

FORGOTTEN REALMS

ICEWIND DALE



HEART OF WINTER

Instruction Manual

Advanced
Dungeons & Dragons



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HEART OF WINTER

Heart of Winter is an expansion pack to Icewind Dale, and allows your characters to continue their adventures in the snow-swept north of the Forgotten Realms campaign setting. Using Bioware's Infinity engine and the Advanced Dungeons & Dragons rules, Black Isle Studios has expanded the northern reaches of Icewind Dale, providing a whole host of new challenges for your characters, along with new spells, items, and enemies.

Although Heart of Winter is an expansion pack, be warned: The dangers you face are greater than the ones in Icewind Dale, and the threat to the whole of the Forgotten Realms is even greater. So prepare yourselves... the North is in need of heroes once again.

HOW TO USE THIS MANUAL

This manual is intended to supplement the Icewind Dale manual and details only the new mechanics, spells, and interface options introduced in the expansion.

The experience point tables and spell progression charts provided at the end of this manual, however, are meant to replace the ones in the Icewind Dale manual. These revised tables reflect the new level limits, spell gains per level, and other tables affected by the higher experience point cap for the player characters in Heart of Winter.

ABOUT HEART OF WINTER

Heart of Winter is an expansion for the game *Icewind Dale*. You must own *Icewind Dale* and have it installed on your PC in order to play *Heart of Winter*.

Heart of Winter can be played either while playing *Icewind Dale* or after you have finished *Icewind Dale*. If you have not completed the original game of *Icewind Dale*, the new adventure areas will become available to you through Hjollder, a barbarian shaman that will appear in one of the houses in Kuldahar when the expansion is installed. (The house in Kuldahar where Hjollder appears was locked in the original game with no way to open it - it will be automatically unlocked once the expansion is installed.)

Note that your characters must be 9th level in order to travel to the areas of the expansion pack via Hjollder (in the case of multi-class characters, the 9th level cap equals the sum of their levels, so a 5th-level fighter/4th-level mage could also travel to the expansion).

If you have already completed the original game (or don't wish to complete the original game and simply want to start playing the expansion instead) there will be an option on the main menu under 'Create Game' that will allow you to start the expansion. Select 'Create Game,' then select



Hjollder's House

'Expansion Only.' When you do, you will be offered the choice of creating brand new characters or using the characters you played in the original game (if you completed the original game, the game will have automatically stored the states of your characters after the final battle, minus all conditions such as death, poison, and so on).

Whichever option you chose, you will start adventuring in the town of Lonelywood. From Lonelywood, you can access the other adventure locations in the Heart of Winter. Once you start the expansion in 'Expansion Only' mode, however, you cannot return to the original areas in Icewind Dale.

Note that the 9th level restriction mentioned above for Hjollder does not apply to starting an expansion game through the main menu, although it is strongly recommended that your party members be at least 9th level in order to have a chance of surviving the dangers found within Heart of Winter.

Pre-generated characters have been provided that are suitable to start the expansion with. During Character Creation, they can be imported via the 'Import' button. These new characters have been prefixed with a '+.'

GETTING STARTED

To play Heart of Winter, you must have Icewind Dale installed. If you don't have Icewind Dale installed, you must re-install your copy of the game. Refer to the Icewind Dale manual for installation instructions.

With Icewind Dale installed, insert the Heart of Winter CD into your CD-ROM drive and follow the onscreen instructions. If your Autorun is not enabled, click on the icon representing your CD-ROM drive under 'My Computer.' This will bring up a listing of the files on the Heart of Winter disc. Find AUTORUN.EXE and double click to start the launch application.



There are several options available on the Autorun menu:

Install: This option is available if you have not yet installed Heart of Winter. Click on this to begin the Heart of Winter installation procedure.

Play: After you have installed the game, click on the 'Play' button to begin playing. This will take you to the Heart of Winter Main Menu Screen, where you may create a brand new game or load a previously saved game.

Configure: The hotkeys and some other settings used while playing Icewind Dale and Heart of Winter can be modified using this utility.

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

Uninstall: When you're ready, the Uninstall option will uninstall both the expansion and original game except your saved games and game cache.

Exit: This will close the launch window.

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

HOW TO GET HELP

TROUBLESHOOTING DOCUMENTS ONLINE!

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

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

DirectX

www.interplay.com/support/directx/

Joysticks

www.interplay.com/support/joystick/

Modems and Networks

www.interplay.com/support/modem/

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

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

www.interplay.com/support/

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

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

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday 8:00AM-5:45PM and Friday 8:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard.

For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support representative. Unfortunately, no hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support

16815 Von Karman Avenue, Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: [ftp.interplay.com](ftp://ftp.interplay.com)

PLAYING HEART OF WINTER

After you have installed Heart of Winter on your system, the new areas, quests, and items are merged into the existing world of Icewind Dale on your PC.

When you select Create Game, you will be presented with a new screen which allows you to either start a new Icewind Dale game or start an expansion game. Players who wish to play the entire game, including the expansion, should press the 'Full Game' button, and for those who have beaten the game or wish to start a new game in just the expansion areas, press the 'Expansion Only' button. Press 'Done' when you are ready to continue.



There are several different scenarios in which you can start to play the game:

1. You are starting a new game with Heart of Winter installed.
2. You have a save somewhere in the middle of a game of Icewind Dale that you are playing.
3. You have beaten Icewind Dale and want to start an expansion game.
4. You simply want to start playing the expansion and have not played Icewind Dale.

Starting a New Game.

If you are starting a new game, there is no difference between a new Heart of Winter game and a new Icewind Dale game. Simply select 'Create Game' and then 'Full Game' from the menu, and you'll start the game at the beginning of Icewind Dale. Refer to the sections on character creation, classes, races, and so on in the Icewind Dale manual. Starting a full game of Icewind Dale with the expansion installed will give you access to all the new spells and items present in Heart of Winter, and it will allow you to access all the new areas in the expansion pack.

Continuing an In-Progress Save.

