vs. Illusion spells.
- May cast Chill Touch once per day every four levels (starts at 1st level with one use).
- 1st level: May cast Blindness once per day.
- 3rd level: May cast Blur once per day.
- 7th level: May cast Vampiric Touch once per day.
- 11th level: May cast Mirror Image once per day.

Disadvantages:

- Alignment restricted to lawful evil.
- May not use Lay On Hands ability.
- May not use Stunning Blow ability.

ROGUES

BARD

The Bard is a rogue, but she is very different from the Thief. The Bard's strength is her pleasant and charming personality. With it and her wits, she makes her way through the world. A Bard is a talented musician and a walking storehouse of gossip, tall tales, and lore; she learns a little bit about everything that crosses her path and is a jack-of-all-trades but master of none. While many Bards are scoundrels, their stories and songs are welcome almost everywhere.

CLASS FEATURES:

- May not wear armor heavier than chain mail.
- May not equip shields larger than bucklers.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- Thieving abilities: Pick Pockets.
- Increased Lore score.
- May cast arcane spells starting at 2nd level.
- May use Bard Song ability. While active, the Bard Song has the following effects:
 - 1st Level: +2 morale per round
 - 15th Level: +1 luck, +2 morale per round
 - 20th Level: +2 luck, immunity to fear, immunity to morale loss
- Alignment restricted to any neutral.
- Hit Die: d6

BLADE (BARD KIT)

The Blade is an expert fighter and adventurer whose bardic acting abilities make him appear more intimidating and fearsome. This Bard's fighting style is flashy and entertaining, but is also lethally dangerous.

Advantages:

- May place 3 slots in Two-Weapon Style.
- May use the Offensive Spin and Defensive Spin abilities once per day every 4 levels.

OFFENSIVE SPIN: During the next 24 seconds, the Blade's movement rate doubles and he gains a +2 bonus to hit and damage rolls as well as an extra attack per round. All attacks deal maximum damage for the duration. Offensive Spin may not be used in conjunction with the Haste or Improved Haste spells.

DEFENSIVE SPIN: During the next 24 seconds, the Blade is rooted to the spot and gains a +1 bonus to Armor Class per level, up to a maximum of +10.

Disadvantages:

- Only has one half the normal Lore value.
- Only has one half the normal Pick Pockets score.

JESTER (BARD KIT)

JESTER: This Bard is well versed in the arts of ridicule and hilarity, and uses her abilities to distract and confuse her enemies, cavorting madly during combat. Do not mistake her for a true fool, however, as she can also be quite deadly.

Advantages:

- The Jester's song does not help allies. Instead, every opponent within 30 feet must save once per round to avoid falling under its effects:
 - 1st level: Enemies must save vs. Spell with a +2 bonus or be confused.
 - 15th level: Enemies must save vs. Spell with a +2 bonus or be confused, and must save vs. Spell or be slowed.
 - 20th level: Enemies must save vs. Spell with a +2 bonus or be confused, save vs. Spell with a +2 bonus or be knocked unconscious, and must save vs. Spell or be slowed.

Disadvantages:

- None.

SKALD (BARD KIT)

This nordic Bard is also a warrior of great strength, skill, and virtue; his songs are inspiring sagas of battle and valor, and the Skald devotes his life to those pursuits.

Advantages:

- +1 bonus to hit and damage rolls.
- The Skald's song is different from the typical Bard's and varies with level:
 - 1st level: Grants allies a +2 bonus to hit and damage rolls, and a -2 bonus to AC.
 - 15th level: Grants allies a +4 bonus to hit and damage rolls, a -4 bonus to AC, and immunity to fear.
 - 20th level: Grants allies a +4 bonus to hit and damage rolls, a -4 bonus to AC, and immunity to fear, stun, and confusion.

Disadvantages:

- Only has one quarter the normal Pick Pockets score.

THIEF

To accomplish her goals, for good or ill, the Thief is a skilled pilferer. Cunning, nimbleness, and stealth are her hallmarks. Whether she turns her talent against innocent passersby and wealthy merchants or oppressors and monsters is a choice for the Thief to make.

CLASS FEATURES:

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- May only use the following weapons: long sword, short sword, katana, wakazashi, ninjatō, scimitar, dagger, club, quarterstaff, crossbow, shortbow, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May distribute 25 points per level (40 at level 1) in thieving abilities: Open Locks, Pick Pockets, Find Traps, Move Silently, Hide in Shadows, Detect Illusions, Set Traps.
- May use Set Snare ability once per day every 5 levels (starts at 1st level with one use).

SET SNARE: Set a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the Thief's level and can only be triggered by enemies.

1st Level: Deals 2d8+5 missile damage.

11th Level: Deals 2d8+5 missile damage and additionally deals 2d6 poison damage per round for the next 3 rounds.

16th Level: Deals 3d8+5 missile damage and 4d8+2 fire damage.

21st Level: Deals 3d8+5 missile damage and 20 poison damage with no save; slays target if a Save vs. Death with a +4 bonus is failed.

- May use Backstab ability for increased damage:
- Level 1-4: x2
- Level 5-8: x3
- Level 9-12: x4
- Level 13+: x5
- Alignment restricted to any except lawful good.
- Hit Die: d6

ASSASSIN (THIEF KIT)

This is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform her task.

Advantages:

- +1 bonus to hit and damage rolls.
- Backstab ability reaches x7 multiplier instead of capping at x5. (Note: This cap is not reached until higher levels, which can only be attained in Baldur's Gate II.)
- May use Poison Weapon ability once per day every 4 levels.

POISON WEAPON: Each successful hit within the next round will inject poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, he will suffer 1 additional point of damage per round for 4 rounds thereafter.

Disadvantages:

- May only distribute 15 skill points per level among thieving skills.

BOUNTY HUNTER (THIEF KIT)

This is a hunter of men, skilled in tracking quarry and bringing them back alive—whether for lawful authorities or underworld masters. Bounty Hunters are specially trained at their task and make fearsome opponents. They have honed their trap-making abilities well beyond that of the average Thief.

Advantages:

- +15% bonus to Set Traps.
- May use Set Special Snare ability once per day every 5 levels (starts at 1st level with one use) in addition to the normal Thief's Set Snare.

SET SPECIAL SNARE: Set a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the Bounty Hunter's level and can only be triggered by enemies.

1st Level: Deals 3d8+5 missile damage and slows target for 5 rounds if a Save vs. Spell with a -4 penalty is failed.

11th Level: Deals 4d8+5 missile damage and holds target for 5 rounds if a Save vs. Spell with a -1 penalty is failed.

16th Level: Erects an Otiluke's Resilient Sphere around the target for 7 rounds if a Save vs. Spell is failed.

21st Level: Mazes the target.

Disadvantages:

- May only distribute 20 skill points per level among thieving skills.

SHADOWDANCER (THIEF KIT)

Shadowdancers can harness the power of magic to increase their stealth abilities. Enigmatic and dangerous, these uniquely skilled Thieves are able to blend seamlessly into the shadows in ways that a normal Thief cannot, striking without warning—sometimes with supernatural speed.

Advantages:

- Hide in Plain Sight: A Shadowdancer may Hide in Shadows even while being observed.
- May cast Shadowstep once per day every 5 levels.

SHADOWSTEP: Step into the Shadow Plane and move for 7 seconds while others are frozen in time. The Shadowdancer cannot attack or cast spells while in the Shadow Plane.

- Slippery Mind: +1 bonus to Saving Throws.

Disadvantages:

- Alignment restricted to any non-lawful.
- May use Backstab ability, although for a lower damage multiplier than Thieves:
Level 1-8: x2
Level 9+: x3
- May only distribute 15 skill points per level (30 at level 1) among thieving skills.

SWASHBUCKLER (THIEF KIT)

This rogue is part acrobat, part swordsman and part wit: the epitome of charm and grace.

Advantages:

- +1 bonus to Armor Class at 1st level, plus an additional +1 bonus every 5 levels.
- +1 bonus to hit and damage rolls every 5 levels.
- May Specialize (two slots) in any melee weapon available to Thieves.
- May place 3 slots into Two-Weapon Style.

Disadvantages:

- May not use Backstab ability.

WIZARDS

MAGE

The wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, she studies strange tongues and obscure facts and devotes much of her 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 Mage studies all types of magic and learns a wide variety of spells; her broad range makes her well suited to the demands of adventuring.

CLASS FEATURES:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May cast arcane spells.
- Hit Die: d4

SPECIALIST MAGES (MAGE KITS)

Mages that specialize in a specific school of magic are allowed to memorize an additional spell of each level per day (once they are able to use spells of the appropriate level). They are prohibited from learning spells in their opposition schools and cannot be combined in a multi-class character (though gnomish characters can only multi-class as illusionists). Human specialist wizards can dual-class if they wish.

ABJURER: A Mage who specializes in protective magics.

Opposition School: Alteration.

CONJURER: A Mage who specializes in creating creatures and objects to assist him.

Opposition School: Divination.

DIVINER: A Mage who specializes in detection and divining magics.

Opposition School: Conjunction/Summoning.

ENCHANTER: A Mage who specializes in manipulating the minds of sentient beings.

Opposition School: Invocation/Evocation.

ILLUSIONIST: A Mage who specializes in creating illusions to confuse and mislead.

Opposition School: Necromancy.

INVOKER: A Mage who specializes in the manipulation of raw and elemental energies.

Opposition School: Enchantment/Charm.

NECROMANCER: A Mage who specializes in magic dealing with death.

Opposition School: Illusion.

TRANSMUTER: A Mage who specializes in magic that alters physical reality.

Opposition School: Abjuration.

WILD MAGE (MAGE KIT)

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

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

CLASS FEATURES:

- May memorize one additional spell per level.
- May cast the 1st level spell *Nahal's Reckless Dweomer*.
- May cast the 2nd level spell *Chaos Shield* (included in spellbook for free).
- May cast the 7th level spell *Improved Chaos Shield* (included in the spellbook for free).
- Upon casting a spell, there is a 5% chance of incurring in a Wild Surge.

WILD SURGE: A Wild Surge generates a completely random magical effect from the spell being cast. Its effects may be either beneficial or detrimental to the Wild Mage and her allies.

- Casting level varies slightly whenever she cast a spell—anywhere between five levels lower and five levels higher than the Wild Mage's true level.

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

Not unlike a certain travelogue author with whom I am unfortunately acquainted. —Elminster

SORCERER

Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking in humanoid form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than Mages, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic the way Mages do. Other than these differences, a Sorcerer is very similar to a Mage. A Sorcerer's prime requisite is Intelligence.

CLASS FEATURES:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May cast arcane spells.
- May not scribe spells into their spellbooks as Mages do. Instead, Sorcerers learn a small number of spells at each level, which they can cast daily without memorization.
- Hit Die: d4

DRAGON DISCIPLE (SORCERER KIT)

Dragon Disciples are powerful Sorcerers with dragons' blood somewhere in their lineage. Their natural magical talents bring out their draconic heritage, allowing them to cast powerful magical spells and exhibit dragon-like abilities.

Advantages:

- 1st level: +1 bonus to AC.
- 3rd level: May use Breath Weapon once per day.

BREATH WEAPON: The Dragon Disciple breathes a gout of flame up to 30 ft. long, inflicting 3d8 points of fire damage on all creatures caught within the 140 degree cone.

- 4th level: Gains 25% innate Fire Resistance.
- 5th level: +1 bonus to AC and Constitution.
- 6th level: Breath Weapon damage increases to 4d8.
- 8th level: Innate Fire Resistance rises to 50%.
- 9th level: Breath Weapon damage increases to 5d8.
- 10th level: +1 bonus to AC.
- 12th level: Breath Weapon damage increases to 6d8.
- 12th level: Innate Fire Resistance rises to 75%.
- 15th level: Breath Weapon damage increases to 7d8.
- 15th level: +1 bonus to AC and Constitution.
- 16th level: Innate Fire Resistance rises to 100%.
- 18th level: Breath Weapon damage increases to 8d8.
- 20th level: +1 bonus to AC.
- Hit Dice: d6

Disadvantages:

- May only learn up to four spells per level.

The Mage, in my humble opinion, is the noblest of professions. Practitioners of magic are respected throughout the Realms. —Volo

Generally true; however, there are some notable exceptions. —Elminster

MULTI-CLASS CHARACTERS (NON-HUMAN)

Non-human characters can multi-class, combining the strengths and weaknesses of two or three different classes in a single character. THAC0 and Saving Throws are calculated based on the best of each class, and the character gains all of the special abilities of each class as well. Experience points are divided equally among all classes, and Hit Points gained at level up are distributed proportionally from each class (a Fighter/Mage, for instance, would receive half the normal number of Hit Points for each of his Fighter and Mage hit dice, and receive any additional Hit Points from a high Constitution score only once).

FIGHTER/THIEF

This character can use the abilities of a Fighter and a Thief, though they cannot use their thieving skills while wearing more than studded leather armor. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/CLERIC

This character can use the abilities of a Fighter and a Cleric, though weapons are restricted to only those allowed by the Cleric's ethos. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE

This character can use the abilities of a Fighter and a Mage, though they cannot cast spells while wearing armor. They may Specialize in, but not Master, any weapon they can use. Gnomes can choose this multi-class, but become Fighter/Illusionist by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

MAGE/THIEF

This character can use the abilities of a Mage and a Thief, though they cannot cast spells while wearing armor. They may Specialize in, but not Master, any weapon they can use. Gnomes can choose this multi-class, but become Illusionist/Thief by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

CLERIC/MAGE

This character can use the abilities of a Cleric and a Mage, though weapons are restricted to only those allowed by the Cleric's ethos, and Mage spells cannot be cast while wearing armor. Gnomes can choose this multi-class, but become Cleric/Illusionist by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

CLERIC/THIEF

This character can use the abilities of a Cleric and a Thief, though weapons are restricted to only those allowed by the Cleric's ethos. Thieving skills cannot be used while wearing more than studded leather armor.

FIGHTER/DRUID

This character can use the abilities of a Fighter and a Druid, though weapons are restricted to only those allowed by the Druid's ethos. This character may Specialize in, but not Master, any weapon they can use.

CLERIC/RANGER

This character can use the abilities of a Cleric and a Ranger, though weapons are restricted to only those allowed by the Cleric's ethos. This character may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE/THIEF

This character can use the abilities of a Fighter, Mage, and Thief, though they cannot use their thieving skills while wearing more than studded leather armor and cannot cast spells while wearing any armor. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE/CLERIC

This character can use the abilities of a Fighter, Mage, and Cleric, though they are restricted to weapons allowed by the Cleric's ethos and cannot cast Mage spells while wearing armor. This character may Specialize in, but not Master, any weapon they can use.

ALIGNMENTS

Alignment reflects a character's basic attitude toward society and the forces of the universe. There are nine different alignments:

LAWFUL GOOD

Characters of this alignment believe that an orderly, strong society with a moral government can work to make life better for the majority of the people. When people respect the laws and try to 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 that 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.

CHAOTIC GOOD

Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do". Their actions are guided by their own moral compass that, 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. Completely impartial magistrates or soldiers who never question orders are good examples of lawful neutral behavior.

(TRUE) NEUTRAL

True neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. True neutrals do their best to 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 drawn 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 evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction.

CHAOTIC NEUTRAL

Chaotic neutral characters believe that 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. They are almost totally unreliable. In fact, the only reliable thing about them is that they cannot be relied upon! This alignment is perhaps the most difficult to play. Lunatics and madmen tend toward chaotic neutral behavior.

Not all madmen fit this description, of course; and not all those who fit this description are necessarily mad. Volo likes to exaggerate things a bit. —Elminster

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 is hurt or 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 very 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. Their only interest is in getting ahead. 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 the desire for personal gain and 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.

ABILITY SCORES

Ability scores are the six natural traits that represent the basic definition of a character.

Note: The tables at the end of this manual describe the specific bonuses and penalties for each ability score.

STRENGTH

Strength measures a character's muscle, endurance, and stamina. Strength determines your character's weight allowance and measures their chance to bash open locks. Extraordinarily high or low Strength will render an adjustment to your melee THAC0, melee weapon damage, and hurled missile weapon damage. Warrior classes benefit the most from high Strength. It is also a prime requisite of the Fighter, Paladin, and Ranger.

DEXTERITY

Dexterity measures a character's hand-eye coordination, agility, reflexes, and balance. Extraordinarily high or low Dexterity will render an adjustment to your character's Armor Class, THAC0 for missile weapons, thieving abilities, and combat initiative. Rogue classes benefit the most from high Dexterity. It is also a prime requisite of the Ranger, Thief, and Bard.

CONSTITUTION

Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease. Extraordinarily high or low Constitution will render an adjustment to your character's Hit Points per-level, rate of fatigue, and ability to resist intoxication. Small races receive a bonus to their natural Saving Throw enhancements, from Constitution. With high enough Constitution, characters can even regenerate Hit Points without resting. Warrior classes benefit the most from high Constitution.

INTELLIGENCE

Intelligence measures a character's memory, reasoning, and learning ability. Intelligence determines a Mage's chance to write new spells into their spellbook, and the amount of spells they can scribe into their spellbook. Extraordinarily high or low Intelligence will render an adjustment to Lore. Wizard classes benefit the most from high Intelligence. It is also the prime requisite of the Mage.

WISDOM

Wisdom measures a character's enlightenment, judgment, and common sense. Extraordinarily high or low Wisdom will render an adjustment to your character's Lore. Extraordinarily high Wisdom will provide a bonus to the amount of divine spells your priest can memorize per day. Priest classes benefit the most from high Wisdom. It is also a prime requisite of the Ranger, Cleric, and Druid.

CHARISMA

Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. Extraordinarily high or low Charisma will render an adjustment to your character's reaction. Extraordinarily high Charisma will provide a reaction bonus to lower shop prices. All characters benefit from high Charisma, however the party leader typically benefits most as their Charisma also boost party morale. It is also a prime requisite of the Paladin, Druid, and Bard.

WEAPON PROFICIENCIES

Weapon proficiency represents a character's knowledge and training with a specific weapon. When a character is created, they have a few initial slots which must be filled before the character embarks on their first adventure. A character can assign weapon proficiency slots only to the weapons allowed by their character class. As a character reaches higher experience levels, they also earn additional weapon proficiency points that can be assigned. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, learn to handle a great number of weapons and gain weapon proficiencies quickly. Wizards, who spend their time studying magic, have little time to practice with weapons and gain weapon proficiencies very slowly. A character who has a specific weapon proficiency is skilled with that weapon and familiar with its use. 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 receive a penalty to attack. This penalty varies based on the character's class.

Note: See the Proficiencies table for more details on proficiency bonuses and penalties.

WEAPON SPECIALIZATION

Fighters, Paladins, Barbarians, and Rangers (as well as certain other class kits) can train and hone their weapon skills to higher levels than other classes. This is accomplished by assigning more proficiency slots to a single weapon class.

FIGHTING STYLES

Characters can also specialize in fighting styles. There are four types of fighting styles: Two-Handed Weapon Style, Two-Weapon Style, Single-Weapon Style, and Sword and Shield Style. Each fighting style has different advantages, described below.

TWO-HANDED WEAPON STYLE

This fighting style allows the character to use a two-handed weapon and receive special bonuses.

Note: Magical two-handed weapons are more powerful than their single-handed counterparts. This counterbalances the fact that you can't use a second weapon or shield when using a two-handed weapon. Two-handed swords, halberds, spears, and quarterstaves all benefit from the Two-Handed Weapon Style. Two-handed missile weapons receive no bonus from this style.

SWORD AND SHIELD STYLE

Anyone can pick up a shield and get its basic protection bonuses, but by spending slots on this proficiency, an adventurer can maximize the benefits received:

Note: Despite the name of this skill, any one-handed melee weapon in combination with a shield will receive the aforementioned bonuses.

SINGLE-WEAPON STYLE

This fighting style is for characters who do not wish to use a shield but want some bonus when using a one-handed weapon.

TWO-WEAPON STYLE

This fighting style allows the character to use two weapons at the same time with fewer penalties. A character wielding two weapons without a slot in this fighting style would incur a -4 penalty to attack rolls with the main weapon and a -8 penalty with the off-hand weapon.

Note: To fight with two weapons at the same time, simply place a second weapon into your shield slot. If your character does not have proficiency in Two-Weapon Style, they will incur significant penalties to hit with both weapons. See the Weapons and Armor table for more details on Two-Weapon Style proficiency bonuses.

SPELLS IN BALDUR'S GATE

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells appear in alphabetical order. At the start of each spell description is the following important game information:

NAME

Each spell is identified by name.

SCHOOL

In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn. For priest spells, the school notation is used only for reference purposes, to indicate to which school the spell is considered to belong. The spells of a given school have similar colors and casting effects, so you can gauge what an enemy is casting by the color and appearance of the effects as he casts it.

RANGE

This lists the distance from the caster at which the spell effect occurs or begins, in feet. A "0" 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 unwilling targets only if he can physically touch them (that is, score a successful 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 spell. Some spells have a variable duration.

CASTING TIME

This represents the fraction of the spellcaster's six second personal initiative round that 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 such cases, this refers to the perception of the caster at the time the spell is cast.

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.

SPHERE

Divine spells are divided into thematic spheres. While both falling under the Priest archetype, Clerics and Druids can gain access to spells from different spheres.

SCHOOLS OF MAGIC

Although all wizard and priest spells are learned and memorized the same way, they fall into nine different schools of magic. A school of magic is a group of related spells.

Abjuration spells are specialized protective magic.

Alteration spells cause a change in the properties of some already existing thing, creature, or condition.

Conjuration/Summoning spells bring something to the caster from elsewhere. Conjuration normally produces matter or items from some other place.

Summoning enables the caster to compel living creatures and powers to appear in his presence or to channel extraplanar energies through himself.

Enchantment/Charm spells cause a change in the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties upon ordinary items, while charms can unduly influence the behavior of beings.

Divination spells enable the wizard to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

Illusion spells deceive the senses or minds of others.

Invocation/Evocation spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.

Necromancy is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures.

Note: Offensive spell icons are red, defensive spell icons are blue, and information or utility spell icons are white.

WIZARD SPELLS — LEVEL 1

ARMOR (CONJURATION)



Range: 0
Duration: 9 hours
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). It is cumulative with Dexterity bonuses to Armor Class and, in the case of Fighter/Mages, with the shield bonus. The Armor spell does not hinder movement, adds no weight or encumbrance, and doesn't prevent spellcasting. It lasts until successfully dispelled or until its duration expires.

BLINDNESS (ILLUSION/PHANTASM)



Range: 40 ft.
Duration: 10 turns
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

This 1st-level spell temporarily blinds its target. A Saving Throw is allowed and, if successful, there are no harmful effects. If a victim is blinded, he receives a -4 penalty to his attack rolls and Armor Class.

BURNING HANDS (ALTERATION)



Range: 0
Duration: Instant
Casting Time: 1
Area of Effect: The caster
Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from her fingertips. The wizard's hands must be held so as to send forth a fanlike sheet of flames: her thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets of 5 ft. length in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, +2 points for each level of the caster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. Spell receive half damage.

CHARM PERSON (ENCHANTMENT/CHARM)



Range: Visual range of the caster
Duration: 5 rounds
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

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 brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails his Saving Throw (with a +3 modifier), he 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 as quickly as possible.

If the caster harms or attempts to harm the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Charm spell is broken. If two or more Charms 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. Also note that you cannot have a charmed creature leave the area where he is charmed.

CHILL TOUCH (NECROMANCY)



Range: 0
Duration: 1 turn
Casting Time: 1
Area of Effect: The caster
Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must make a Saving Throw vs. Spell or suffer 1d8 points of damage and receive a -2 penalty to its THAC0.

CHROMATIC ORB (EVOCATION)



Range: 30 yds.
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

This spell causes a 2-ft. diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The effect the orb has upon the target varies with the level of the caster. Each orb will do damage to the target against which there is no save and an effect against which the target must save vs. Spell with a +6 bonus:

1st Level: 1d4 damage and blinds the target for 1 round.

2nd Level: 1d4 damage and inflicts pain (-1 penalty to Strength, Dexterity, AC, and THAC0) upon the victim.

3rd Level: 1d6 damage and burns the victim for an additional 1d8 damage.

4th Level: 1d6 damage and blinds the target for 1 turn.

5th Level: 1d8 damage and stuns the target for 3 rounds.

6th Level: 1d8 damage and causes weakness (-4 penalty to THAC0) in the victim.

7th Level: 1d10 damage and paralyzes the victim for 2 turns.

10th Level: 1d12 acid damage and turns the victim to stone.

12th Level: 2d8 acid damage and instantly kills the victim.

NOTE: The victim saves vs. Spell with a +6 bonus against all the effects and gets no save against the damage.

COLOR SPRAY (ALTERATION)



Range: 50 ft.
Duration: Instant
Casting Time: 1
Area of Effect: 90-degree arc
Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from her hand. 1d6 creatures within the area are affected in order of increasing distance from the wizard. All creatures in the area of effect that have 4 Hit Dice or less must make a successful Saving Throw or be rendered unconscious for 5 rounds.

FIND FAMILIAR (CONJURATION/SUMMONING)



Range: n/a
Duration: Special
Casting Time: 1 round
Area of Effect: 1 familiar
Saving Throw: None

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, and he has no control over what sort of creature answers the summoning, if any come at all.

(Note: This spell may only be cast by the protagonist.)

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard has an empathic link with the familiar and can issue it mental commands. The caster receives half the familiar's total Hit Points, rounded down, as bonus Hit Points. However, the caster must take care to treat his familiar well, for if the familiar should die, the caster loses the bonus Hit Points and half the familiar's Hit Points again as damage. Also when a familiar dies, the caster loses 1 point of Constitution PERMANENTLY.

Example: A Mage has 12 Hit Points and casts Find Familiar. The imp summoned has 18 Hit Points, so the caster gets a bonus of 9 Hit Points. The caster now has 21 Hit Points. If the familiar dies, the caster loses those 9 Hit Points (putting him back at 12), 1 point of Constitution permanently (which may cause additional Hit Point loss), and takes 9 damage.

Here is a list of the familiars that the player receives according to alignment:

	Lawful	Neutral	Chaotic
Good	Pseudo Dragon Hit Points: 12 Armor Class: 0 Magic Resistance: 35% Combat: 2 APR, 15 THAC0, 1d3 Special Abilities: Can cast Blur once per day. Regenerates 1 HP/round. Immune to level drain, sleep, and petrification.	Pseudo Dragon Hit Points: 12 Armor Class: 0 Magic Resistance: 35% Combat: 2 APR, 15 THAC0, 1d3 Special Abilities: Can cast Blur once per day. Regenerates 1 HP/round. Immune to level drain, sleep, and petrification.	Fairy Dragon Hit Points: 12 Armor Class: 6 Magic Resistance: 25% Combat: 2 APR, 15 THAC0, 1d2 Special Abilities: Can cast Mirror Image once per day. Immune to level drain, sleep, and petrification.
Neutral	Ferret Hit Points: 12 Armor Class: 2 Magic Resistance: 35% Combat: 2 APR, 15 THAC0, 1d3 Special Abilities: Has 50% in Pick Pockets, 25% in Hide in Shadows/Move Silently, and 20% in Detect Traps. Can cast Blur once per day. Immune to level drain, sleep, and petrification.	Rabbit Hit Points: 12 Armor Class: 3 Magic Resistance: 45% Combat: 2 APR, 15 THAC0, 1d2 Special Abilities: Has 20% in Move Silently/Hide In Shadows and 40% in Find Traps. Has 75% resistance to fire, cold, and electricity.	Cat Hit Points: 12 Armor Class: 2 Magic Resistance: 35% Combat: 2 APR, 15 THAC0, 1d3 Special Abilities: Has 15% in Pick Pockets and 65% in Move Silently/Hide In Shadows. Can cast Blur once per day. Immune to level drain, sleep, and petrification.
Evil	Imp Armor Class: 4 Hit Points: 9 Magic Resistance: 15% Combat: 1 APR, 17 THAC0, 1d6 Special Abilities: Has 100% resistance to fire, cold, and electricity. Can cast Polymorph Self once per day. Regenerates 1 HP/round.	Dust Mephit Hit Points: 12 Armor Class: 8 Magic Resistance: 10% Combat: 2 APR, 15 THAC0, 1d2 Special Abilities: Has 100% resistance to fire and 35% resistance to slashing, piercing, and missile damage. Can cast Glass Dust twice per day. Regenerates 1 HP/round. Immune to level drain, sleep, and petrification.	Quasit Hit Points: 12 Armor Class: 4 Magic Resistance: 15% Combat: 2 APR, 15 THAC0, 1d6 Special Abilities: Has 100% resistance to fire, cold, and electricity. Can cast Horror once per day. Regenerates 1 HP/round.

FRIENDS (ENCHANTMENT/CHARM)



Range: 0
Duration: 1d4 rounds + 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

A Friends spell causes the wizard to temporarily gain 6 points of Charisma. Those who view the caster tend to be very impressed with her and make an effort to be her friends and help her, as appropriate to the situation. Official bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking her captive instead.

GREASE (CONJURATION/SUMMONING)



Range: 10 yds.
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: 30-ft. x 30-ft. area
Saving Throw: Special

A Grease spell covers a material surface 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 or slip and slide, unable to move effectively. Those who successfully save can move, albeit slowly, for the rest of the round (but will need to save vs. Spell again the following round). Those who remain in the area are allowed a Saving Throw each round until they escape the area.

IDENTIFY (DIVINATION)



Range: 0
Duration: Instant
Casting Time: Special
Area of Effect: 1 item
Saving Throw: None

With this spell memorized, go to the description of an unidentified item and press the Identify button. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.

INFRAVISION (DIVINATION)



Range: 30 ft.
Duration: 10 turns
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

Upon the casting of this spell the recipient gains the ability to see with infravision, just as an elf or a dwarf would. This effect lasts for the duration of the spell or until dispelled.

LARLOCH'S MINOR DRAIN (NECROMANCY)



Range: 30 ft.
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

With this spell, the wizard drains the life force from a target and adds it to his own. The target creature suffers 4 damage, while the Mage gains 4 Hit Points. If the Mage goes over his maximum Hit Point total with this spell, he loses any extra Hit Points after 1 turn.

MAGIC MISSILE (EVOCATION)



Range: Visual range of the caster
Duration: Instant
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

Use of the Magic Missile spell, one of the most popular 1st-level spells, creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. Each missile inflicts 1d4+1 points of damage. For every 2 extra levels of experience, the wizard gains an additional missile. He has 2 at 3rd level, 3 at 5th level, 4 at 7th level, up to a total of 5 at 9th level.

NAHAL'S RECKLESS DWEOMER (INVOCATION/EVOCATION) (WILD MAGIC)



Range: Special
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

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

To use Nahal's Reckless Dweomer simply cast it, then choose from your list of known spells. A burst of magical energy is released, which the Wild Mage will try to manipulate into the desired form. The actual effect of the spell is determined randomly by a dice roll on the Wild Surge Table (see the manual for more details).

Because the release of energy is planned by the Mage, her level is added to the dice roll. If the result indicates success, the Mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result might be beneficial to the Mage, or it might be completely disastrous: This is the risk the Mage takes in casting Nahal's Reckless Dweomer.

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

There are plenty of mages whose bad name is most richly deserved. —Elminster

PROTECTION FROM EVIL (ABJURATION)



Range: Touch
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

PROTECTION FROM PETRIFICATION (ABJURATION)



Range: Touch
Duration: 5 turns
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

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

REFLECTED IMAGE (ILLUSION/PHANTASM)



Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

Upon casting this spell, the wizard creates 1 image of himself that will travel alongside him. The image will perform all of the actions that the wizard does so that if any enemies are trying to attack the wizard, they will not know which one is real. There is a 50% chance that the attacker will attack the image and a 50% chance that he will attack the caster. The image will disappear with a successful Dispel Magic, when attacked, or when the spell's duration expires.

SHIELD (EVOCATION)



Range: 0
Duration: 5 turns
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the wizard's Armor Class to 4 against all melee weapons, and 2 against missile weapons. It also grants the wizard immunity from the spell Magic Missile. The effect lasts for the duration of the spell or until dispelled.

SHOCKING GRASP (ALTERATION)



Range: Touch
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When the wizard touches a creature while this spell is in effect, an electrical charge will deal 1d8 points of damage plus 1 per level of the caster to the creature touched. The wizard only has one charge, and once an opponent has been touched, the spell's energies have been used. If the wizard misses, the spell is wasted. The wizard has 1 round per level in order to touch the target creature.

SLEEP (ENCHANTMENT/CHARM)



Range: 30 yds.
Duration: 5 rounds/level
Casting Time: 1
Area of Effect: Special
Saving Throw: Neg.

When a wizard casts a Sleep spell, she causes a comatose slumber to come upon one or more 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 ft. of each other. Creatures in the area of effect must make a Saving Throw with a -3 penalty or fall asleep. 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 caster. Magically sleeping opponents can be attacked with substantial bonuses.