After you have installed the expansion, load up your save game just as you did while you were playing Icewind Dale. The new areas of Heart of Winter are added into the world through Hjollder's house in Kuldahar (see *About Heart of Winter*, p. 2), and all new items and spells from the expansion will appear in the game world as well.

You Have Beaten Icewind Dale and Wish to Start an Expansion Game.

If you have beaten the original game, Icewind Dale saves the states of your characters after the final battle and allows these characters to be imported

into the expansion. (Any characters that died in the final battle will be restored to life, so if any of your characters didn't make it, don't worry about having to fight the final battle over again until you get it right.) To do this, simply select 'Create Game' from the main menu, choose 'Expansion Only,' then select the option to import characters into the expansion (you can also begin the expansion with brand new characters, if you wish). Your party will start in the town of Lonelywood.

Starting From Expansion.

You may wish to start playing the expansion whether you have played the original game or not. Simply select 'Create Game' from the start menu, then 'Expansion Only' and create your characters. If you're importing characters, it is suggested that they be at least 9th level in order to survive in the expansion. Still, you are welcome to play the expansion at a lower level if you're feeling especially brave.

HEART OF WINTER FEATURES

The majority of the Icewind Dale interface and game mechanics will not change when Heart of Winter is installed. However, there have been a few minor modifications to how things work in the game. A quick summary of these new features is as follows:

Heart of Winter contains:

- New Portraits
- New Player Character Sound Sets
- New Experience Point Cap for All Character Classes, Allowing Them to Reach 30th Level
- New "Heart of Fury" Mode that Increases Monster Difficulty and Experience Awards
- Higher Resolution (800 x 600)
- Drop Away Interface
- Gem Bags, Potion Bags, and Scroll Cases
- New Priest, Druid, and Wizard Spells
- Hot Key That Highlights Normal Doors and Ground Items
- Ability to Buy Multiple Items from Stores
- New Special Abilities for Paladins, Rangers, Thieves, Bards, and Druids
- Many other interface enhancements found in Baldur's Gate™ II: Shadows of Amn.

CHARACTER GENERATION

PORTRAITS, SOUNDS

Heart of Winter includes a number of new character portraits and sounds for your characters. These can all be chosen by selecting the 'Customize' button on the Character Record Screen.

IMPORT

How To Import Characters into the Expansion

Although you can travel to the expansion pack during the course of Icewind Dale by meeting Hjollder in Kuldahar, you may have already completed Icewind Dale and wish to continue on with the expansion. To do this, all you need to do is select 'Create Game' from the main menu, select 'Expansion Only,' and import your characters from the original game. The game will have saved versions of your characters after the final battle in Icewind Dale (restoring those who have died to life) in the Characters folder. These characters are labeled 'TWD1-6,' where the number corresponds to each party member present in the Icewind Dale final battle.

Note that your characters should be 9th level before going to the expansion pack (in the case of multi-class characters, the 9th level cap equals the sum of their levels, so a 5th-level fighter/4th-level mage could also travel to the expansion).

You may not transfer characters from Baldur's Gate I, Tales of the Sword Coast, Planescape: Torment, or Baldur's Gate II: Shadows of Amn into Icewind Dale or Heart of Winter.

THE INTERFACE

This section describes all the new interface functionality present in Heart of Winter.

THE MAIN INTERFACE

Greater Screen Resolution

The Heart of Winter supports a greater screen resolution than Icewind Dale, allowing you to play at 800 x 600 resolution. To change the resolution, you must modify it in the Config program. The Config program can be reached either by the shortcut in the Start Menu, or via the Autorun menu when the expansion has been installed. Note that even though Heart of Winter officially only supports 800 x 600 resolution, you may run the game at 1024 x 768, 1280 x 960, 1600 x 1200, or 2048 x 1536 resolution.

Drop Away Interface

Certain hot keys will allow you to drop away interface panels on the main screen. By default, pressing the Y key will make the left side panel on the main screen drop away, the U key will do the same thing to the right panel, and pressing the H key will make the entire interface drop away. Pressing any of the keys a second time will bring up the panels again. Note that pausing the game while the interface is hidden will bring up the interface. Unpausing the game will hide the interface again if it was hidden before the pause.

INVENTORY SCREEN



Gem Bags, Potion Bags, and Scroll Cases

The Heart of Winter contains several items that can “store” other items of a similar type. Gem bags, for example, can hold a number of gems inside without cluttering up your inventory, while potion bags and scroll cases can do the same for potions and scrolls, respectively.

To use these bags and cases, simply right-click on the item. Now press the button ‘Open Container’ to move to the next screen. From this screen you can move your gems, potions, or scrolls 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 or scroll to the appropriate container and release the L-Mouse button over top of it to deposit it in the bag/case.

STORE SCREEN

Buy and Sell Screen

There have been some changes to the buying and selling screen in Heart of Winter. The screen now shows how many items the proprietor has in stock of each item (unlimited items have no number beside them), and functionality has also been added that allows you to buy multiple versions of each item.

To buy multiple versions of an item, double-click on the item in the store, which will bring up a menu that allows you to select how many of that item you would like to buy. Enter the number, and if you have enough gold, they're yours.

OPTIONS SCREEN

Auto-Pause Options

Under the Auto-pause features, there are two new Auto-pause options: 'When Enemy Sighted' and 'When Spell Cast.' When 'Enemy Sighted' is selected, the game will automatically pause as soon as an enemy enters visual range of one of your party members. When 'Spell Cast' is selected, the game will automatically pause as soon as an enemy begins to cast a spell.

Center on Party Member

This toggle allows the autopause settings to center on the party member that caused the autopause trigger. For example, if the game is set to Autopause When Enemy Sighted, then 'Center on Party Member' will center the game screen on the character that saw the enemy.

EXPERIENCE AND GAINING LEVELS

New Experience Point Cap

Heart of Winter raises the experience point cap for all player characters, allowing them to reach 30th level (although accumulating enough experience points for this to happen can take a very long time, and may not occur if you're playing the game straight through). For details on the hit point bonuses, spell level progression, and other information, see the revised experience and spell progression tables at the end of the manual. Note that druids have a brand new experience point table that allows them to reach higher levels.