SPOOK (ILLUSION/PHANTASM)



Range: 30 ft.
Duration: 3 rounds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

A Spook spell enables the wizard to play upon natural fears to cause the target creature to perceive the caster as someone or something inimical, which then appears to advance upon it in a threatening manner. If the creature does not make a successful Saving Throw vs. Spell, it turns and flees at maximum speed as far from the wizard as possible. The creature suffers a Saving Throw penalty of -1 every 2 levels of the caster, up to a maximum of -6 at 12th level. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. In any event, the spell functions only against creatures with Intelligence scores of 2 or higher, and undead are completely unaffected.

WIZARD SPELLS — LEVEL 2

AGANNAZAR'S SCORCHER (EVOCATION)



Range: 15 ft.
Duration: 1 round
Casting Time: 3
Area of Effect: 2-ft. by 15-ft. jet
Saving Throw: None

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target will be hit by this flame for 3d6 points of damage. The flame jet strikes a second time halfway through its duration, and the caster may move while the spell is in effect. There is no Saving Throw against this spell, though anti-fire capabilities such as Fire Resistance will apply and may reduce or eliminate the damage.

BLUR (ILLUSION/PHANTASM)



Range: 0
Duration: 4 rounds + 2 rounds/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When a Blur spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee attacks against the caster to be made with a -3 penalty. The wizard also gains a +1 bonus to all of his Saving Throws.

CHAOS SHIELD (ABJURATION) (WILD MAGIC)



Range: 0
Duration: 5 rounds + 1 turn/5 levels
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

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

DEAFNESS (ILLUSION/PHANTASM)



Range: 60 yds.
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

The Deafness spell causes the recipient to become totally unable to hear any sounds. The victim is allowed a Saving Throw vs. Spell to negate the effect. Deafened spellcasters have a 50% chance to miscast any spells. This deafness can be done away with by means of a Dispel Magic spell or a Cure Disease spell.

DETECT EVIL (DIVINATION)



Range: 0
Duration: Instant
Casting Time: 2
Area of Effect: 60-ft. radius
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.

DETECT INVISIBILITY (DIVINATION)



Range: 0
Duration: Instant
Casting Time: 2
Area of Effect: 70-ft. radius
Saving Throw: None

When the wizard casts a Detect Invisibility spell, she is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, this spell enables the wizard to detect hidden or concealed creatures (e.g., Thieves hiding in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects.

Note: If an invisible creature enters the area of effect after the spell has already been cast, the creature will remain invisible.

GHOUL TOUCH (NECROMANCY)



Range: 0
Duration: 5 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: Neg.

When the caster completes this spell, a red glow encompasses his hand. When the wizard makes a successful melee attack against a creature, that creature is paralyzed by the negative energy. The touched creature must make a Saving Throw vs. Spell or be paralyzed for 5 rounds.

GLITTERDUST (CONJURATION/SUMMONING)



Range: 10 yds.
Duration: 4 rounds
Casting Time: 2
Area of Effect: 30 ft.
Saving Throw: Neg.

This spell creates a cloud of glittering golden particles within the area of effect. All enemies in the area must roll a successful Saving Throw vs. Spell or be blinded (-4 penalty to attack rolls, Saving Throws, and Armor Class) for 4 rounds. In addition, all enemies who fail their Saving Throw are covered by the dust, which cannot be removed and continues to sparkle until it fades, thus revealing invisible creatures. The dust fades in 4 rounds.

HORROR (NECROMANCY)



Range: 40 ft.
Duration: 1 turn
Casting Time: 2
Area of Effect: 30-ft. radius
Saving Throw: Neg.

All enemies within the area of effect when this spell is cast must save vs. Spell or flee in terror. Certain creatures are immune to the effects of fear, including all undead.

INVISIBILITY (ILLUSION/PHANTASM)



Range: Touch
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or its gear, unless these allies can normally see invisible things or employ magic to do so. 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. The caster cannot perform any actions that manipulate the environment around her such as opening doors, disarming a trap, or opening a chest. The caster can, however, cast defensive spells on herself and fellow party members. And if she attacks, she immediately becomes visible, although the invisibility enables her to attack first.

A most useful spell when cast on a scout exploring unknown areas... Although not all creatures are fooled by the enchantment. —Elminster

KNOCK (ALTERATION)



Range: Visual range of the caster
Duration: Instant
Casting Time: 1
Area of Effect: Locked door or chest
Saving Throw: None

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.

KNOW ALIGNMENT (DIVINATION)



Range: 10 yds.
Duration: Instant
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A Know Alignment spell enables the Mage to exactly 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. When a character is hit by this spell, he will glow red if evil, green if good, and white if neutral. Certain magical devices negate the power of the Know Alignment spell.

LUCK (ENCHANTMENT/CHARM)



Range: 10 yds.
Duration: 3 rounds
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell is lucky in everything that he does for the next 3 rounds, receiving a 5% bonus to any of his actions. This includes Saving Throws, to-hit rolls, thieving skills, etc.

MELF'S ACID ARROW (CONJURATION/SUMMONING)



Range: Visual range of the caster
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the wizard creates a magical arrow that speeds to its target unerringly. The arrow has no attack or damage bonus, but inflicts 2d4 points of acid damage (there is no splash damage). For every 3 levels of the caster, the acid lasts for another round, unless somehow dispelled, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts 2 rounds, at 6th-8th level, the acid lasts for 3 rounds, and so on.

Useful for keeping trolls from rising up after you have killed them the first time. —Volo

MIRROR IMAGE (ILLUSION/PHANTASM)



Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When a Mirror Image spell is invoked, the caster causes from 2 to 8 exact duplicates of herself to come into being around her. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until they are struck. However, it is important to note that this will not protect the caster against every attack as it is possible for an enemy to choose the real caster amongst all the images.

POWER WORD, SLEEP (CONJURATION/SUMMONING)



Range: 30 yds.
Duration: 5 rounds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When a wizard calls upon a Power Word, Sleep spell, she causes a comatose slumber to come upon 1 creature (other than undead and certain other creatures specifically excluded from the spell's effects). The creature targeted must have less than 20 Hit Points and gets no Saving Throw. Magically sleeping opponents can be attacked with substantial bonuses. The Sleep effect will last for 5 rounds. This spell has no effect on creatures with more than 20 Hit Points.

RAY OF ENFEEBLEMENT (ENCHANTMENT/CHARM)



Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

By means of a Ray of Enfeeblement, a wizard weakens an opponent reducing its Strength score and thereby the attacks that rely upon it. The victim is reduced to a Strength score of 5 for the duration of the spell, unless a Saving Throw vs. Spell is made. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally. However, the target receives all of the penalties for a Strength score of 5 such as attack and damage penalties as well as lower weight allowance.

RESIST FEAR (ABJURATION)



Range: 10 yds.
Duration: 1 hour
Casting Time: 1
Area of Effect: 30-ft. radius
Saving Throw: None

The wizard instills courage in the spell's recipients, raising their morale to its highest. The recipients' morale will gradually reset to normal as the duration runs out. If the recipients are affected by magical fear, they will regain their composure.

STINKING CLOUD (EVOCATION)



Range: 30 yds.
Duration: 1 turn
Casting Time: 2
Area of Effect: 30-ft. radius
Saving Throw: Special

When casting a Stinking Cloud spell, the wizard creates a billowing mass of nauseous vapors up to 30 yds. away from her position. Any creature caught within the cloud must roll a successful Saving Throw vs. Poison or be sent reeling and fall down for 1d2 rounds. 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 each round. A Dispel Magic will remove the nausea on a particular character, but if they remain in the cloud then they are still subject to its effects.

Handy for incapacitating a group of enemies... But watch you don't catch your friends in the cloud!
—Volo

STRENGTH (ALTERATION)



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

Application of this spell sets the Strength of the character to 18 and then adds a +50% bonus on top of this. The character receives any strength bonuses appropriate. For example, if a character has between 18/50 and 18/00 Strength, then his Strength will just be set to 18/00. If a character has a Strength between 18/01 and 18/50, then his Strength will become 18/50 + original percentage. If his Strength is less than 18, then it will just become 18/50. However, this spell will actually lower a character's Strength if it is already 19 or more.

VOCALIZE (ALTERATION)



Range: 0
Duration: 1 turn
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise. Effectively, this spell cancels the effects of Silence and makes the recipient immune to it for the spell's duration. This spell has no effect on other noises or speech, it simply removes a spell's verbal component.

WEB (EVOCATION)



Range: 5 yds./level
Duration: 2 turns/level
Casting Time: 2
Area of Effect: Special
Saving Throw: Neg.

A Web spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The Web spell covers a maximum area of about 30 ft. in radius (roughly the same size as a Fireball). Creatures caught within webs, or simply touching them, become stuck among the gluey fibers. Anyone in the area when the spell is cast must roll a Saving Throw vs. Spell with a -2 penalty. If the Saving Throw is successful, then the creature is free to move out of the area. A failed Saving Throw means the creature is stuck in the webs unable to move. Each round that a creature remains in the web, it must make a Saving Throw or be unable to move.

WIZARD SPELLS — LEVEL 3

CLAIRVOYANCE (DIVINATION)



Range: Special
Duration: Instant
Casting Time: 3
Area of Effect: Special
Saving Throw: None

The Clairvoyance spell empowers the wizard to see in her mind the geographical features and buildings of the region she is currently exploring. It extends to a great range, but cannot reveal creatures or their movements.

DETECT ILLUSION (DIVINATION)



Range: 0
Duration: Instant
Casting Time: 3
Area of Effect: 20-ft. radius
Saving Throw: None

When cast at a point designated by the wizard, this spell will cancel all Illusion/Phantasm spells of 3rd level and lower in the area. Spells that are affected by this are Reflected Image, Invisibility, Mirror Image, and Non-Detection. It is important to note that the caster can control just who this spell affects. Therefore, it will affect only creatures that are not in the caster's party. The area of effect is roughly a 20-ft. radius around the target. The target's Magic Resistance, if any, does not affect this spell.

DIRE CHARM (ENCHANTMENT/CHARM)



Range: 20 yds.
Duration: 2 turns
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Neg.

This spell works in the exact same manner as Charm Person, with one difference: There is no Saving Throw bonus. Dire Charm 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 brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails her Saving Throw, she regards the caster as a trusted friend and ally to be heeded and protected. The caster may give her orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms or attempts to harm the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Dire Charm spell is broken. If two or more Charms 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. Also note that you cannot have a charmed creature leave the area where she is charmed.

DISPEL MAGIC (ABJURATION)



Range: 40 ft.
Duration: Instant
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions and certain magical items such as wands. It does not, however, affect enchanted magical items or spell protections such as Spell Turning and Spell Deflection. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of the Dispel Magic is above the original caster, his chance of success increases by 5%. For every level that the caster of Dispel Magic is below the original caster, his chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 5% chance of success or failure. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, there is only a 5% chance of failure. Similarly if the caster is 4 levels lower than the magic he is trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud, and other such spells, it does not dispel the area of effect.

A most useful spell for freeing oneself and one's friends from the effects of undesirable enchantments.
—Elminster

FIREBALL (EVOCATION)



Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: 1/2

A Fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it, 1d6 points of damage for each level of experience of the caster (up to a maximum of 10d6). The wizard points her 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). Creatures failing their Saving Throws each suffer full damage from the blast. Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, each receiving half.

FLAME ARROW (CONJURATION/SUMMONING)



Range: 60 ft.
Duration: 1 round
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: 1/2

This spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. Spell. The caster receives one bolt every 5 levels beyond the 5th (2 bolts at 10th level, 3 at 15th level, etc.). All of the bolts will streak toward the target of the spell.

GHOST ARMOR (CONJURATION/SUMMONING)



Range: 0
Duration: 5 turns
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were field plate armor (AC 2). It is cumulative with Dexterity bonuses to Armor Class and, in the case of Fighter/Mages, with the shield's bonus. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the duration expires.

HASTE (ALTERATION)



Range: 15 ft.
Duration: 3 rounds + 1 round/level
Casting Time: 3
Area of Effect: 30-ft. radius, 1 creature/level
Saving Throw: None

When this spell is cast, all creatures affected function at double their normal movement rate, gain a -2 initiative bonus, and receive an extra attack per round. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. At the instant the spell is completed, it affects all ally creatures in a 30-ft. radius centered on a point selected by the caster (thus, creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not). This spell is not cumulative with itself or with other similar magic. Spellcasting and spell effects are not affected. Note that this spell negates the effects of a Slow spell.

HOLD PERSON (ENCHANTMENT/CHARM)



Range: 35 ft.
Duration: 1 turn
Casting Time: 3
Area of Effect: 1 creature and any enemy within 7.5 ft.
Saving Throw: Neg.

This spell holds one or more humans, demihumans, or humanoid creatures rigidly immobile and in place for 1 turn. This includes brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not. The effect is centered on the victim selected by the caster. Every enemy within 7.5 ft. of the target is also affected. Those who succeed on 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. Time passes for the held creature at the same rate as if they were not held, even though they cannot move or even speak. Hence, being held does not prevent the worsening of the subject's condition due to wounds, diseases, or poison.

HOLD UNDEAD (NECROMANCY)



Range: 35 ft.
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: 1 creature and any enemies within 10 ft.
Saving Throw: Neg.

This spell holds 1d4 undead creatures rigidly immobile and in place for 12 or more rounds. The effect is centered on the victim selected by the caster. Any enemies within 10 ft. of the target are also affected. Those who succeed on their Saving Throws are totally unaffected by the spell. 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 subject's condition due to wounds.

INVISIBILITY, 10' RADIUS (ILLUSION/PHANTASM)



Range: 0
Duration: Special
Casting Time: 1 round
Area of Effect: 10-ft. radius
Saving Throw: None

This spell causes all creatures within 10 ft. of the caster to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature(s) are not magically silenced, and certain other conditions can render the creature(s) detectable. Even allies cannot see the invisible creature(s) or their gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature(s) become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature(s). The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. The invisible being(s) cannot open doors, talk, eat, climb stairs, etc. If they attack, they immediately become visible, although the invisibility enables them to attack first.

LIGHTNING BOLT (EVOCATION)



Range: 40 yds. + 10 yds./level
Duration: Instant
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the caster (maximum damage of 10d6) to each creature within its area of effect. A successful Saving Throw vs. Spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (e.g., if a 40-ft. bolt was started at 180 ft. from the wizard, the far end of bolt would reach 220 ft. (180+40)). If the Lightning Bolt intersects with a wall, it will bounce until it reaches its full length.

MELF'S MINUTE METEORS (EVOCATION, ALTERATION)



Range: 0
Duration: Special
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

This spell creates several small globes of fire, one for each experience level the wizard has obtained, which are held in the wizard's hands in place of his usual weapons. The meteors can be hurled at targets up to 90 yards away and are treated as missiles with a +5 bonus to the attack rolls. Each meteor bursts into a 1-ft. diameter sphere upon impact, inflicting 1d4+3 points of damage plus an additional 3 points of fire damage to any creature struck. The wizard may hurl up to five missiles per round.

MINOR SPELL DEFLECTION (ABJURATION)



Range: 0
Duration: 3 rounds/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 6th-level spell Spell Deflection, which causes the spells cast against the wizard to be absorbed and consumed. This spell affects a total of 4 spell levels, including spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard, as well as area effects that are stationary such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard, it will be absorbed. This spell will only affect up to 7th-level spells, but if it tries to absorb a spell that goes over its limit, the spell will fail and the spell deflection will be canceled. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the Spell Deflection.

MONSTER SUMMONING I (CONJURATION/SUMMONING)



Range: 40 yds.
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

With the casting of this spell, the wizard summons a random selection of 3 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. The monster(s) appear within spell range and attack the spellcaster's opponents until the spell duration expires or until they are slain.

NON-DETECTION (ABJURATION)



Range: Touch
Duration: 4 hours
Casting Time: 3
Area of Effect: 1 creature or item
Saving Throw: None

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 including Invisibility Purge. It also prevents location by such magical items as crystal balls and ESP medallions. It does not affect the Know Alignment spell.

PROTECTION FROM COLD (ABJURATION)



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

This spell lasts 1 turn per caster level. When the spell is cast, it confers complete invulnerability to normal cold attacks and partial protection from exposure to magical cold such as an icy dragon's breath, spells such as Cone of Cold, Wand of Frost, etc., absorbing 50% of all the damage dealt by such magical sources.

PROTECTION FROM FIRE (ABJURATION)



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

This spell lasts 1 turn per caster level. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires (fiery dragon breath, hell hound or pyrohydra breath, spells such as Burning Hands, Fireball, Fire Seeds, Fire Storm, Flame Strike, Meteor Swarm, and so on), absorbing 50% of all the damage dealt by such magical sources.