Heart of Fury Mode

If you are playing Icewind Dale and Heart of Winter straight through, you are unlikely to accumulate enough experience points to reach 30th level. Heart of Fury Mode, however, is a special option available in the Config screen that allows you to greatly enhance the strength of creatures in the game (and give you more experience points). In Heart of Fury mode, it is possible for characters to gain enough experience to progress all the way up to 30th level. This mode can only be turned on via the Config utility, which can be ran via the 'Icewind Dale Configuration' shortcut in your Start Menu, or via the Autorun program.

SPECIAL ABILITIES

A number of character classes have been improved in Heart of Winter, and many of them have gained new special abilities. Please note, the following special abilities were inspired by those found in the new Dungeons &

Dragons rule system by Wizards of the Coast. These special abilities were interpreted and modified to fit within the Icewind Dale series of games, and are not officially documented within the 2nd Edition Advanced Dungeons & Dragons rules. A summary of these abilities is as follows:

PALADINS

Smite Evil. Paladins now have the ability to call down a column of holy light once per day. This column of holy light does $1d6 + 1d6$ points of damage for every 3 levels of the paladin. The paladin can select this power from his special abilities bar (accessed through the star button on the bottom right of the main screen).

Divine Courage. At 3rd level, paladins gain an immunity to fear.

Earlier Spell Access. Paladins now have access to spells at an earlier level. See the Paladin Spell Progression Table at the end of this manual.

Immunity to Disease. Paladins are now completely immune to all forms of disease, magical or mundane.

RANGERS

Earlier Spell Access. Rangers now have access to spells at an earlier level. See the Ranger Spell Progression Table at the end of this manual.

Tracking. Rangers have a new special ability, tracking, which can be selected from the special abilities bar (accessed through the star button on the bottom right of the main screen). When used, the ranger can attempt to look for tracks and gain information on what type of creatures, if any, have passed through the area. Potential information that can be gained from tracking includes the number of creatures, the direction they were traveling in, and how long ago the tracks were made. This ability works on any map in Icewind Dale and Heart of Winter, and it can provide important clues to what creatures lurk in the area. The skill's success is based on the ranger's level (+5% for every three levels) and his wisdom (+5% per point of wisdom), and it can only be used once per day.

DRUIDS

New Experience Table. Druids have a new experience table that allows them to advance past 14th level. See the end of this manual for details.

Druidic Shape Change. This power is now available at 5th level, and the druid now gains a new form they can shape change into every other level thereafter, to 15th level. In addition, druids will heal some of their wounds when they shift to their animal form.

Elemental Form. Once druids reach 11th level, they gain the ability to transform themselves into a fire elemental, with all the advantages, resistances, and immunities that a fire elemental possesses. The druid gains

the ability to transform into new elemental forms at higher levels: an earth elemental at 13th level and a water elemental 15th level.

Immunity to Poison. At 9th level, druids become immune to poison, both mundane and magical.

Timeless Body. At 15th level, druids no longer accrue fatigue through magical or mundane means. They need sleep only to refresh their spells; otherwise, they can stay active for weeks on end with no penalties. Note this immunity to fatigue also applies to spells that normally cause fatigue (such as Haste or Righteous Wrath of the Faithful).

THIEVES

Sneak Attack. Sneak Attack is an optional ability that can replace a thief's Backstab ability; if you wish your thieves to use Sneak Attack instead of Backstab while playing the game, the option can be switched in the Config program. When Sneak Attack is in effect, any time a thief attacks an opponent from a flank or rear position, he or she can do additional damage once (and only once) on that opponent. The additional damage is plus +1d6 every 4 levels of experience (i.e., an 8th level thief could do +3d6 damage, and a 23rd level thief could do +6d6). A Sneak Attack does not require the thief to be hidden or moving silently in order to work (although these skills can help a thief to get into position). Critical hits do not double Sneak Attack damage.

Evasion. At 7th level, thieves gain the power to evade effects that would normally hurt other characters. Whenever a thief is hit by a spell that can be evaded (Fireball, Lightning Bolt, etc.), the thief is allowed a saving throw vs. breath to completely avoid the effects of the spell. If the saving throw is failed, then the spell works normally, including a save for half-damage if the spell allows for it. Evasion improves as the thief goes up in level, giving him bonuses to the saving throw vs. breath (for Evasion purposes only). Keep in mind that thieves cannot evade their own effects, so mage/thieves should think twice before throwing a fireball at their feet.

Crippling Strike. At 5th level, thieves gain a feel for how to hamstring their enemies in unpleasant ways. This allows thieves to cripple an opponent with a successful Sneak Attack, reducing their chances to hit and damage. This crippling effect is in addition to the normal Sneak Attack damage. A Crippling Strike improves with the thief's level. At 5th level, a thief's Crippling Strike causes the victim to suffer a -1 to hit and damage rolls, at 9th level, -2 to hit and damage, at 13th level, -3 to hit and damage, and so on, with an additional -1 penalty to hit and damage for every four levels of the thief. A creature hit with a Crippling Strike will regain their normal to hit and damage rolls one turn after being crippled.

BARDS

Bards have a number of new songs in addition to their starting song (*The Ballad of the Three Heroes*). Unless otherwise noted, all bard songs have a radius of 30 feet.

The Ballad of Three Heroes. Bards start the game with the ability to play this ballad. When the Ballad of Three Heroes is played, all the bard's allies gain +1 to hit, +1 damage, and +1 saving throws.

The Tale of Curran Strongheart. Bards gain this song at 3rd level. When the Tale of Curran Strongheart is being played, any fear effect on the bard's allies are removed, and they gain an immunity to fear effects for as long as the song lasts.

Tymora's Melody. Bards gain this song at 5th level. When played, Tymora's Melody gives the bard's allies +1 luck, +3 saving throws, and +10% to their lore skill and thief skills.

The Song of Kaudies. Bards gain this song at 7th level. When the Song of Kaudies is played, the bard's allies have a 50% chance to shrug off the effects of spells such as Silence, Shout, Great Shout, Command, or any other sound-based attack.