PROTECTION FROM NORMAL MISSILES (ABJURATION)



Range: Touch
Duration: 5 turns
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to non-magical hurled and projected missiles such as arrows, axes, bolts, javelins, and sling stones. Note, however, that this spell does not convey any protection from such magical attacks as Fireballs, Lightning Bolts, Magic Missiles, or magical missiles such as arrows +1.

REMOVE MAGIC (ABJURATION)



Range: 40 ft.
Duration: Instant
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: None

This is the combat version of Dispel Magic; it will only affect opponents. A Remove Magic dispels the magical effects upon any enemies within the area. This includes effects given from spells, potions, and certain magical items such as wands. It does not, however, affect enchanted magical items. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of Remove Magic is above the original caster, his chance of success increases by 5%. For every level that the caster of Remove Magic is below the original caster, his chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 1% chance of success or failure. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, there is only a 1% chance of failure. Similarly, if the caster is 4 levels lower than the magic he is trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud and other such spells, it does not dispel the area of effect.

SKULL TRAP (NECROMANTIC)



Range: 20 yds.
Duration: Special
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: 1/2

When this spell is cast, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 20 ft. of it. When this happens, the skull is triggered and explodes damaging everyone within a 30-ft. radius. The damage inflicted is equal to 1d6 per level of the caster, or half with a successful Saving Throw vs. Spell. When casting this spell, it is wise to set it far away from the party, lest they set it off accidentally.

SLOW (ALTERATION)



Range: 25 ft.
Duration: 1 turn
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: Neg.

A Slow spell causes creatures to move and attack at half of their normal rates. It negates Haste, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class and attack penalty of -4. Creatures save at -4 vs. Spell.

SPELL THRUST (ABJURATION)



Range: 25 ft.
Duration: Instant
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast at a target creature, it will dispel all of the spell protections of 5th level and lower affecting it. This includes the following spells: Minor Spell Deflection, Minor Globe of Invulnerability, Spell Immunity, and Minor Spell Turning. The target's Magic Resistance, if any, does not affect this spell.

VAMPIRIC TOUCH (NECROMANCY)



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

When this spell is cast, the target loses 1d6 Hit Points for every 2 caster levels, to a maximum drain of 6d6 for a 12th-level caster. These Hit Points are added to the caster's current Hit Points, with any Hit Points over the caster's normal maximum treated as temporary additional Hit Points. The temporary Hit Points last for 5 turns.

Note: This spell may not be cast multiple times to radically increase the caster's Hit Points. The caster must wait for the first Vampiric Touch spell to run its course before casting another.

WRAITHFORM (ALTERATION, ILLUSION)



Range: 0
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better enchantment, or by creatures otherwise able to affect those struck only by magical weapons. The wizard also gains a 25% Resistance to Magic Damage. While in Wraithform, the caster cannot cast either arcane or divine spells.

WIZARD SPELLS — LEVEL 4

CONFUSION (ENCHANTMENT/CHARM)



Range: 35 ft.
Duration: 5 rounds + 1 round/6 levels
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: Neg.

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 effect are allowed Saving Throw vs. Spell with a -2 penalty. Those successfully saving are unaffected by the spell, whereas those who fail their Saving Throws will either go berserk, stand confused, or wander about for the duration of the spell. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature. The spell lasts for 5 rounds plus 1 round every 6 levels of the caster.

CONTAGION (NECROMANCY)



Range: 30 yds.
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma scores are reduced by 2. The afflicted character is also Slowed. These effects persist until the character receives a Cure Disease spell.

EMOTION: HOPELESSNESS (ENCHANTMENT/CHARM)



Range: 50 ft.
Duration: 9 rounds + 1 round/level after 7th
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: Special

When this spell is cast, the wizard can disturb the emotional state of those around him. The effect of this is to inflict a feeling of hopelessness upon the enemies within the visual range of the caster. Upon a failed Saving Throw vs. Spell, the affected creature will lie down where they stand and give over all their will to a higher power. Sometimes they can be heard to exclaim things such as "I lay down and die," or "I'm going home." This will last for the duration of the spell, upon which they will return to normal.

The secondary effect of this spell is to instill upon the caster the feeling of courage. This will remove any effects of panic and restore his morale, as well as prevent the above from creeping forth into his psyche. There is no Saving Throw vs. this and it will last for the duration of the spell. It will, however, be affected by Magic Resistance and other such things.

ENCHANTED WEAPON (ENCHANTMENT/CHARM)



Range: 0
Duration: 1 day
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell conjures forth a +3 enchanted weapon that may be used by anyone. The weapon may be either a mace, axe, long sword, or short sword. The weapon stays in existence for 1 day.

FARSIGHT (DIVINATION)



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

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

FIRESHIELD (BLUE) (EVOCATION, ALTERATION)



Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

The blue fireshield protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user 50% Cold Resistance, but also protects the caster from attacks made within a 5-ft. radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8+2 cold damage.

FIRESHIELD (RED) (EVOCATION, ALTERATION)



Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

The Red Fireshield protects the user from fire damage by surrounding the caster with a shield of flame. This shield does not only grant the user a 50% Fire Resistance, but also protects her from attacks made from within a 5-ft. radius around her. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8+2 points of fire damage.

GREATER MALISON (ENCHANTMENT/CHARM)



Range: 50 ft.
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: None

The spell allows the caster to adversely affect all the Saving Throws of her enemies. The effect is applied to all hostile creatures within the area of effect. Opponents under the influence of this spell make all Saving Throws at a penalty of -4.

A particularly potent way of ensuring your next few spells will have maximum effect. —Elminster

ICE STORM (EVOCATION)



Range: Visual range of the caster
Duration: 4 rounds
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: None

When this spell is cast, great hail stones pound down for four rounds in a 60-ft. diameter area and inflict 2d8 points of damage to any creatures within the area of effect. Also, anyone that remains within the area of effect takes 2d8 damage each round for 4 rounds.

IMPROVED INVISIBILITY (ILLUSION/PHANTASM)



Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell is similar to Invisibility, but the recipient is able to attack by missile discharge, melee combat, or spellcasting while remaining unseen. However, telltale traces of 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 characters Saving Throws are made with a +4 bonus.

Note: After making an attack, the Mage is no longer completely invisible. Opponents can target the Mage.

MINOR GLOBE OF INVULNERABILITY (ABJURATION)



Range: 0
Duration: 1 round/level
Casting Time: 4
Area of Effect: 5-ft. radius sphere
Saving Throw: None

This spell creates a faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spells effects from penetrating (i.e., the area of effect of any such spells does not 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, and these pass from the caster of the globe to their subject without affecting the globe. Spells of 4th level or higher are not affected by the globe. The globe can be brought down by a Dispel Magic spell.

MINOR SEQUENCER (INVOCATION/EVOCATION)



Range: 0
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to store two spells and activate them both at the same time from her Special Ability button. Both spells must be of 2nd level or lower. To create a sequencer, a Mage must memorize not only Minor Sequencer but also the spells she intends to store in it (a Sorcerer can store spells of any level for which she still has spell slots). After casting Minor Sequencer, the player will be prompted to choose the sequenced spells from those she has memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Ability icon also disappears until the next time a sequencer is formed. A wizard can possess only one Minor Sequencer at a time, and it may not be given to other characters.

The sequencer spells can make a mage much more powerful...and dangerous. —Volo

MONSTER SUMMONING II (CONJURATION/SUMMONING)



Range: 40 yds.
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 4 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear within spell range and attack the caster's opponents until the spell duration expires or until they are slain.

OTILUKE'S RESILIENT SPHERE (ALTERATION)



Range: 0
Duration: 1 turn
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

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

POLYMORPH OTHER (ALTERATION)



Range: Line of sight of caster
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

The Polymorph Other spell is a powerful magic that permanently alters the form of the creature affected. Mental attributes are not affected, and the target does not receive the special abilities of the new form. However all physical attributes are changed to adhere to the new form. This is a specific version of the spell in that the recipient will be transformed into a squirrel unless a Save vs. Petrification/Polymorph is made successfully. The transformation is instant and permanent until a Dispel Magic is cast successfully upon the affected creature. The natural attacks of the new form also become available and all clothes and equipment that the target was wearing will mold into the new form.

POLYMORPH SELF (ALTERATION)



Range: 0
Duration: 1 turn + 3 rounds/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard is able to assume the form of another creature. The caster also gains the physical mode of locomotion and breathing as well. This spell does not give the new form's other abilities such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality.

For the duration of the spell, the caster may transform into any of the new forms at any time, and as many times as she wishes. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the wizard remain the same, but all the physical attributes are obtained from the new form. Also, any natural protections that the new form offers are conferred to the wizard, such as the resistance to missile and crushing weapons possessed by the slime form.

The possible forms given by Polymorph Self are:

Gnoll: wields a magical halberd (+1 fire damage and strikes as an enchanted weapon +3)
Mustard Jelly: capable of slowing opponents (if they fail a Saving Throw when hit)
Ogre: capable of causing massive damage with its fists
Spider: causes poison damage when it hits an opponent

In addition, the caster may choose the form of brown bear, black bear, or wolf.

REMOVE CURSE (ABJURATION)



Range: Touch
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

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 spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such 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.

SECRET WORD (ABJURATION)



Range: 40 ft.
Duration: Instant
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast at a target creature, it will dispel one spell protection of 8th level or lower. Spells affected by this are Minor Spell Turning, Minor Globe of Invulnerability, Spell Immunity, Spell Deflection, Spell Turning, and Spell Shield. The target's Magic Resistance, if any, does not affect this spell.

Handy for penetrating a hostile wizard's magical defenses! —Volo

SPIDER SPAWN (CONJURATION/SUMMONING)



Range: 40 yds.
Duration: 6 rounds + 1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

Upon casting this spell, the wizard must throw several spider eggs into the air while saying the final command word. The result is that the eggs morph into a fully grown spider that will remain under the wizard's telepathic control. The type of spider that appears depends upon the level of the wizard casting the spell.

7th: giant spider.

9th: phase spider.

12th+: sword spider.

When the spell is cast, there is a 20% chance that two spiders of the proper type will appear instead of just one. These spiders will remain under the wizard's control until affected by a Dispel Magic spell, until they are slain, or until the spell duration expires.

SPIRIT ARMOR (NECROMANCY)



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

This spell is very similar to the 3rd-level spell Ghost Armor in that it creates a corporeal 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 at all. The spirit armor does not work cumulatively with any other armor; however, Dexterity bonuses still apply as well as magic rings and shields. While in effect, the AC (Armor Class) of the recipient will be set to 1, as if she were wearing plate mail. Also, due to the magical nature of the spell, she will also receive a +3 bonus to Save vs. Spell. There is a danger however, as when the spell runs out, the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target.

STONESKIN (ALTERATION)



Range: 0
Duration: 12 hours
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When a wizard casts this powerful spell upon himself, an outer skin of stone will move up from the ground, completely covering him. This skin is of course magical and will hinder the wizard in no way. The effect of this is to protect the wizard from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting. For example, a 10th-level wizard would receive 5 skins while a 20th-level wizard would receive 10. For each skin the wizard possesses, the spell will stop one attack, so a 10th-level wizard would be protected from the first 5 attacks made against him, but the 6th would affect him normally. The skins will remain on the wizard until he is affected by a Dispel Magic, all of the skins are removed due to physical attacks, or the spell duration expires. It is important to note that this will not protect the wizard from any magical attacks such as Fireball; however, it will protect him from physical magical attacks such as Magic Missile.

TELEPORT FIELD (ALTERATION)



Range: 40 ft.
Duration: 1 turn
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: None

The wizard instigates a teleportation effect that randomly teleports all enemies in this area for the duration of the spell. Teleport Field is best used against multiple enemies, serving to confuse them and allowing the wizard to concentrate on activating her defenses.

WIZARD EYE (DIVINATION, ALTERATION)



Range: 0
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The Wizard Eye can see with normal vision up to 60 ft. away in brightly lit areas, and can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a Detect Invisibility spell, for instance). Solid barriers prevent the passage of a Wizard Eye. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful Dispel Magic spell cast on the wizard or the eye ends the spell.

WIZARD SPELLS — LEVEL 5

ANIMATE DEAD (NECROMANCY)



Range: 10 yds.
Duration: 8 hours
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

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, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, and so on. The undead remain animated until they are destroyed in combat, 8 hours pass, or are turned; the magic cannot be dispelled. The wizard can animate 1d2 undead creatures.

BREACH (ABJURATION)



Range: 40 ft.
Duration: Instant
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast at a creature, it breaches and dispels all of the specific and combat protections on the target creature. Here is a complete list of all the specific protection spells that are dispelled by Breach: Shield, Protection Circle, Resist Fear, Protection From Fire/Cold, Fireshield, Protection From Acid, Protection From Electricity, Protection From Magic Energy, Protection From The Elements, and Protection From Energy. The combat protection spells dispelled by Breach are Protection From Normal Missiles, Protection From Normal Weapons, Protection From Magic Weapons, Stoneskin, Armor, Ghost Armor, Spirit Armor, Absolute Immunity, Mantle, and Improved Mantle. The target's Magic Resistance, if any, does not affect this spell.

CHAOS (ENCHANTMENT/CHARM)



Range: 35 ft.
Duration: 5 rounds + 1 round/6 levels
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: Special

The effects of this spell are identical to the 4th-level spell Confusion in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking either friend or foe. If the victim is 4th level or lower, she does not receive a Saving Throw vs. the effects. However, if the victim is 5th level or higher, she receives a Save vs. Spell with a -4 penalty. The spell lasts for the duration or until a successful Dispel Magic is cast.

CLOUDKILL (EVOCATION)



Range: 10 yds.
Duration: 1 turn
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

This spell generates a billowing cloud of ghastly, yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, and cause creatures with 4+1 to 6 Hit Dice to roll Saving Throws vs. Poison with a -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 1d10 points of poison damage each round while in the area of effect.

Be wary of casting this lethal spell on a windy day! —Elminster

CONE OF COLD (EVOCATION)



Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, it generates a cone-shaped area of extreme cold originating at the wizard's hand and extending outward in a cone 5 ft. long and 1 ft. in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of the caster. For example, a 10th-level wizard would cast a cone of cold 10 ft. in diameter and 50 ft. in length, causing 10d4+10 points of damage.

CONJURE LESSER AIR ELEMENTAL (CONJURATION/SUMMONING)



Range: 15 yds.
Duration: 1 turn + 1 round/level
Casting Time: Special
Area of Effect: Special
Saving Throw: None

A wizard who casts a Conjure Lesser Air Elemental spell summons an air elemental to do his bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summoning it. If it can't reach the summoner, it will fight its way toward him. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, he has control of the elemental; however, if he has lost, the elemental goes berserk and tries to kill him. This does not prevent the use of other Charm-type spells after the contest was lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

CONJURE LESSER EARTH ELEMENTAL (CONJURATION/SUMMONING)



Range: 15 yds.
Duration: 1 turn + 1 round/level
Casting Time: Special
Area of Effect: Special
Saving Throw: None

A wizard who casts a Conjure Lesser Earth Elemental spell summons an earth elemental to do her bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summoning it. If it can't reach the summoner, it will fight its way toward her. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, she has control of the elemental; however, if she has lost, the elemental goes berserk and tries to kill her. This does not prevent the use of other Charm-type spells after the contest was lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

CONJURE LESSER FIRE ELEMENTAL (CONJURATION/SUMMONING)



Range: 15 yds.
Duration: 1 turn + 1 round/level
Casting Time: Special
Area of Effect: Special
Saving Throw: None

A wizard who casts a Conjure Lesser Fire Elemental spell summons a fire elemental to do his bidding. The elemental has 8 Hit Dice and will serve the caster's every whim until banished back to its home plane, the spell's duration expires, or the elemental dies. However, every time this spell is cast, there is a 15% chance that the elemental will escape the instructions of the caster, go berserk, and attack the wizard who dared summoning it. If it can't reach the summoner, it will fight its way toward him. This berserking elemental will also remain until slain or the spell's duration expires. The elemental is locked into a psychic contest with the caster for 3 rounds after being summoned. At the end of this time, if the caster has won, he has control of the elemental; however, if he has lost, the elemental goes berserk and tries to kill him. This does not prevent the use of other Charm-type spells after the contest was lost. If Charm spells are used before the contest is over, they will have no effect on the outcome.

DOMINATION (ENCHANTMENT/CHARM)



Range: Visual range of the caster
Duration: 8 rounds
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

The Domination spell enables 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. This effect can only be reversed by Dispel Magic. The target is allowed a Saving Throw vs. Spell with a -2 penalty to negate the effect.