The Siren's Yearning. Bards gain the Siren's Yearning at 9th level. When played, the bard's enemies must save vs. spell or be enthralled, unable to take action until 1 turn passes or they take damage.

War Chant of Sith. The War Chant of Sith becomes available to bards when they reach 11th level. When played, the bard's allies gain -2 bonus to AC, +10% Resistance to slashing, piercing, crushing, and missile attacks, and the ability to regenerate 2 hit points every round.

NEW GAME FEATURES

Store Inventories: The selection in two of the Icewind Dale stores (Orrick's Tower and Conlan's Smithy in Kuldahar) will change once the expansion is installed, allowing you to purchase new items. The original items in the stores will not vanish, only new items will be added.

Hot Key for Spotting Doors and Ground Items: Heart of Winter also provides a hot key (ALT) that illuminates all doors and any items on the ground. When the ALT key is held down, all doors and ground items will be highlighted in blue, similar to the way containers are highlighted. This key will not illuminate secret doors, triggers, or traps.

SPELLS

The beginning of this section details some of the changes to the spells in the Icewind Dale game (these updates are in place whether you have installed Heart of Winter or not), and the second part of this section details all the new spells in Heart of Winter.

HEART OF WINTER CHANGES TO ICEWIND DALE SPELLS

Some spells in Icewind Dale will gain change once the Heart of Winter expansion is installed. Some of the original Icewind Dale spells now have alignment conditions, and the opposition schools for wizard classes have also changed (see Table 4, p. 38).

Alignment

A few of the Icewind Dale spells will gain alignment conditions when Heart of Winter expansion is installed. This means your character must either be (or not be) a certain alignment in order to cast the spell. For example, a spell that can only be cast by a “good” character could be cast by a Lawful Good, Neutral Good or Chaotic Good character, but not by a character of any other alignment.

The spells that have changed are as follows:

Raise Dead: Only non-evil characters can cast this spell.

Resurrection: Only good characters can cast this spell.

Heal: Only good characters can cast this spell.

Cure Critical Wounds: Only non-evil characters can cast this spell.

For more information on Alignment, refer to Alignments in the Icewind Dale Manual, p.68.

Opposition Schools

The wizard opposition schools will change once the Heart of Winter is installed (see Table 4, p. 38). Note that specialist wizards who have already inscribed spells into their spell book from an opposition school while playing the original game of Icewind Dale will not lose those spells. The restriction only applies to spells the specialist wizard attempts to inscribe in their spell book after the expansion is installed.

NEW SPELLS

Druids, clerics, and wizards have a selection of new spells available to them in the Heart of Winter. Details of each spell are provided later on. Some new spells found in Heart of Winter were inspired by those found in the new Dungeons & Dragons rule system by Wizards of the Coast. These spells were interpreted and modified to fit within the Icewind Dale series of games, and are not officially documented within the 2nd Edition Advanced Dungeons & Dragons rules.

NEW WIZARD SPELLS

MAGE SPELLS, LEVEL TWO

Cat's Grace (Alteration)

Level: 2


Range: Touch

Duration: 1 hour/level

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

 This spell magically increases a target's dexterity. The amount depends on the target's class: thieves gain 1d8 points, fighters and mages gain 1d6 points, and clerics gain 1d4 points. Cat's Grace cannot raise a target's dexterity past 20.

MAGE SPELLS, LEVEL THREE

Lance of Disruption (Invocation)

Level: 3


Range: 60 feet

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: Half

 This spell creates a lance of force, extending from the caster to a specified point 60 feet in the distance. Any creatures in the lance's path take 5d4 points of bludgeoning damage, +2 points of damage per level of the caster (maximum of +30). Victims can save vs. spell for half damage.

MAGE SPELLS, LEVEL FOUR

Mordenkainen's Force Missiles (Invocation)

Level: 4


Range: Sight of Caster

Duration: Instantaneous

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

 This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a Magic Missile spell. The wizard creates one missile at 7th level, and an additional missile at every third level after 7th - in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 5-foot radius concussive blast that inflicts 1 point of damage per level of the caster - for example, a 12th-level wizard could conjure two force missiles, each of which strikes for 2d4+12 points of damage. Creatures taking damage may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw. The 1st-level wizard spell Shield will absorb the force missiles harmlessly, including the concussion damage.

Shout (Invocation)

Level: 4

Range: Caster

Duration: Instantaneous

Casting Time: 1

*Area of Effect: 30-foot long,
10-foot diameter cone*

Saving Throw: Half



Shout grants the wizard tremendous vocal powers, allowing him to emit an ear-splitting roar from his mouth in a cone-shaped area of effect 30 feet long and 10 feet in diameter at its farthest point. Any creature within this area is deafened for 2d6 rounds and suffers 4d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half.

Vitriolic Sphere (Conjuration)

Level: 4

Range: Sight of Caster

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: Special



This spell conjures a sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of acid damage per caster level, to a maximum of 12d4 points of damage. After the initial damage, the victim must make a saving throw to avoid more damage. If unsuccessful, the victim continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends on the fifth round. Each round the victim is entitled to a saving throw vs. spell to avoid further damage. The vitriolic sphere also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. polymorph/paralyzation or suffer a splash hit that inflicts 1d4 points of damage per every five levels of the caster. Splash hits do not cause continuing damage.

MAGE SPELLS, LEVEL FIVE

Contact Other Plane (Divination)

Level: 5

Range: Caster

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None



This spell allows the wizard to contact powers from other planes of existence in order to receive advice and information. The nature of the divination is oriented around knowledge of powerful foes, magic items, and spells.

Lower Resistance (Alteration)

Level: 5


Range: Sight of Caster

Duration: 2 turns

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

 Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the Lower Resistance spell itself, but at only half its normal value. There is no saving throw. If the victim does not resist the effects of this spell, his magic resistance is reduced by 30% plus 1% per experience level of the caster.

Sunfire (Invocation)

Level: 5


Range: Caster

Duration: Instantaneous

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: Half

 A sunfire is like a fireball—an explosive burst of flame, which delivers damage proportional to the level of the wizard who cast it—1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 15d6). The wizard gestures with his hand and the entire area around him erupts in flames, striking all except for the caster. 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 damage.

MAGE SPELLS, LEVEL SIX

Darts of Bone (Necromancy)

Level: 6


Range: Caster

Duration: 5 rounds

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

 This spell creates nine darts that can be used by the caster and cannot be unequipped so long as the spell is in effect. The darts are +3, do 1d4 damage, and a creature struck by a dart must save vs. death or take another 2d6 damage and have its strength reduced by 3 for 5 rounds. The caster's weapon proficiency with darts (or lack thereof) has no effect on the darts' chances to hit a target.

Soul Eater (Necromancy)

Level: 6


Range: Sight of Caster

Duration: Instantaneous

Casting Time: 5

Area of Effect: 10-foot radius

Saving Throw: None

 This spell deals 3d8 damage to all living creatures within a 10-foot radius. Any creatures that die as a result of this damage are obliterated and their essence is transformed into a 3 hit dice skeleton under

control of the caster. Also, for each creature that dies in this manner the caster receives a +1 bonus to Strength, Dexterity, and Constitution for 1 turn. Soul Eater has no effect on undead, constructs, and elemental creatures.

Trollish Fortitude (Necromancy)

Level: 6

Casting Time: 6

Range: Caster

Area of Effect: Caster

Duration: 2 turns

Saving Throw: None



This spell imbues the caster with the resilience of a troll, allowing the caster to regenerate 5 hit points per round up to his/her maximum hit points.

MAGE SPELLS, LEVEL SEVEN

Seven Eyes (Abjuration)

Level: 7

Casting Time: 7

Range: Caster

Area of Effect: Caster

Duration: 2 turns

Saving Throw: None



This spell conjures forth seven magical orbs that float in a ring above the caster's head. Each eye has a defensive and offensive ability, though once either one is used the eye will lose its power. The powers of each eye are described below.

Eye of the Mind – this orb protects the caster against mental attacks, such as charm, emotion, and fear. The eye may be expended as the 1st-level wizard spell Charm Person.

Eye of the Sword – this eye deflects the first physical damaging attack that strikes the caster. The eye may be expended as the 1st-level wizard spell Magic Missile (5 missiles).

Eye of the Mage – this eye absorbs one manifestation of fire, electrical, cold, or acid damage. The eye can also be expended as the 3rd-level wizard spell Lightning Bolt (4d8 damage).

Eye of Venom – this eye halts any one attack or effect that could poison the caster. The eye can also be used to poison one creature, dealing 30 points of damage over a period of 30 seconds.

Eye of the Spirit – this eye blocks one instant-death magic attack (Death Spell, Finger of Death, Power Word Kill, Slay Living, Destruction). The wizard may instead choose to expend the eye's power as a Ray of Enfeeblement, dropping a target's strength to 5, reducing its chance to hit, and the damage it deals.

Eye of Fortitude – this eye blocks one stunning, deafness, blindness, or silence effect. It may alternatively be expended as the 4th-level wizard spell, Shout.

Eye of Stone – this eye shields the caster from a single petrification attack. It can also be used as the 3rd-level wizard spell, Hold Person.

Any subsequent castings of Seven Eyes will fail if cast before the original spell expires, whether or not any eyes remain.

Suffocate (Alteration)

Level: 7

Range: Sight of Caster

Duration: 1 turn

Casting Time: 7

Area of Effect: 10-foot radius

Saving Throw: Neg.



This spell draws the breath out of all creatures within the area of effect. Creatures that do not breathe are unaffected. Suffocating creatures suffer -4 AC, -4 to hit, -6 to Dexterity, one less attack per round, half movement rate, and take 2d4 points of damage per round. A successful saving throw negates the effects for one round. The effects begin to fade when the creature moves out of the area of effect, although it may take a round for a character to catch their second wind.

MAGE SPELLS, LEVEL EIGHT

Abi-Dalzim's Horrid Wilting (Necromancy)

Level: 8

Range: Sight of Caster

Duration: Instantaneous

Casting Time: 8

Area of Effect: 30-foot radius

Saving Throw: Half



This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 damage per level of the caster. Affected creatures are allowed a saving throw vs. spell for half damage. Water-using/dwelling creatures are instantly destroyed if they fail their saving throws, half damage if successful.

Great Shout (Invocation)

Level: 8

Range: Caster

Duration: Instantaneous

Casting Time: 1

Area of Effect: 30 feet long,

10-foot diameter cone

Saving Throw: Half



Upon uttering the Great Shout, the caster releases a stunning force from his mouth in a 30-foot long, 10-foot diameter cone. The Great Shout is extremely taxing and dangerous to the user. The shout drains 2d4 hit points from the caster and he/she must make a saving throw vs. spell or fall unconscious for a turn. Creatures 5 hit dice and under caught within the Great Shout instantly die. All other creatures within the area of effect must save vs. spells. Those who fail the save are stunned for 2 rounds, deafened for 4 rounds, and suffer 2d10 points of damage. Those who make the save are stunned for 1 round, deafened for 2 rounds, and suffer 1d10 points of damage.

Iron Body (Alteration)

Level: 8


Range: Caster

Duration: 2 turns

Casting Time: 8

Area of Effect: Caster

Saving Throw: None

 This spell transforms the caster's body into living iron, granting him several powerful resistances and abilities. While the spell is in effect, the caster is 100% resistant to electricity, 50% resistant to fire, and 25% resistant to crushing damage. Spells that affect respiration or the physiology of the caster are ignored. In addition, the caster's strength is raised to 25, and the caster can attack twice per round with iron fists for 2d4 points of damage + appropriate strength bonuses. Unfortunately, the caster's movement becomes slow and awkward, setting his movement rate to 25% of normal, and he/she cannot cast spells while Iron Body is in effect.