Feeblemind (ENCHANTMENT/CHARM)



Range: 40 ft.
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

Feeblemind causes the subject's intellect to degenerate into that of a simple beast of burden unless a Saving Throw vs. Spell is made with a -2 penalty. Upon a failed Saving Throw, the subject remains in this state until a successful Dispel Magic is cast upon him.

HOLD MONSTER (ENCHANTMENT/CHARM)



Range: 40 ft.
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1 creature and any enemies within 7.5 ft.
Saving Throw: Neg.

This spell holds 1d4 creatures of any type rigidly immobile and in place for 9 or more rounds, unless a Saving Throw vs. Spell is made with a -2 penalty. The effect is centered on the victim selected by the caster. Any enemies within 7.5 ft. of the target are also affected. Those who succeed on 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 subject's condition due to wounds, diseases, or poison.

LOWER RESISTANCE (ABJURATION, ALTERATION)



Range: 40 ft.
Duration: 9 rounds + 1 round/level after 9th
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When cast upon a target creature, this spell will lower the Magic Resistance of this creature by 10% + 1% per level of the caster. There is no Saving Throw and the target's Magic Resistance, if any, does not affect this spell. For example, if a creature has 60% Magic Resistance and this spell is cast on it by a 15th-level Mage, then the target's Magic Resistance would be lowered by 25% automatically. This effect is cumulative for each casting of this spell: If Lower Resistance was cast upon the same creature again, the creature's Magic Resistance would be 60% - 25% (initial casting) - 25% (current casting), which would leave the creature with 10% Magic Resistance. This spell will last until its duration expires and cannot be dispelled.

MINOR SPELL TURNING (ABJURATION)



Range: 0
Duration: 3 rounds/level
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 7th-level Spell Turning, which causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 4 spell levels, including spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the wizard, as well as area effects that are stationary, such as Cloudkill and Stinking Cloud. As long as the spell is cast directly at the wizard, it will be reflected back upon the caster. This spell will only affect up to 4th-level spells, but as long as there are levels remaining, a spell will be reflected. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the Spell Turning.

This spell will not protect the caster from Dispel Magic, but will not be dispelled by Dispel Magic either.

MONSTER SUMMONING III (CONJURATION/SUMMONING)



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

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 5 HD monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear within spell range and attack the caster's opponents until the spell duration expires or until they are slain.

ORACLE (DIVINATION)



Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: 60-ft. radius
Saving Throw: None

When cast, this spell will cancel all Illusion/Phantasm spells of 5th level and lower within its area of effect. The spells affected are Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, and Shadow Door. The caster can control just who this spell affects: Therefore, it will affect only creatures that are not in the caster's party. The area of effect is roughly a 60-ft. radius around the caster.

PHANTOM BLADE (EVOCATION)



Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell creates a translucent, shadow-like, weightless area of magical force extending from the fingers of one of the caster's hands. The silent, blade-shaped construct's cutting edges inflict damage just as those of a real sword do. The caster wields the phantom blade as if proficient with it, at her normal THAC0. The Phantom Blade acts as a +3 magical sword in terms of to hit and damage bonuses, as well as the type of creatures it can hit. However, due to its etheric nature, it causes an extra +10 damage against undead creatures. This sword can only be used by the caster and remains in her hand for the duration of the spell or until dispelled.

PROTECTION FROM ACID (ABJURATION)



Range: Touch
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all acid-based attacks, whether magical or non-magical, such as Acid Arrow or a creature's special attacks. This effect lasts for the duration of the spell or until dispelled.

PROTECTION FROM ELECTRICITY (ABJURATION)



Range: Touch
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When the spell is cast it confers complete invulnerability to all electrical based attacks whether magical or non-magical such as lightning bolt or breath weapons. This effect lasts for the duration of the spell or until dispelled.

PROTECTION FROM NORMAL WEAPONS (ABJURATION)



Range: 0
Duration: 1 round/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all non-magical weapons. This does not include weapons that are blessed or enchanted. This spell may not be cast on someone who is protected from magical weapons. This effect lasts for the duration of the spell or until dispelled.

SHADOW DOOR (ILLUSION/PHANTASM)



Range: 0
Duration: 9 rounds + 1 round/level after 9th
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible (as per the Improved Invisibility spell), for the spell's duration. A True Seeing spell, a Gem of Seeing, or similar magical means can reveal the wizard.

SPELL IMMUNITY (ABJURATION)



Range: 0
Duration: 1 round/level
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

Casting this spell grants the wizard protection from one spell school of her choice. After the spell is cast, the wizard must choose the school she wishes to be protected from. All spells of this school will not be able to harm or aid the caster for the duration of this spell. This includes all spells from this school, including any priest spells that might benefit the caster.

A formidable defense often employed by high-level wizards. —Volo

The knave shall reveal all of our secrets if we are not careful. —Elminster

SPELL SHIELD (ABJURATION)



Range: 0
Duration: 3 rounds/level
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard is protected from the next magical attack against him. The spells from which the wizard is protected are Spell Thrust, Secret Word, Breach, Lower Resistance, Pierce Magic, Ruby Ray, Warding Whip, Pierce Shield, and Spellstrike. If one of these spells is cast at the wizard, this spell activates and absorbs the attack. However, this only works once and this spell is consumed in the process. Otherwise, it will last for its duration.

SUNFIRE (EVOCATION)



Range: Caster
Duration: Instantaneous
Casting Time: 3
Area of Effect: 30-foot radius
Saving Throw: 1/2

A Sunfire is like a Fireball's explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the caster: 1d6 points of damage per level of the caster, up to a maximum of 15d6. The wizard gestures with her hand, and the entire area around she erupts in flames, striking everyone except the caster herself. Creatures failing their Saving Throws take full damage from the blast; those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, each taking half damage.

PRIEST SPELLS — LEVEL 1

ARMOR OF FAITH (ABJURATION)



Sphere: Protection
Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The caster of the Armor of Faith receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At 1st level, the protection is 5%, and every 5 levels of the caster improves this by another 5%. For example, a 20th level priest would have 25% of his damage "absorbed" if protected by this spell.

BLESS (CONJURATION/SUMMONING)



Sphere: All
Range: 40 ft.
Duration: 6 rounds
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: None

Upon uttering the Bless spell, the caster raises the morale of friendly creatures and any Saving Throw rolls they make against fear effects by +1. Furthermore, it raises their attack rolls by +1. The caster determines at what range (up to 40 ft.) the spell will be cast. At the instant the spell is completed, it affects all creatures in a 30-ft. radius centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effects; those entering the area after the casting is completed are not).

Blessed are the blessed. —Volo

COMMAND (ENCHANTMENT/CHARM)



Sphere: Charm
Range: 30 yds.
Duration: 1 round
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

This spell enables the priest to command another creature to "die" (sleep) for a single round. At the end of the round, the creature awakens and is unharmed. Creatures with 6 or more Hit Dice (or experience levels) are entitled to a Saving Throw vs. Spell to ignore the command.

CURE LIGHT WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

By casting this spell and laying her hand upon a creature, the priest causes 8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will be healed, or can be cured, just as any normal injury.

DETECT EVIL (DIVINATION)



Sphere: Divination
Range: 0
Duration: Instant
Casting Time: 2
Area of Effect: 60-ft. radius
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.

DOOM (ALTERATION)



Sphere: Charm
Range: 25 ft.
Duration: 1 turn
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a -2 penalty to all his rolls, including THAC0 and Saving Throws. There is no Saving Throw for this spell.

ENTANGLE (ALTERATION)



Sphere: Plant
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 4
Area of Effect: 40-ft. radius
Saving Throw: Neg.

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. A creature that rolls a successful Saving Throw vs. Spell with a +3 bonus avoids entanglement. An entangled creature can still attack.

MAGICAL STONE (ENCHANTMENT)



Sphere: Combat
Range: 50 ft.
Duration: Instant
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

By using this spell, the priest can create a small magical pebble, which then flies out and hits a target opponent. The stone deals 1d4 points of damage to whomever it hits. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus.

PROTECTION FROM EVIL (ABJURATION)



Sphere: Protection
Range: Touch
Duration: 3 rounds/level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

REMOVE FEAR (ABJURATION)



Sphere: Charm
Range: 10 yds.
Duration: 1 hour
Casting Time: 1
Area of Effect: 30-ft. radius
Saving Throw: Special

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

SANCTUARY (ABJURATION)



Sphere: Protection
Range: 0
Duration: 1 turn
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

When the priest casts a Sanctuary spell, it causes all of her opponents to ignore her existence as if she was 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 herself. The priest may not cast spells on other creatures without ending the spell.

SHILLELAGH (ALTERATION)



Sphere: Combat, Plant
Range: 0
Duration: 4 rounds + 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell enables the caster to create a magical cudgel that has a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents.

PRIEST SPELLS — LEVEL 2

AID (NECROMANCY, CONJURATION)



Sphere: Necromantic
Range: Touch
Duration: 1 round + 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell gains the benefits of a Bless spell (+1 to attack rolls and Saving Throws) and a special bonus of 1d8 additional Hit Points for the duration of the spell. The Aid spell enables the recipient to actually have more Hit Points than his current maximum. The bonus Hit Points are lost first when the recipient takes damage and may not be regained by curative magic.

Example: A 1st-level Fighter has 8 Hit Points, suffers 2 points of damage ($8 - 2 = 6$), then receives an Aid spell that grants him 5 additional Hit Points. The Fighter now has 11 Hit Points, 3 of which are temporary. If he is then hit for 7 points of damage, 4 normal Hit Points and all 3 temporary Hit Points are lost. The Fighter then receives a Cure Light Wounds spell that heals 4 points of damage, restoring him to his original 8 Hit Points.

BARKSKIN (ALTERATION)



Sphere: Protection, Plant
Range: Touch
Duration: 4 rounds + 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When a priest casts the Barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to 6, plus 1 for every 4 levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, Saving Throws vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature she touches.

CHANT (CONJURATION/SUMMONING)



Sphere: Combat
Range: 0
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 30-ft. radius
Saving Throw: None

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 attack and damage rolls and Saving Throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Multiple Chants are not cumulative.

CHARM PERSON OR MAMMAL (ENCHANTMENT/CHARM)



Sphere: Animal
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 5
Area of Effect: 1 person or mammal
Saving Throw: Neg.

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 brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person is allowed a Saving Throw vs. Spell to negate the effect.

If the spell's recipient fails her Saving Throw (with a +3 modifier), she regards the caster as a trusted friend and ally to be heeded and protected. The caster may give her orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if a Dispel Magic spell is cast upon the charmed person, the Charm spell is broken. If two or more Charms 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. Also note that you cannot have a charmed creature leave the area where he is charmed.

DRAW UPON HOLY MIGHT (INVOCATION)



Sphere: Combat
Range: 0
Duration: 1 turn
Casting Time: 2
Area of Effect: The 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 are all 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 his abilities raised by 4.

FIND TRAPS (DIVINATION)



Sphere: Divination
Range: 0
Duration: 3 turns
Casting Time: 5
Area of Effect: The caster
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 her. Once each round, all of the traps within a 30-ft. radius of the caster will be revealed. A trap is any device or magical ward that meets three criteria: It can inflict a sudden or unexpected result; the caster would view the result as undesirable or harmful; and the creator specifically intended the harmful or undesirable result as such. Thus, traps include glyphs and similar spells or devices.

FLAME BLADE (EVOCATION)



Sphere: Elemental (Fire)
Range: 0
Duration: 4 rounds + 1 round/2 levels
Casting Time: 4
Area of Effect: Special
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 sword that the caster already knows how to use, hence there are no bonuses or penalties. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4 points of slashing damage, plus an additional 1d2+4 points of fire damage. However, it is not a magical weapon in the normal sense of the term, so creatures struck only by magical weapons are not harmed by it.

One of the many effective ways of insuring that trolls do not come back to life. —Elminster

GOODBERRY (ALTERATION, EVOCATION)



Sphere: Plant
Range: Touch
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

Casting a Goodberry spell creates 5 magical berries that the caster can carry with her. These berries cure one point of physical damage for each one eaten.

HOLD PERSON (ENCHANTMENT/CHARM)



Sphere: Charm
Range: 35 ft.
Duration: 1 turn
Casting Time: 5
Area of Effect: 1 creature and any enemy within 7.5 ft.
Saving Throw: Neg.

This spell holds one or more humans, demihumans, or humanoid creatures rigidly immobile and in place for one turn. This includes: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level Fighter could be held, while an ogre could not. The effect is centered on the victim selected by the caster. Every enemy within 7.5 ft. of the target is also affected. Those who succeed on 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 even though they are helpless to change them. Time passes at a normal rate for the targets and hence being held does not stop any worsening of their condition due to wounds, disease, or poison.

KNOW ALIGNMENT (DIVINATION)



Sphere: Divination
Range: 10 yds.
Duration: Instant
Casting time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A Know Alignment spell enables the priest to exactly 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. When a character is hit by this spell, it will glow red if evil, green if good, and white if neutral. Certain magical devices negate the power of the Know Alignment spell.

RESIST FIRE/RESIST COLD (ALTERATION)



Sphere: Protection
Range: Touch
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When this spell is placed upon a creature by a priest, 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 can somewhat resist intense heat or cold (whether natural or magical in origin), such as red hot charcoal, a large amount of burning oil, flametongue swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, wands of frost, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient has all damage sustained by fire or cold reduced by 50%.

SILENCE, 15' RADIUS (ALTERATION)



Sphere: Guardian
Range: Visual range of the caster
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 15-ft. radius sphere
Saving Throw: Neg.

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 vs. Spell with a -5 penalty; if the save is failed, then they are silenced for the duration of the spell. Note that 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.

Effective for thwarting opposing spellcasters. —Volo

If only the spell could be used more often on you, Volo. —Elminster

SLOW POISON (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, actually neutralizing all but the most deadly poisons.

SPIRITUAL HAMMER (INVOCATION)



Sphere: Combat
Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

By calling upon her deity, the caster of a Spiritual Hammer spell brings into existence a magical hammer, which she can use for the duration of the spell. It strikes as a magical weapon with a bonus of +1 for every 6 experience levels (or fraction) of the caster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 vs. opponents of man-size or smaller and 1d4 upon larger opponents, plus the magical bonus).

PRIEST SPELLS — LEVEL 3

ANIMATE DEAD (NECROMANCY)



Sphere: Necromantic
Range: 10 yds.
Duration: 8 hours
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell causes 1d2 undead monsters to rise and serve the priest under any conditions. One undead servant automatically rises, and there is a 5% chance per level of the caster that another will rise and join the first. At 15th level, the caster will be able to summon a skeleton warrior (only one) instead.

The undead can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat, 8 hours pass, or they are turned. This spell cannot be dispelled.

CALL LIGHTNING (ALTERATION)



Sphere: Weather
Range: 80 ft.
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 360-ft. radius
Saving Throw: 1/2

A Call Lightning spell must be cast outside, otherwise it will not work and the spell is wasted. The caster is able to call down one bolt of lightning per turn. The spell has a duration of 1 turn every 4 levels of the caster. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points per level of the caster. Thus, a 8th-level caster will call down two bolts, each dealing 10d8 (2d8 + 8d8) points of damage. The bolt of lightning flashes down in a vertical stroke at any of the priest's enemies. The first enemy struck by the lightning will be the enemy targeted. After that, any enemy (but no allies) may be struck by the ensuing lightning storm.

CURE DISEASE (ABJURATION)



Sphere: Necromantic
Range: Touch
Duration: Permanent
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

By laying her hands upon a sickly person, the caster can cure almost any disease with this spell. The cure is permanent, but does not grant the recipient of the spell immunity from further afflictions. Blindness, deafness and feeblemind are also cured with this spell. Some magically created diseases may not be curable by this spell.

CURE MEDIUM WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

By casting this spell and laying his hand upon a creature, the priest heals 14 points of wound or other injury damage from the creature's body. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal, or can be cured, just as any normal injury.

DISPEL MAGIC (ABJURATION)



Sphere: Protection
Range: 40 ft.
Duration: Instant
Casting Time: 6
Area of Effect: 30-ft. radius
Saving Throw: None

A Dispel Magic spell removes magical effects upon anyone within the area. This includes effects given from spells, potions and certain magical items such as wands. It does not, however, affect enchanted magical items or spell protections such as Spell Turning and Spell Deflection. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of the Dispel Magic is above the original caster, her chance of success increases by 5%. For every level that the caster of Dispel Magic is below the original caster, her chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 5% chance of success or failure. Thus, if a caster is 10 levels higher than the magic she is trying to dispel, there is only a 5% chance of failure. Similarly if the caster is 4 levels lower than the magic she is trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud, and other such spells, it does not dispel the area of effect.