Power Word: Blind (Conjuration)

Level: 8


Range: Sight of Caster

Duration: 1 turn

Casting Time: 1

Area of Effect: 10-foot radius

Saving Throw: None

 This spell blinds all enemy creatures within the area of effect for 1 turn or until dispelled. Blind creatures suffer significant penalties to their armor class and chance to hit.

NEW PRIEST SPELLS

PRIEST SPELLS, LEVEL ONE

Cause Light Wounds (Necromancy)

Level: 1

Sphere: Healing


Range: Touch

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Half

 When casting this spell and touching a creature, the priest deals 8 points of damage (save for half damage) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. Cause Light Wounds cannot be cast by good characters.

Sunscorch (Invocation)

Level: 1

Sphere: Sun


Range: Sight of Caster

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Half

 When this spell is cast, a brilliant ray of scorching heat slants down from the sky and strikes one target of the caster's choice. The victim is allowed a saving throw vs. spell to take half damage. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per level of the caster. In addition to sustaining damage, living victims are also blinded for 3 rounds by the spell.

PRIEST SPELLS, LEVEL TWO

Alicorn Lance (Invocation)

Level: 2

Sphere: Combat


Range: Sight of Caster

Duration: Instantaneous

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Half

 This spell creates a silver-hued, partially ethereal lance shaped in the form of an alicorn (a unicorn horn). The spellcaster chooses a target and the alicorn lance instantaneously fires at it, inflicting 3d6 points of piercing damage, with a saving throw for half damage. Although the alicorn lance dissipates after it strikes, it leaves a silvery radiance around the target that makes it easier to see and hit, giving it a -2 penalty to its AC for 3 rounds.

Beast Claw (Alteration)

Level: 2

Sphere: Combat


Range: Caster

Duration: 1 turn

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

 This spell transforms the caster's arms into the claws of a mighty beast, giving the caster 18/72 strength and the ability to rake an opponent for 2d4 (+3 strength bonus) points of slashing damage. The caster can attack twice per round with the beast claws, with a +2 bonus to hit.

Cause Moderate Wounds (Necromancy)

Level: 2

Sphere: Healing


Range: Touch

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Half

 When casting this spell and touching a creature, the priest deals 11 points of damage (save for half damage) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. Cause Moderate Wounds cannot be cast by good characters.

PRIEST SPELLS, LEVEL THREE

Cause Disease (Necromancy)

Level: 3

Sphere: Healing

Range: Touch

Duration: 8 hours

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.



This spell afflicts one creature the priest touches with a disease that saps the target of 5-20 points of strength. A saving throw vs. spell will negate the effects. This spell has no effect on undead, constructs, or extraplanar creatures. Cause Disease cannot be cast by good characters.

Circle of Bones (Necromancy)

Level: 3

Sphere: Guardian/Creation

Range: Caster

Duration: 3 rounds

Casting Time: 3

Area of Effect: 3-foot radius

Saving Throw: None



This spell conjures forth a barrier of floating bones that spin rapidly around the caster. Anyone entering their path takes 1d6 crushing damage and 1d6 slashing damage per round. The caster cannot move for the duration of the spell. Circle of Bones cannot be cast by good characters.

Cloudburst (Invocation)

Level: 3

Sphere: Elemental (Water)

Range: Sight of Caster

Duration: 2 rounds

Casting Time: 0

Area of Effect: 30-foot radius

Saving Throw: None



This spell brings forth a magical rain that saturates the area of effect. All cold and fire-using/dwelling creatures take 2d3 points of damage per round. In addition, all creatures in the area have a 50% chance per round of being struck by bolts of lightning that deal 2d6 damage, with a saving throw for half damage. Flame Blade spells, Shroud of Flame, and salamander auras are extinguished by Cloudburst.

Exaltation (Abjuration)

Level: 3

Sphere: Healing

Range: Touch

Duration: 1 turn

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None



This spell enables a priest to aid and protect any one being other than the priest. By touch, the caster removes the effects of fear, sleep, feeble-mindedness, unconsciousness, intoxication, as well as berserk and confused states of mind. In addition, the recipient is protected against

spells and other attacks that cause these effects for the duration of the spell.

Holy Smite (Necromancy)

Level: 3

Sphere: Combat


Range: Sight of Caster

Duration: Instantaneous

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: Special

 This spell calls upon energy from the Plane of Brilliance and opens a channel between it and the targets. Any evil creatures within the area of effect take 1d6 damage for every 2 levels of the caster with a save vs. spell for half (maximum 5d6 damage). In addition, if victims fail their save, they are blinded for 1 round.

Mold Touch (Alteration)

Level: 3

Sphere: Plant


Range: Touch

Duration: 3 or 4 rounds (special)

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

 This spell infects one creature the caster touches with a rapidly-spreading brown mold. The infected creature receives a saving throw vs. spell. If the saving throw is failed, the infection is severe and the creature takes damage as follows:

1st round: 4d6 damage

3rd round: 2d6 damage

2nd round: 3d6 damage

4th round: 1d6 damage

If the saving throw is successful, the damage is reduced:

1st round: 2d6 damage

3rd round: 1d6 damage

2nd round: 1d6 damage

Each round after the first, the nearest creature within ten feet of the victim must make a saving throw vs. spell or be infected by the mold at full strength. This process continues until there are no more victims or until the mold fails to infect a suitable host in time. Creatures already under the effects of the mold cannot contract it again. The brown mold quickly dies once the spell expires.

Moonblade (Invocation)

Level: 3

Sphere: Combat, Sun

Range: Caster

Duration: 2 turns

Casting Time: 0

Area of Effect: Caster

Saving Throw: None



This spell summons forth a silent, weightless sword-like construct made of moonlight that extends 4 feet from the caster's hand. The moonblade is considered a +4 weapon for determining what creatures it can damage, though the bonus does not apply to THAC0. In addition, due to the insubstantial nature of the moonblade, melee bonuses from strength do not apply.

The strike of a moonblade drains a target's vitality, inflicting 1d12+4 points of damage, and an additional 1d12 points to undead, who are particularly susceptible. A successful strike also temporarily scrambles magic, causing any spells the target casts in the next round to fail.