GLYPH OF WARDING (ABJURATION, EVOCATION)



Sphere: Guardian
Range: 20 yds.
Duration: Permanent until discharged
Casting Time: 1 round
Area of Effect: 25-ft. radius
Saving Throw: Neg.

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 is subject to the magic it stores, although a successful Saving Throw vs. Spell enables the creature to escape the effects of the glyph. Multiple glyphs cannot be cast on the same area; however, if a cabinet had three drawers, each could be separately warded. When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. When the glyph is activated, it deals 1d4 points of electrical damage per level of the caster.

HOLD ANIMAL (ENCHANTMENT/CHARM)



Sphere: Animal
Range: 35 ft.
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 1 creature and any enemies within 7.5 ft.
Saving Throw: Neg.

This spell holds animals rigidly immobile and in place. Only normal- and giant-sized animals are affected by this spell; monsters such as wyverns, ankhegs, and carrion crawlers do not count as animals. The effect is centered on the victim selected by the caster; every enemy within 7.5 ft. of the target is also affected. Those who succeed on their Saving Throws are totally unaffected by the spell. 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.

HOLY SMITE (NECROMANCY)



Sphere: Healing
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 20-ft. radius
Saving Throw: Special

This spell calls upon energy from the Positive Energy Plane in order to open a channel between it and the targets. The result is that any evil creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they are also blinded for 1 round.

INVISIBILITY PURGE (DIVINATION)



Sphere: Divination
Range: Visual range of the caster
Duration: Instant
Casting Time: 8
Area of Effect: 30-ft. radius
Saving Throw: None

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures under the effect of Sanctuary, Improved Invisibility, and Shadow Door.

MISCAST MAGIC (ENCHANTMENT/CHARM)



Sphere: Chaos
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 5
Area of Effect: 1 target
Saving Throw: Neg.

Any spellcasting creature that is affected by this spell has its casting ability severely disabled. When the creature attempts to cast a spell it suffers an 80% chance of failure. Creatures can Save vs. Spell to avoid the effect, but do so with a -2 penalty.

PROTECTION FROM FIRE (ABJURATION)



Sphere: Protection, Elemental (Fire)
Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

The effects of a Protection From Fire spell last no longer than 3 rounds plus 1 round per level of the caster. When the spell is cast, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires (fiery dragon breath, hell hound or pyrohydra breath, spells such as Burning Hands, Fireball, Fire Seeds, Fire Storm, Flame Strike, Meteor Swarm, and so on), absorbing 80% of all the damage dealt by such magical sources.

REMOVE CURSE (ABJURATION)



Sphere: Protection
Range: Touch
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

Upon casting this spell, the priest is usually able to remove a curse on an object, a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such 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 higher.

REMOVE PARALYSIS (ABJURATION)



Sphere: Protection
Range: 150 ft.
Duration: Permanent
Casting Time: 6
Area of Effect: 25-ft. radius
Saving Throw: None

By the use of this spell, the priest can free all creatures within the area from the effects of any paralyzation or related magic (such as a ghoul's touch or a Hold spell).

RIGID THINKING (ENCHANTMENT/CHARM)



Sphere: Law
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 5
Area of Effect: 1 person or mammal
Saving Throw: Neg.

The target of this spell must make a Saving Throw vs. Spell or come under its effects. When under the effects of the Rigid Thinking spell, the victim will randomly wander, attack the nearest person, or stand confused.

STRENGTH OF ONE (ALTERATION)



Sphere: Law
Range: 0
Duration: 1 turn
Casting Time: 3
Area of Effect: The party
Saving Throw: None

When this spell is cast, the entire party is given a Strength score of 18/75. If a party member has a Strength score higher than this (either naturally, or through a magical item), then his Strength is lowered to 18/75. The spell lasts for 1 turn, whereupon everyone's Strength returns to normal.

SUMMON INSECTS (CONJURATION/SUMMONING)



Sphere: Animal
Range: 30 yds.
Duration: 7 rounds
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: Special

The Summon Insects spell attracts a cloud or swarm of normal insects to attack one enemy of the caster's. This swarm gathers at a point chosen by the caster within the spell's range and attacks any single creature the caster points to. The victim may make a Saving Throw vs. Breath Weapon with a -4 penalty to escape the swarm; otherwise, the victim receives 1 point of damage every 2 seconds for the duration of the spell. Moreover, the victim fights with a -2 penalty to her attack roll and a -2 penalty to her Armor Class. The swarm will repeatedly bite the target, making it very difficult to cast spells (50% chance of spell failure).

UNHOLY BLIGHT (NECROMANCY)



Sphere: Healing
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 20-ft. radius
Saving Throw: Special

This spell calls upon energy from the Negative Energy Plane in order to open a channel between it and the targets. The result is that any good creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they also receive a -2 penalty to all their rolls for 4 rounds.

ZONE OF SWEET AIR (ABJURATION)



Sphere: Wards

Range: 0

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Zone of Sweet Air repels all noxious elements from poisonous vapors (including magically created vapors such as Cloudkill). This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon).

A spell I could have used after a rather unsavory meal at the Grilled Griffin Eatery! —Volo

PRIEST SPELLS — LEVEL 4

ANIMAL SUMMONING I (CONJURATION, SUMMONING)



Sphere: Animal, Summoning
Range: 20 yds.
Duration: 3 turns
Casting Time: 7
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls between 2 and 3 animals that have 4 Hit Dice or less. The animals appearing are randomly determined. They will remain under the caster's control until slain or the spell duration expires.

CALL WOODLAND BEINGS (CONJURATION, SUMMONING)



Sphere: Animal, Summoning
Range: Visual range of the caster
Duration: 3 turns
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell summons forth a nymph to assist the party. The nymph has several priest spells at her disposal and will use them in the best interests of the party (these include Mental Domination, Confusion, and healing spells). She will remain under the caster's control until slain or the spell's duration expires.

CAUSE SERIOUS WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

This spell is the reverse of Cure Serious Wounds. Instead of healing the creature touched, it causes damage. On a successful touch from the priest, the spell inflicts 17 points of damage upon the target. The next attack that the priest makes will inflict this effect, however, she only has 2 rounds to make the attack before the spell fizzles. If the priest misses the target creature, the spell is wasted. There is no Saving Throw.

CLOAK OF FEAR(CONJURATION)



Sphere: Charm
Range: 0
Duration: Instant
Casting Time: 6
Area of Effect: The caster
Saving Throw: Neg.

Cloak of Fear empowers the caster to radiate a personal aura of fear out to a 3-ft. radius. All other characters and creatures within this aura must roll a successful Saving Throws vs. Spell or run away in panic for 4 rounds. Affected individuals may even drop items. Party members are immune to the effects, although the aura of fear may still disturb them.

CURE SERIOUS WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

This spell is a more potent version of the Cure Light Wounds spell. The priest lays his hand upon a creature and heals 17 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

DEATH WARD (NECROMANCY)



Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell protects the target from all forms of death magic for the duration of the spell. This includes, but is not limited to, Disintegrate; Power Word, Kill; Death Spell; and Finger of Death.

DEFENSIVE HARMONY (ENCHANTMENT/CHARM)



Sphere: Law
Range: 0
Duration: 6 rounds
Casting Time: 1
Area of Effect: 30-ft. radius
Saving Throw: None

Defensive Harmony grants affected creatures a defensive bonus by bestowing an enchanted coordination on their attacks and defenses. This allows a group of creatures to act as a single unit for a single battle or encounter. The effect is always centered on the caster, but affects all those within a 30-ft. radius. Those affected can move outside of this area after the spell is cast and still enjoy the benefits of the harmony. While the spell is in effect, each affected creature gains a +2 bonus to her Armor Class. This lasts for 6 rounds or until dispelled.

United we stand, divided we fall. —Elminster

FARSIGHT (DIVINATION)



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

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.

FREE ACTION (ABJURATION)



Sphere: Charm
Range: Touch
Duration: 1 turn + 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

While under the effects of this spell, the recipient becomes immune to anything that affects his movement. This includes the effects of Web, Hold Person, Grease, and Entangle.

HOLY POWER (EVOCATION)



Range: None
Duration: 1 round/level
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

Through this spell, the caster imbues herself with the strength and skill of a Fighter of the same level. The priest's Strength score is set to 18/00, even if it is normally higher, her THAC0 becomes that of a Fighter of the same level, and she gains 1 temporary Hit Point per level. This will last for the duration of the spell or until dispelled.

LESSER RESTORATION (NECROMANCY)



Sphere: Necromantic
Range: Touch
Duration: Permanent
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell is very draining on the priest and he will likely require rest immediately after the casting, as it will cause days worth of fatigue almost instantaneously.

MENTAL DOMINATION (ENCHANTMENT/CHARM)



Sphere: Thought
Range: Visual range of the caster
Duration: 8 rounds
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

When cast upon a subject, the subject must make a Saving Throw vs. Spell with a -2 penalty in order to avoid the priest entering his mind. The effects of this spell are similar to those of the wizard spell Domination, with a few minor differences. Most notably, this spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest simply is able to command the subject to perform certain tasks or functions during the spell's duration. To control the subject, the priest must be within range and must be able to see the subject. This control will last until dispelled or for the duration of the spell.

NEGATIVE PLANE PROTECTION (ABJURATION)



Sphere: Protection, Necromantic
Range: Touch
Duration: 5 rounds
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

This spell affords the caster or the touched creature partial protection from undead monsters with Negative Energy Plane connections (such as vampires), and certain weapons and spells that drain energy levels. The Negative Plane Protection spell opens a channel to the Positive Energy Plane, possibly offsetting the effects of the negative energy attack. A protected creature struck by a negative energy attack is protected against any form of level draining for the duration of the spell. The protected creature suffers only normal Hit Point damage from the attack and does not suffer any drain of experience. This spell cannot be cast on the Negative Energy Plane.

NEUTRALIZE POISON (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

This spell removes all toxins from the body, both natural and magical in nature. When this spell is cast upon a poisoned individual, it immediately neutralizes any poison and restores 10 lost Hit Points. This spell will also cure any diseases that the target might be suffering from, as well as blindness and deafness.

POISON (NECROMANCY)



Range: 15 ft.
Duration: 1 turn
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

Through this spell, the caster can poison victims who fail their Saving Throw vs. Poison. The damage inflicted depends on the level of the caster as detailed below:

7-9th level: 2d8 + 2/round

10-12th level: 3d8 + 3/round

13-14th level: 4d8 + 4/round

15-16th level: 6d8 + 5/round

17+ level: 8d8 + 6/round

Those who make their Saving Throws are unaffected.

PROTECTION FROM EVIL, 10' RADIUS



Sphere: Protection
Range: Touch
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 30-ft. radius
Saving Throw: None

When this spell is cast, all creatures within a 30-ft. radius are affected individually by Protection From Evil. It creates a magical barrier around the recipients at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

Often this spell is all that stands between an adventurer and a rampaging demon! —Volo

PROTECTION FROM LIGHTNING (ABJURATION)



Sphere: Protection, Weather
Range: Touch
Duration: 5 rounds/level
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

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

PRIEST SPELLS — LEVEL 5

ANIMAL SUMMONING II (CONJURATION/SUMMONING)



Sphere: Animal, Summoning
Range: 60 yds./level
Duration: 3 turns
Casting Time: 8
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls from 1 to 3 animals that have 8 Hit Dice or less. The animals summoned aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

CAUSE CRITICAL WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

This spell is the reverse of Cure Critical Wounds. Instead of healing the creature touched, it causes damage. On a successful touch from the priest, the spell inflicts 27 points of damage upon the target. The next attack that the priest makes will cause this effect; however, she only has 2 rounds to make the attack before the spell fizzles. If the priest misses the target creature, the spell is wasted. There is no Saving Throw.

CHAMPION'S STRENGTH (ALTERATION)



Sphere: Law
Range: Visual range of the caster
Duration: 3 rounds/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

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 a +1 bonus to his attack rolls every 3 levels of the caster. So, a 9th-level priest would confer a THAC0 bonus of +3 to the target, and so on. Also, the target's Strength score is set to 18/00 for the duration of the spell, with all the bonuses to hit and damage rolls that this Strength confers. Note that if the target's Strength score is above 18/00, it will actually be reduced to this value.

The drawback to this 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 spells during this time. The effect lasts for 3 rounds per level of the caster or until dispelled.

CHAOTIC COMMANDS (ENCHANTMENT/CHARM)



Sphere: Chaos
Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

Chaotic Commands renders a creature immune to magical commands. Suggestion, Charm, Domination, Command, Sleep, Maze, and Confusion are all spells that fit into this category. This spell also protects the target from Psionic Blast. This spell affects only 1 creature and lasts for the duration or until dispelled.

CURE CRITICAL WOUNDS (NECROMANCY)



Sphere: Healing
Range: Touch
Duration: Permanent
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

The Cure Critical Wounds spell is a very potent version of the Cure Light Wounds spell. The priest lays her hands upon a creature and heals 27 points of damage from wounds or other injuries. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

FLAME STRIKE (EVOCATION)



Sphere: Combat
Range: Visual range of the caster
Duration: Instant
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: 1/2

When the priest calls down a Flame Strike spell, a vertical column of fire roars downward in the exact location called for by the caster. The target must roll a Saving Throw vs. Spell. Failure means the creature sustains 8d8 points of damage; otherwise, the damage is halved.

GREATER COMMAND (ENCHANTMENT/CHARM)



Sphere: Charm
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 1
Area of Effect: 20-ft. radius
Saving Throw: Neg.

As with the 1st-level spell Command, this spell enables the priest to command other creatures to "die" (sleep), except that the effects of this spell last 1 round per level of the caster. At the end of the round, the creature(s) awaken and are unharmed. The area of effect is similar to that of a Stinking Cloud or a Fireball.

INSECT PLAGUE (CONJURATION/SUMMONING)



Level: 5
Range: 120 yds.
Duration: 6 rounds
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: Special

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm. This swarm will jump first to the target, then to the nearest allies of the target's, until up to 6 creatures have been affected. Spellcasting within the swarm is impossible (100% chance of spell failure). Creatures in the insect plague sustain 1 point of damage every 2 seconds they remain within regardless of their Armor Class, due to the bites and stings of the insects. Invisibility is no protection. Due to the suffocating nature of the writhing insect swarm, each victim must make a Saving Throw vs. Breath Weapon or run away in fear for 1 round.

IRON SKINS (ALTERATION)



Sphere: Elemental
Level: 5
Range: 0
Duration: 12 hours
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

When a Druid casts this powerful spell upon himself, an outer skin of iron will move up from the ground, completely covering him. This skin is, of course, magical and will hinder the Druid in no way. The effect of this is to protect the Druid from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting. For example, a 10th-level Druid would receive 5 skins. For each skin the Druid possesses, the spell will stop one attack, so a 10th-level Druid would be protected from the first 5 attacks made against him but the 6th would affect him normally. The skins will remain on the Druid until he is affected by a Dispel Magic, all of the skins are removed due to physical attacks, or the spell's duration expires. It is important to note that this will not protect the Druid from any area attacks such as Fireball; however, it will protect him from physical magical attacks such as Magic Missile.

MAGIC RESISTANCE (ALTERATION)



Sphere: Protection
Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the recipient receives a resistance to all magic. The resistance conferred is 2% per level of the caster, up to a maximum of 40% at 20th level. This resistance is set so that if the target already has more Magic Resistance than the priest would confer, it will actually lower it to the set value. This effect will last for the duration of the spell or until dispelled.

MASS CURE (NECROMANCY)



Sphere: Healing
Range: 0
Duration: Permanent
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

When casting this spell, the priest must picture the faces of her fellow party members clearly and focus on the unity of the group. Upon completion, all party members within a 30-ft. radius of the caster are healed 1d8 + 1/level Hit Points. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal, or can be cured, just as any normal injury.

A good way to help your friends during combat! —Volo

PIXIE DUST (ILLUSION/PHANTASM)



Range: 0
Duration: Special
Casting Time: 1 round
Area of Effect: 30-ft. radius
Saving Throw: None

This spell creates a small handful of pixie dust that the caster can use to toss into the air. Anyone hit by the dust becomes invisible (the range of the dust is about 30-ft.). Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or its gear, unless these allies can normally see invisible things or employ magic to do so. 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 wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can walk around and cast defensive spells; however, if she attacks, she immediately becomes visible, although the invisibility enables her to attack first.