Spike Growth (Alteration)

Level: 3

Sphere: Elemental (Earth)

Range: Sight of Caster

Duration: 1 turn

Casting Time: 0

Area of Effect: 15-foot radius

Saving Throw: None



This spell transforms the surrounding terrain into spiky plants. Any creature entering the area takes 1d4 points of piercing damage and 1d4 points of slashing damage every round until the spell expires.

Storm Shell (Abjuration)

Level: 3

Sphere: Protection, Weather

Range: Caster

Duration: 1 turn

Casting Time: 0

Area of Effect: Caster

Saving Throw: None

Area of Effect: Caster



This spell surrounds the caster with a dark sphere of disruptive energy that moves with him. The storm shell reduces all fire, cold, and electrical damage to the caster by 50%.

Unholy Blight (Necromancy)

Level: 3

Sphere: Combat

Range: Sight of Caster

Duration: Instantaneous

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: Special



This spell calls upon energy from the Negative Material Plane and opens a channel between it and the targets. Any creatures of good alignment within the area of effect take 1d6 damage for every 2 levels of the caster with a save vs. spell for half (maximum 5d6 damage). In

addition, if the victims fail their save, they suffer -2 to hit, damage, and saving throws for 3 rounds.

PRIEST SPELLS, LEVEL FOUR

Blood Rage (Alteration)

Level: 4

Sphere: Combat

Range: Sight of Caster

Duration: 2 turns

Casting Time: 7

Area of Effect: 1 allied creature

Saving Throw: None



This spell works only on player characters or allied creatures. When cast, the target of this spell goes berserk, attacking the nearest creature until that creature is dead, then moving to the next target. While under Blood Rage, the target is immune to charm, sleep, fear, hold, stunning, confusion, emotion, symbol spells, and related effects. In addition, the target gains +2 to hit, +3 to damage, +2 Strength, 10 extra hit points, and a bonus to his/her movement rate. The spell has several disadvantages, however. The hit points of the target are masked for the duration of the spell, and the target cannot benefit from any effect that heals hit points. At the end of the spell's duration, the target becomes fatigued and their strength drops to 3 for 2 turns. Blood Rage cannot be cast by, nor affect, creatures of lawful alignment.

Cause Serious Wounds (Necromancy)

Level: 4

Sphere: Healing

Range: Touch

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Half



When casting this spell and touching a creature, the priest deals 17 points of damage (save for half damage) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. Cause Serious Wounds cannot be cast by good characters.

Cloud of Pestilence (Alteration)

Level: 4

Sphere: Combat, Elemental (Air)

Range: Sight of Caster

Duration: 4 rounds

Casting Time: 7

Area of Effect: 20-foot radius

Saving Throw: Neg.



This spell transforms the air in a 20-foot radius into sickening, grayish mists. The caster and non-living creatures are immune to the effects of the cloud. Every round of exposure to the disease-ridden air causes the loss of 3 points of Strength and Dexterity, 3 points of damage, and blindness. These effects last 1 turn. Cloud of Pestilence can only be cast by evil characters.

Poison (Necromancy)

Level: 4

Sphere: Healing

Range: Touch

Duration: 20 seconds

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.



This spell grants the caster the ability to touch a creature and instantly poison them. The poison deals 20 points of damage over 20 seconds, then dissipates from the target's body. Poison can only be cast by evil characters.

Smashing Wave (Invocation)

Level: 4

Sphere: Elemental (Water)

Range: 40 feet

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 5-foot wide wave

Saving Throw: Half



This spell summons a wave of water that moves in the direction willed by the caster, striking all in its path with massive force. The wave deals 4d10 points of crushing damage, and in addition, there is a 25% chance a creature struck is stunned for 2 rounds, and a 5% chance the creature is knocked unconscious. If the creature struck makes a successful saving throw vs. breath, the damage is reduced by half and the creature avoids being stunned or knocked unconscious.

Star Metal Cudgel (Conjuration)

Level: 4

Sphere: Combat

Range: Caster

Duration: 3 turns

Casting Time: 7

Area of Effect: Caster

Saving Throw: None



This spell creates a meteoric iron magical club that is +2 to hit and damage, and treated as a +4 weapon for purposes of what it can hit. Proficiency, strength, and specialization bonuses and penalties apply. It does an additional 2d6 points of crushing damage against unnatural creatures (undead, constructs, extraplanar creatures, etc).

Thorn Spray (Alteration)

Level: 4

Sphere: Plant

Range: Special

Duration: Instantaneous

Casting Time: 3

Area of Effect: 30-foot long, 60-foot wide cone

Saving Throw: Half



By means of this spell, the caster can cause a spray of barbs, spikes, thorns, and spines to spring forth from his hand. The thorn spray covers a 30-foot long, 60-foot wide cone, inflicting 2d10 points of piercing damage to all creatures within the area of effect, or 1d10 points of damage if a saving throw vs. death is successful.

Unfailing Endurance (Necromancy)

Level: 4

Sphere: Necromantic

Range: Touch

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None



This spell restores the stamina of the creature touched, bringing back the energy lost from a day and a half of exertion. Note that this may not be sufficient to bring a character out of the “fatigued” state.

Wall of Moonlight (Invocation)

Level: 4

Sphere: Protection, Sun

Range: Sight of Caster

Duration: 1 turn

Casting Time: 7

*Area of Effect: 20-foot long,
5-foot wide wall*

Saving Throw: None



This spell invokes a shimmering tapestry of blue-white force. This wall is intangible, requiring no physical anchor, and can easily be passed through. Evil creatures passing through the wall take 2d10 damage, evil undead creatures take 5d10. A creature that has passed through the wall can only take damage from it once. Only one Wall of Moonlight may be in effect at any time.

PRIEST SPELLS, LEVEL FIVE

Animal Rage (Enchantment)

Level: 5

Sphere: Combat

Range: Touch

Duration: 15 rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None



This spell imbues the target creature with animal ferocity. The target creature gains a Strength of 19, +20 hit points, +20% movement, and +2 to all saving throws. The target loses the ability to cast spells while Animal Rage is in effect. He or she can be controlled normally unless enemies are within sight, at which time the target immediately attacks in melee, using whatever is in hand. There is a 5% chance per round that the target will go berserk, attacking friend and foe alike.