RAISE DEAD (NECROMANCY)



Sphere: Necromantic
Range: Visual range of the caster
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 person
Saving Throw: Special

When the priest casts a Raise Dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, elf, half-orc, or human.

Note that the body of the person must be whole, otherwise missing parts are still missing when the person is brought back to life. The person has but 1 Hit Point when raised and must regain the rest by natural healing or curative magic.

The power of life over death... use it wisely. —Elminster

REPULSE UNDEAD (ABJURATION)



Sphere: Necromantic
Range: 0
Duration: 1 turn
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This powerful spell creates waves of anti-negative energy that sweep outward from the caster. These waves disrupt any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave per round for the duration of the spell. All undead are affected, with no Saving Throw.

RIGHTEOUS MAGIC (ALTERATION)



Sphere: Combat
Range: 0
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This is a powerful combat spell that enhances the priest's physical prowess, transforming <PRO_HIMHER> into a juggernaut of destruction. The effect adds 1 temporary Hit Point per level of the caster, adds 1 point of Strength every 3 levels of the caster (to a maximum of 25), and causes every successful hit to inflict maximum damage. The effects last for the duration of the spell or until dispelled.

SLAY LIVING (NECROMANCY)



Sphere: Combat
Range: Touch
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

Upon casting this spell, the priest has to touch an opponent in order to visit the effect upon them. An item is created upon casting. The next attack the priest makes, which must happen in the next 3 rounds, will use this item. If the first attack misses, the item disappears and the spell is wasted; however, if the attack succeeds, the victim automatically takes 2d6+9 damage. Also, she must make a Save vs. Spell or be instantly killed. Slay Living can be dispelled if cast between the casting of this spell and the necessary attack..

TRUE SEEING (DIVINATION)



Sphere: Divination

Range: 0

Duration: 1 turn

Casting Time: 8

Area of Effect: 70-ft. radius

Saving Throw: None

When this spell is cast, an area roughly 70 ft. in radius around the caster will be affected. Instantly and once each round for 1 turn after this spell is cast, all hostile Illusion/Phantasm spells in the area of effect will be dispelled. The spells that are affected by this are Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, Shadow Door, Mislead, Project Image, and Simulacrum. The area of effect is roughly a 70-ft. radius around the caster. The target's Magic Resistance, if any, does not come into effect with this spell. This spell only affects enemies; thus, it is unable to dispel the invisibility from a party member.

EQUIPMENT

Note: The Inventory screen and how to equip items are discussed in the interface section in Part One: The Sword Coast Survival Guide, under Inventory. Also, please refer to the tables at the back of the manual for details about the bonuses and penalties for armor and weapons.

ARMOR



Full Plate: 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 variant of banded mail in which the metal strips are applied vertically (rather than horizontally, as with banded mail) to the backing of chain, leather, or cloth. Since a person's body does not normally swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.



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 to lessen the impact of blows.



Hide: Hide Armor is made from the thick hide of a very large animal or from many layers of normal leather. Hide armor is far too bulky, inflexible and heavy to be used much in advanced human cultures. Even though it offers more protection than leather armor, one must get by the offensive odor and shoddy appearance in order to wear it effectively. Even though thieves can wear this armor, it has a negative effect on their abilities.



Studded Leather: This armor is made from unhardened leather reinforced with close-set metal rivets.



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



Robe: Typically not providing of armor class, robes often have other enchantments and protections. Their use is restricted to students of the arcane.

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' to 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 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.

MISCELLANEOUS WEARABLES



Amulets: Amulets are jewelry—sometimes magical—worn around the neck suspended from a chain. The type of chain that comes with an amulet generally increases the item's aesthetic value, not its magical properties, if any. 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 the individual for whom they are made.



Bracers: These thick bands of metal or leather are strapped, belted, or tied to a character's forearm. Bracers may not be worn with gauntlets.



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. Gauntlets may not be worn with bracers.



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. Wearing a helmet will prevent critical hits.



Necklace: A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum, 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.

BOWS



Shortbow: Shortbows are about 5 feet long. They are the earliest form of bow. As the years passed, attempts were made to increase bow ranges by either lengthening the bow or increasing its flexibility with no change in length. The former resulted in the longbow.



Longbow: The longbow is similar to the shortbow, except that the bow is about as long as the archer is tall, usually 6 or more feet. It has better range than the shortbow.



Composite Bow: Composite bows are longbows made from more than one type of material. This gives greater flexibility and thus better range. These were developed after the normal longbow.



Arrow: The arrows found in this game are flight arrows, which, as the name implies, are built for distance. These lightweight arrows are often used for hunting. Most are made of ash or birch and are 30 to 40 inches long.

SPIKED WEAPONS



Flail: The flail is a sturdy wooden handle attached to either 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.



Morning Star: The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about 4 feet. Some such weapons have a round, oval, or cylindrical head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

SMALL SWORDS



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.



Short Sword: The short sword is the first type of sword to come into existence. A short sword has a double-edged blade about 2 feet long. The sword tip is usually pointed, ideal for thrusting.

LARGE SWORDS



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.



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



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 4 feet and 4 feet 10 inches.

AXES



Throwing Axe: The hand axe or throwing axe is also known as a hatchet. The axe blade 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. Characters proficient with axes are also proficient with throwing axes.



Battle Axe: The most common version of the battle axe is a stout pole about 4 feet in length with a single-edged, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

BLUNT WEAPONS



Club: Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since people first began using tools. Anyone can find a good stout piece of wood and swing it, hence the club's widespread use.



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



Quarterstaff: The quarterstaff is a length of wood ranging 6 to 9 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.



War Hammer: The war hammer consists of a wooden or metal shaft capped with a metal head. The head is usually a block, cylinder, or 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.

MISSILE WEAPONS



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



Quarrel: A quarrel (also "bolt") is the ammunition fired by crossbows regardless of the weapon's size.



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.



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



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



Throwing Dagger: This is similar to a dagger but balanced for throwing. Characters proficient with daggers are also proficient with throwing daggers.

POLEARMS



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



Halberd: A halberd combines features of both a spear and an axe. 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.

EXOTIC



Katana: The katana is a single-edged, slightly curved sword that ends with a chisel point. The katana is perhaps one of the finest swords ever made, the steps to its creation a long and secret process that is more art form than anything else. This blade is an important facet of Kara-Turan culture.



Scimitar: The long, curved, single-edged blade is characteristic of both the saber and the scimitar, even though their origins lie in different parts of Faerûn. Whereas the saber was intended chiefly for horsemen, mainly due to its versatility, the scimitar has a heavier oriental influence. The "shamshir," as it was originally called, is larger, more highly curved, and tapered to an elongated, sharp point. This makes the weapon slightly slower but more effective and deadly in combat.



Wakizashi: The wakizashi, or companion sword, is extremely important to samurai. It is worn at all times, even indoors, and is near the samurai when he sleeps at night. As finely made as the katana, the wakizashi, a shorter sword with a length between 12 and 24 inches, is a dangerous weapon in the hands of a skilled user.



Ninjatō: The sword of the ninja, the ninjatō, is of lower quality than other Kara-Turan blades such as the katana. The ninjatō is short with a straight blade, making it ideal for subterfuge. The ninjatō is also more suited to fighting in closed places, sometimes giving the ninja an advantage over the longer blades that the samurai use.

MAGICAL ITEMS IN BALDUR'S GATE

Listed below is a smattering of magical items that I have come across in my travels and conversations. There are undoubtedly more scattered all about The Sword Coast, but I'd be cautious when hunting for these items. Those who wield them are that much more powerful. —Elminster

BATTLE AXE +2: "BATTLE AXE OF MAULETAR"

During the civil war in Tethyr, the Battle Axe of Mauletar was in the possession of the house of Ossyind. This noble family was betrayed while trying to flee the country, and Mauletar, lead guard and personal friend, took up the axe and sacrificed himself to buy enough time for his companions to flee. His battle cry was favored by the gods and was echoed across the lands as a symbol of devoted friendship and loyalty. Thus the magical axe was used to uphold these virtues against those who lacked honor and courage.

BOOTS OF SPEED: "THE PAWS OF THE CHEETAH"

These enchanted boots were once the property of a deadly assassin fond of chasing down his prey. He moved with such speed that his targets often didn't have the opportunity to respond, even on horseback. Over time, the assassin's fame spread, and although his name was never known, all knew to fear the words last heard by his victims: "You can hide, but you cannot run!"

BRACERS OF DEFENSE AC 6: "BRACERS TO THE DEATH"

These bracers were held for decades by an undefeated gladiator and found extensive use in arena combat. The death of this champion marked the disappearance of this magical item, but rumors persist that they are used to this day in competitive combat across the lands.

CLOAK OF THE WOLF: "RELAIR'S MISTAKE"

Great irony surrounds the creation of this magical cloak. Relair was a mage who overestimated the amount of control he had over magic. In the course of creating this garment, he apparently inflicted lycanthropy upon himself. The wearer can change form whenever he wishes. Relair was not so lucky.

GAUNTLETS OF DEXTERITY: "THE BRAWLING HANDS"

This pair of gauntlets was likely developed in Kara-Tur to aid masters of the martial arts. Legends speak of such masters from the Far East bringing these items with them on their journeys, although details remain sketchy.

GIRDLE OF BLUNTNESS: "DESTROYER OF THE HILLS"

Having lost friends and loved ones to a series of raids by hill giants, Garrar the Powerful made it his mission to cleanse his homeland of them. It is not known where he acquired this item, but with it he single-handedly dispatched dozens of the creatures, all the while protected from the blows of their clubs. The remaining giants fled to neighboring lands; lands that lacked a similar champion did not fare as well.

HELM OF DEFENSE: "GIFT OF PEACE"

Prized for its noble origin as much as for its benefits to the wearer, this helm was originally intended to be a simple gift. There was no great crisis at hand nor dangerous evil to be overthrown, just a wish for one friend to give a gift to another. It could just have easily been a good book or bottle of wine, but adventurers are eminently more practical in their gift giving. The helm has seen many great battles since its creation, but the simple virtue at its core is what has always been remembered.

LIGHT CROSSBOW OF SPEED: "THE ARMY SCYTHE"

A short-lived outpost of humans in the Frozen Forest unearthed this weapon, and many others, from the ruins of an ancient settlement deep within that cold land. Never knowing the names of their extinct benefactors, the colonists used these weapons to carve a large territory for themselves, though in the end it was for naught. Crushed by a superior number of hobgoblins, these unfortunate souls have joined the ancients in their anonymity.

PLATE MAIL +1: "FALLORAIN'S PLATE"

Captain Fallorain, leader of Calimshan's 12th Cavalry Brigade, wore this enchanted armor for the last time during the Battle of the Spider Swamp. There he lost his life and army trying to drive an unrecorded evil from the area.

RING OF PROTECTION +1: "RING OF THE PRINCES"

This ring and several of its type were originally crafted to protect the sons of King Castter De'wess, although who created the rings is unknown. History records that the rings remained within that family for at least thirteen generations, though they were all apparently lost within the space of one. Enmity between the King and the family of the creator may be to blame.

These are merely a small portion of the many magical items I have heard tales of. You'll have to find—and identify—the rest yourself! —Volo

TABLES

ABILITY SCORES

STRENGTH

Score	Melee THAC0 Adj.	Damage Adj.	Weight Allow.	Bash %
3	-3	-1	5	3
4	-2	-1	15	4
5	-2	-1	15	5
6	-1	0	30	6
7	-1	0	30	7
8	0	0	50	8
9	0	0	50	9
10	0	0	70	10
11	0	0	70	11
12	0	0	90	12
13	0	0	90	13
14	0	0	120	14
15	0	0	120	15
16	0	+1	150	16
17	+1	+1	170	18
18	+1	+2	200	20
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
20	+3	+8	600	55
21	+4	+9	700	60
22	+4	+10	800	65
23	+5	+11	1000	70
24	+6	+12	1200	75
25	+7	+14	1600	80

DEXTERITY

Score	AC Adj.	Missile THAC0 Adj.	Reaction Adj.
3	+3	-3	-3
4	+2	-2	-2
5	+1	-1	-1
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	-1	0	0
16	-2	+1	+1
17	-3	+2	+2
18	-4	+2	+2
19	-4	+3	+3
20	-4	+3	+3
21	-5	+4	+4
22	-5	+4	+4
23	-5	+4	+4
24	-6	+5	+5
25	-6	+5	+5

CONSTITUTION

Score	HP Adj. Warrior**	HP Adj. Non-Warrior	Regeneration in Real Seconds	Short Race SV. Bonus*	Fatigue Bonus	Intoxication Rate
3	-1	-1	--	0	0	66%
4	-1	-1	--	-1	+1	50%
5	-1	-1	--	-1	+1	40%
6	-1	-1	--	-1	+1	30%
7	0	0	--	-2	+2	20%
8	0	0	--	-2	+2	15%
9	0	0	--	-2	+2	13%
10	0	0	--	-2	+3	13%
11	0	0	--	-3	+3	13%
12	0	0	--	-3	+3	13%
13	0	0	--	-3	+3	12%
14	0	0	--	-4	+4	11%
15	+1	+1	--	-4	+4	10%
16	+2	+2	--	-4	+4	9%
17	+3	+2	--	-4	+4	8%
18	+4	+2	--	-5	+5	7%
19	+5	+2	--	-5	+5	5%
20	+5	+2	1 HP/60s	-5	+5	4%
21	+6	+2	1 HP/50s	-5	+5	4%
22	+6	+2	1 HP/40s	-5	+5	3%
23	+6	+2	1 HP/30s	-5	+5	3%
24	+7	+2	1 HP/20s	-5	+5	2%
25	+7	+2	1 HP/10s	-5	+5	2%

*Calculated upon level up from base ability score.

** Warriors for Constitution bonuses consist of Fighters, Paladins, Rangers, and Barbarians.

INTELLIGENCE

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

WISDOM

Score	Bonus Spells*	Lore Bonus
3	--	-20
4	--	-20
5	--	-20
6	--	-20
7	--	-10
8	--	-10
9	0	-10
10	0	0
11	0	0
12	0	0
13	+1 - 1 st	0
14	+1 - 1 st	0
15	+1 - 2 nd	+5
16	+1 - 2 nd	+5
17	+1 - 3 rd	+7
18	+1 - 4 th	+10
19	+1 - 1 st , +1 - 4 th	+12
20	+1 - 2 nd , +1 - 4 th	+15
21	+1 - 3 rd , +1 - 5 th	+20
22	+1 - 4 th , +1 - 5 th	+25
23	+2 - 5 th	+30
24	+2 - 6 th	+35
25	+1 - 6 th , +1 - 7 th	+40

* Priest only

CHARISMA

Score	Reaction	Shop Prices*
3	-8	100%
4	-7	100%
5	-6	100%
6	-5	100%
7	-4	100%
8	-2	100%
9	-1	100%
10	0	100%
11	0	100%
12	0	100%
13	+1	100%
14	+2	100%
15	+3	100%
16	+4	95%
17	+4	90%
18	+5	85%
19	+8	80%
20	+9	75%
21	+10	75%
22	+11	75%
23	+12	75%
24	+13	75%
25	+14	75%

* Reputation also adjusts shop prices.

PROGRESSION CHARTS

FIGHTER AND BARBARIAN

Level	Experience	Fighter Hit Dice	Barbarian Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points	Base # of attacks
1	0	1d10	1d12	20	14/16/15/17/17	+4	1
2	2000	2d10	2d12	19	14/16/15/17/17	0	1
3	4000	3d10	3d12	18	13/15/14/16/16	+1	1
4	8000	4d10	4d12	17	13/15/14/16/16	0	1
5	16000	5d10	5d12	16	11/13/12/13/14	0	1
6	32000	6d10	6d12	15	11/13/12/13/14	+1	1
7	64000	7d10	7d12	14	10/12/11/12/13	0	1.5
8	125000	8d10	8d12	13	10/12/11/12/13	0	1.5

PALADIN AND RANGER

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points	Base # of attacks
1	0	1d10	20	14/16/15/17/17	+4	1
2	2250	2d10	19	14/16/15/17/17	0	1
3	4500	3d10	18	13/15/14/16/16	+1	1
4	9000	4d10	17	13/15/14/16/16	0	1
5	18000	5d10	16	11/13/12/13/14	0	1
6	36000	6d10	15	11/13/12/13/14	+1	1
7	75000	7d10	14	10/12/11/12/13	0	1.5
8	150000	8d10	13	10/12/11/12/13	0	1.5

THIEVE AND BARD

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points
1	0	1d6	20	13/14/12/16/15	+2
2	1250	2d6	20	13/14/12/16/15	0
3	2500	3d6	19	13/14/12/16/15	0
4	5000	4d6	19	13/14/12/16/15	+1
5	10000	5d6	18	12/12/11/15/13	0
6	20000	6d6	18	12/12/11/15/13	0
7	40000	7d6	17	12/12/11/15/13	0
8	70000	8d6	17	12/12/11/15/13	+1
9	110000	9d6	16	11/10/10/14/11	0
10	160000	10d6	16	11/10/10/14/11	0

MAGE AND SORCERER

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points
1	0	1d4	20	14/11/13/15/12	+1
2	2500	2d4	20	14/11/13/15/12	0
3	5000	3d4	20	14/11/13/15/12	0
4	10000	4d4	19	14/11/13/15/12	0
5	20000	5d4	19	14/9/13/15/12	0
6	40000	6d4	19	13/9/11/13/10	+1
7	60000	7d4	18	13/9/11/13/10	0
8	90000	8d4	18	13/9/11/13/10	0
9	135000	9d4	18	13/9/11/13/10	0

CLERIC

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points
1	0	1d8	20	10/14/13/16/15	+2
2	1500	2d8	20	10/14/13/16/15	0
3	3000	3d8	20	10/14/13/16/15	0
4	6000	4d8	18	9/13/12/15/14	+1
5	13000	5d8	18	9/13/12/15/14	0
6	27500	6d8	18	9/13/12/15/14	0
7	55000	7d8	16	7/11/10/13/12	0
8	110000	8d8	16	7/11/10/13/12	+1

DRUID

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points
1	0	1d8	20	10/14/13/16/15	+2
2	2000	2d8	20	10/14/13/16/15	0
3	4000	3d8	20	10/14/13/16/15	0
4	7500	4d8	18	9/13/12/15/14	+1
5	12500	5d8	18	9/13/12/15/14	0
6	20000	6d8	18	9/13/12/15/14	0
7	35000	7d8	16	7/11/10/13/12	0
8	60000	8d8	16	7/11/10/13/12	+1
9	90000	9d8	16	7/11/10/13/12	0
10	125000	9d8+2	14	6/10/9/12/11	0

MONK

Level	Experience	Hit Dice	THAC0	Saving Throws (D/W/P/B/S)	Proficiency Points	Unarmed # of attacks
1	0	1d8	20	10/14/13/16/13	+2	1
2	1500	2d8	19	10/14/13/16/13	0	1
3	3000	3d8	18	10/14/13/16/13	0	1.5
4	6000	4d8	17	9/13/12/15/12	+1	1.5
5	13000	5d8	16	9/13/12/15/12	0	1.5
6	27500	6d8	15	9/13/12/15/12	0	2
7	55000	7d8	14	7/11/10/13/10	0	2
8	110000	8d8	13	7/11/10/13/10	+1	2

SPELL PROGRESSION

MAGE

Caster Level	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4	Spell Level 5
1	1	--	--	--	--
2	2	--	--	--	--
3	2	1	--	--	--
4	3	2	--	--	--
5	4	2	1	--	--
6	4	3	2	--	--
7	4	3	2	1	--
8	4	3	3	2	--
9	4	3	3	2	1

SORCERER

Caster Level	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
1	3/2	--	--	--
2	4/2	--	--	--
3	5/3	--	--	--
4	6/3	3/1	--	--
5	6/4	4/2	--	--
6	6/4	5/2	3/1	--
7	6/5	6/3	4/1	--
8	6/5	6/3	5/2	3/1
9	6/5	6/4	6/3	4/2

Note: Sorcerers work differently than mages in that they can cast any spell they know for a certain spell level until they are out of casts for that level, without having to memorize it. The first number listed is spells castable that level while the second number will be spells known.

BARD

Caster Level	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
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

PRIEST

Caster Level	Spell Level 1	Spell level 2	Spell Level 3	Spell Level 4	Spell Level 5
1	1	--	--	--	--
2	2	--	--	--	--
3	2	1	--	--	--
4	3	2	--	--	--
5	3	3	--	--	--
6	3	3	1	--	--
7	3	3	2	1	--
8	3	3	2	2	--
9	4	4	3	2	1
10	4	4	3	3	2

RANGER

Caster Level	Spell Level 1
8	1

WILD SURGE

Number Rolled	Wild Surge	Number Rolled	Wild Surge
1	Repulsion field centered on caster	51	Snow if outside*
2	Wild color changes upon the caster	52	Loud noise. Target save or stunned.
3	Squirrels appear around the caster	53	Target's hit points doubled
4	The caster becomes itchy	54	Summon demon to attack target
5	The caster glows	55	Spell fired but with squealing noise
6	A fireball centered on the caster	56	Spell goes off but duration is halved
7	The caster's sex is changed	57	Strange visual effect; spell fizzles
8	The caster's color is changed	58	Projectile speed halved
9	Everyone in area changes direction	59	All weapons in the area glow
10	Explosion centered on the caster	60	No saving throw allowed
11	Entangled spell on the target	61	Target is held as per Hold Person
12	Slow spell centered on the target	62	Detect Magic spell on target
13	Target polymorphed into a wolf	63	Roll four more times; use all effects
14	Caster held	64	Slow spell centered on target
15	Caster hasted	65	Cast other random equal level spell
16	Caster changed into a squirrel	66	Lightning Bolt spell cast at target
17	80% of the party's gold destroyed	67	Target strengthened
18	Target weakened	68	Heal spell centered on target
19	Sunfire spell centered on the caster	69	Entangle target
20	Movement rate lowered on target	70	Caster weakened
21	Fireball spell centered on caster	71	Fireball spell on target
22	Caster held as per Hold Person spell	72	Flesh to Stone spell on target
23	Fear spell centered on target	73	Caster recuperates as if they rested
24	Roll twice more; both effects apply	74	Heal spell centered on caster
25	Entire area explored	75	Target dizzy
26	Globe of Invulnerability on target	76	Sunfire spell on target
27	Silence 15' Radius on the caster	77	Target held
28	Caster dizzy	78	Target blinded
29	Target invisible	79	Target charmed
30	Pretty sparkles! No other effect	80	Gems created on target
31	Caster is spell's target	81	Target's movement rate doubled
32	Caster becomes invisible	82	Random treasure created on target
33	Color Spray from caster	83	Target polymorphed into squirrel
34	Birds appear around the caster	84	Silence 15' Radius on target
35	Fireball on caster; no damage	85	Target's sex changed
36	Gems created on caster	86	Fake explosion on target
37	Combat music starts	87	Cow falls from sky, lands on target
38	Goodberries created on caster	88	Target dizzy
39	Fireball flies toward target	89	Spell has 60' radius at target
40	Charges drained in area of target	90	Stinking Cloud centered on target
41	Random treasure created on caster	91	Target is itchy
42	Caster (+2 THAC0 +2 Damage)	92	Caster's Hit Points doubled
43	Teleport field centered on caster	93	Target held
44	Teleport field centered on target	94	Target hastened
45	Area effect hiccups on target	95	80% of gold on target is destroyed
46	All doors in area of effect open.*	96	Spell cast at double effectiveness
47	Caster polymorphs into a wolf	97	-4 on spell to target's Saving Throw
48	Change target randomly	98	Target's color changed
49	Caster recuperates as if they rested	99	Spell cast at double level
50	Monsters summoned by target	100	Spell cast normally

* If spell does not apply, roll twice and apply both effects

THIEVING MODIFIERS

STARTING THIEVING SKILLS WITH RACIAL ADJUSTMENTS

Skill	Human	Elf	Half-Elf	Gnome	Halfling	Dwarf	Half-orc
Pick Pocket	15	20	25	15	20	15	15
Open Locks	10	5	10	15	15	20	10
Find Traps	5	5	5	15	10	20	5
Move Silently	10	15	10	15	20	10	10
Hide in Shadows	5	15	10	10	20	5	5
Detect Illusion	0	0	0	10	0	5	0
Set Traps	0	0	0	5	0	10	0

ARMOR ADJUSTMENTS

Skill	Hide	Elven Chain
Pick Pocket	-30	-20
Open Locks	-10	-5
Find Traps	-10	-5
Move Silently	-20	-10
Hide in Shadows	-20	-10

DEXTERITY ADJUSTMENT TO THIEVING SKILLS

Score	Pick Pocket	Open Locks	Find Traps	Move Silently	Hide in Shadows	Set Traps
3	-15	-10	-10	-20	-10	-10
4	-15	-10	-10	-20	-10	-10
5	-15	-10	-10	-20	-10	-10
6	-15	-10	-10	-20	-10	-10
7	-15	-10	-10	-20	-10	-10
8	-15	-10	-10	-20	-10	-10
9	-15	-10	-10	-20	-10	-10
10	-10	-5	-10	-15	-5	-10
11	-5	0	-5	-10	0	-5
12	0	0	0	-5	0	0
13	0	0	0	0	0	0
14	0	0	0	0	0	0
15	0	0	0	0	0	0
16	0	+5	0	0	0	0
17	+5	+10	0	5	5	0
18	+10	+15	+5	10	10	5
19	+15	+20	+10	15	15	10
20	+20	+25	+15	18	18	15
21	+25	+30	+20	20	20	20
22	+30	+35	+25	23	23	25
23	+35	+40	+30	25	25	30
24	+40	+45	+35	30	30	35
25	+45	+50	+40	35	35	40

WEAPONS AND ARMOR

ARMOR AC ADJUSTMENTS

Armor	Base Armor	Slashing	Piercing & Missile	Crushing
Leather	8	0	+2	0
Studded Leather	7	-2	-1	0
Hide	6	0	+2	0
Chain mail	5	-2	0	+2
Split mail	4	0	-1	-2
Plate mail	3	-3	0	0
Full Plate mail	1	-4	-3	0

WEAPON TYPES

Melee	Missile	Hurled Missile
Swords	Longbows	Throwing Daggers
Blunt	Shortbows	Throwing Axes
Spiked	Crossbows	Slings
Polearm	Dart	
Exotic		
Axe		

SHIELDS AC ADJUSTMENTS

Shield	Armor Bonus	Bonus vs. Missile
Buckler	-1	--
Small shield	-1	--
Medium shield	-1	--
Large shield	-1	-2

WEAPONS

Weapon	1 or 2 hands	Speed Factor	Damage	Rate of Fire	Bonus to Damage	Bonus to Hit
Arrow	--	--	1-6	--	--	--
Bolt	--	--	1-10	--	--	--
Bullet	--	--	1-4	--	+1	--
Battle Axe	1	7	1-8	--	--	--
Dagger	1	2	1-4	--	--	--
Club	1	4	1-4	--	--	--
Flail	1	7	1-6	--	+1	--
Mace	1	7	1-6	--	+1	--
Morning Star	1	7	2-8	--	--	--
Halberd	2	9	1-10	--	--	--
Quarterstaff	2	4	1-6	--	--	--
Bastard Sword	1	8	2-8	--	--	--
Long Sword	1	5	1-8	--	--	--
Short Sword	1	3	1-6	--	--	--
War Hammer	1	4	1-4	--	+1	--
Spear	2	6	1-6	--	--	--
Two-Handed Sword	2	10	1-10	--	--	--
Dart	1	2	1-3	3	--	--
Composite Long Bow	2	7	--	2	+2	+1
Long Bow	2	8	--	2	--	+1
Short Bow	2	6	--	2	--	--
Throwing Dagger	1	2	--	2	--	--
Throwing Axe	1	4	--	1	--	--
Sling	1	6	--	1	--	--
Heavy Crossbow	2	10	--	1	+2	--
Light Crossbow	2	7	--	1	--	--

PROFICIENCIES

THACO PENALTIES FOR NON-PROFICIENCY

THACO Penalty	Warriors	Priest	Rogues	Wizards
-2	*			
-3		*	*	
-5				*

WEAPON SPECIALIZATION

Level of Proficiency	Slots	Bonus to Hit	Bonus Damage	Attacks Per Round (APR) **	Bonus to Speed Factor
Proficient	1	0	0	1	0
Specialized*	2	+1	+2	3/2	0
Master	3	+3	+3	3/2	0
High Master	4	+3	+4	3/2	-1
Grand Master	5	+3	+5	2	-3

* Only Fighters can hone their weapon skills beyond "specialized" Archers can only exceed "specialized" with crossbows, longbows, and shortbows.

** Fighters, Rangers, Paladins, and Barbarians also gain an extra half-attack per round at 7th level in addition to the extra attacks from specialization. Non-warriors do not gain additional attacks based on specialization.

TWO-HANDED WEAPON STYLE

Level of Proficiency	Slots	Bonus Damage	Speed Factor	Critical Hits
Proficient	1	+1	-2	20
Specialized	2	+1	-4	19-20

SWORD AND SHIELD STYLE

Level of Proficiency	Slots	Bonus AC vs. Missiles
Proficient	1	-2
Specialized	2	-4

SINGLE-WEAPON STYLE

Level of Proficiency	Slots	Bonus to AC	Critical Hits
Proficient	1	-1	19 or 20
Specialized	2	-2	19 or 20

TWO-WEAPON STYLE

Level of Proficiency	Slots	Penalty to Hit Main	Penalty to Hit Off-hand
	0	-4	-8
Proficient	1	-2	-6
Specialized	2	0	-4
Master	3	0	-2

Note: Bonuses are not cumulative. You receive the bonuses per your proficiency level.

REPUTATION AND ENCOUNTER ADJUSTMENTS

EFFECTS ON REPUTATION

Reputation	Killing an innocent	Stealing	Killing a Flaming Fist soldier	Giving money to the church*
20	-10	-1	-10	-
19	-10	-1	-10	-
18	-9	-1	-9	-
17	-8	-1	-9	+1 (5000)
16	-7	-1	-9	+1 (2500)
15	-6	-1	-8	+1 (2000)
14	-5	-1	-8	+1 (1500)
13	-5	-1	-7	+1 (1200)
12	-5	-1	-7	+1 (900)
11	-4	-1	-6	+1 (700)
10	-4	-1	-6	+1 (500)
9	-3	-1	-5	+1 (400)
8	-2	0	-5	+1 (300)
7	-2	0	-4	+1 (200)
6	-2	0	-3	+1 (400)
5	-2	0	-2	+1 (500)
4	-1	0	-2	+1 (1000)
3	-1	0	-1	+1 (1000)
2	-1	0	-1	+1 (1200)
1	0	0	0	+1 (1500)

* Numbers in parentheses indicate the amount of gold pieces that must be donated in order to increase reputation.

ENCOUNTER ADJUSTMENTS FROM REPUTATION

Reputation	Effect
20	The party receives a +4 reaction
18-19	The party receives a +3 reaction
16-17	The party receives a +2 reaction
14-15	The party receives a +1 reaction
9-13	No change
8	The party receives a -1 reaction
7	The party receives a -2 reaction
6	The party receives a -3 reaction
5	The party receives a -4 reaction.
4	The party receives a -5 reaction.
3	The party receives a -6 reaction. Whenever the party enters a new area around Nashkel, there will be chance that a bounty hunter will spawn and engage the party.
2	The party receives a -7 reaction. Whenever the party enters a new area around Nashkel, there will be chance that a group of Flaming Fist will spawn and engage the party.
1	The party receives a -20 reaction. Whenever the party enters a new area around Nashkel, there will be chance that a group of Flaming Fist will spawn and engage the party.

REPUTATION EFFECT ON PARTY MEMBERS

Reputation	Good	Neutral	Evil
20	Happy	Happy	Break
19	Happy	Happy	Break
18	Happy	Happy	Angry
17	Happy	Happy	Angry
16	Happy	Happy	Angry
15	Happy	Neutral	Unhappy
14	Happy	Neutral	Unhappy
13	Happy	Neutral	Unhappy
12	Neutral	Neutral	Neutral
11	Neutral	Neutral	Neutral
10	Neutral	Neutral	Neutral
9	Neutral	Neutral	Neutral
8	Unhappy	Neutral	Neutral
7	Unhappy	Neutral	Neutral
6	Unhappy	Neutral	Happy
5	Angry	Unhappy	Happy
4	Angry	Unhappy	Happy
3	Angry	Angry	Happy
2	Break	Angry	Happy
1	Break	Break	Happy

REPUTATIONS EFFECT ON PRICES

Reputation	Store Prices*
20	-30%
19	-25%
18	-20%
17	-15%
16	-10%
15	-5%
14	0
13	0
12	0
11	0
10	0
9	+10%
8	+20%
7	+20%
6	+30%
5	+40%
4	+50%
3	+100%
2	+900%
1	+900%

Note: You may not be able to purchase or enter shops with 2 or less reputation.

** Charisma of your party leader also adjusts shop prices.*

WISDOM CAN ONLY BE POSSESSED BY THE LEARNED.