Cause Critical Wounds (Necromancy)

Level: 5

Sphere: Healing

Range: Touch

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: Half



When casting this spell and touching a creature, the priest deals 27 points of damage (save for half damage) to the creature's body. This

spell has no effect on undead, constructs, or extraplanar creatures. Cause Critical Wounds can be cast only by evil characters.

Greater Command (Enchantment)

Level: 5

Sphere: Charm

Range: Sight of Caster

Duration: 1 round/level

Casting Time: 1

Area of Effect: 20-foot radius

Saving Throw: Neg.



Similar to the 1st-level spell Command, this spell enables the priest to command all enemy creatures within the area of effect to “die” (sleep). They are allowed a saving throw to negate the effects. Sleeping creatures that take damage will be awakened from their catatonic state and return to normal.

Magic Resistance (Alteration)

Level: 5

Sphere: Protection

Range: Touch

Duration: 3 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None



This spell grants the recipient a magic resistance bonus of 2% per level of the caster, up to a maximum of 40%. This effect will last for the duration of the spell or, ironically enough, until dispelled.

Shield of Lathander (Conjuration)

Level: 5

Sphere: Guardian

Range: Touch

Duration: 3 rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None



This spell grants a target immunity to damage for the duration of the spell. Evil creatures cannot be protected by a Shield of Lathander. Only non-evil characters can cast a Shield of Lathander.

Slay Living (Necromancy)

Level: 5

Sphere: Combat

Range: Touch

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Special



The target of this spell must save vs. death or be slain instantly. If the saving throw is successful, the target takes 2d8+1 points of damage instead. Slay Living cannot be cast by good characters. Note that a character struck with a Slay Living spell can still be raised from the dead with a Raise Dead or Resurrection spell.

Undead Ward (Necromancy)

Level: 5

Sphere: Wards

Range: Caster

Duration: 1 turn

Casting Time: 1

Area of Effect: 20-foot radius

Saving Throw: None



This spell amplifies the influence a priest has over undead, though it is tied to the area surrounding the priest and does not move. Any undead creature entering the area of effect is affected as if turned by the priest that cast this spell. If the turning fails, the undead creature is immune to further turning attempts by the spell unless it leaves and reenters the area of effect.

PRIEST SPELLS, LEVEL SIX

Blade Barrier (Evocation)

Level: 6

Sphere: Guardian/Creation

Range: Caster

Duration: 2 rounds

Casting Time: 9

Area of Effect: 3-foot radius

Saving Throw: 1/2



This spell conjures forth a wall of circling, razor-sharp blades that whirl and flash around the caster, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage, with a saving throw for half damage. The caster is immobile for the duration of the spell.

Harm (Necromancy)

Level: 6

Sphere: Healing

Range: Touch

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.



When this spell is cast, the caster gains the ability to touch a target and inflict tremendous damage, reducing the target to all but 1d4 hit points. A saving throw vs. spell negates the effect. This spell has no effect on undead, constructs, or extraplanar creatures. Harm can only be cast by evil characters.

Spiritual Wrath (Invocation)

Level: 6

Sphere: Combat

Range: Sight of Caster

Duration: Instantaneous

Casting Time: 2

Area of Effect: Special

Saving Throw: Half



Upon completion of this spell, the priest becomes a focus of spiritual energy, which then shoots out from the caster in four directions, like lightning bolts. The caster specifies the direction of one of the

bolts and the other bolts shoot opposite and perpendicular to that direction, completing a cross-shaped pattern. All creatures in the bolts' path take $4d10+2$ points of magic damage, save for half. Creatures of the same moral alignment (good, neutral, evil) as the caster are unaffected by the spell.

Whirlwind (Invocation)

Level: 6

Sphere: Invocation

Range: Sight of Caster

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: Special



This spell creates a small whirlwind near the caster, which the caster can direct to a location within his sight. Once the whirlwind reaches its destination, the caster will lose control and the whirlwind will fly around randomly, harming friend and foe alike. The caster is immune to his/her own spell, and elementals and other huge creatures are also unaffected. If a creature is caught in the path of the whirlwind, it takes $2d8$ crushing damage, $2d8$ slashing damage, and must save vs. breath weapon or be stunned for 2 rounds. Creatures with 2 hit dice or less are automatically killed by this spell. A maximum of 8 targets may be affected, after which the whirlwind will dissipate.

PRIEST SPELLS, LEVEL SEVEN

Destruction (Necromancy)

Level: 7

Sphere: Healing

Range: Touch

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: Special



This spell instantly destroys a target, blasting them into small chunks. The victim is allowed a save vs. death at -4 ; if successful, the target takes $8d6$ points of damage instead of being destroyed. Destruction can only be cast by evil characters. Note that a character struck with a Destruction spell cannot be raised from the dead with a Raise Dead or Resurrection spell.

Earthquake (Alteration)

Level: 7

Range: Caster

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Sight of Caster

Saving Throw: Special



This spell causes a local tremor to rip through the ground. Enemies within sight of the caster suffer $4d10+2$ points of crushing damage and must make a saving throw vs. death or be knocked prone for 3 rounds. Huge creatures and creatures 10 hit dice and over are unaffected by this spell.

Greater Shield of Lathander (Conjuration)

Level: 7

Casting Time: 1 round

Sphere: Guardian

Area of Effect: 1 creature

Range: Touch

Saving Throw: None

Duration: 3 rounds



This spell grants a target 100% magic resistance and immunity to damage for the duration of the spell. Evil creatures cannot be protected by a Greater Shield of Lathander. This spell can only be cast by good characters.

Holy Word (Conjuration)

Level: 7

Casting Time: 1

Sphere: Combat

Area of Effect: 30-foot radius

Range: Caster

Saving Throw: None

Duration: Special



When uttered, this spell turns the priest into a bridge between his god and the Prime Material Plane, allowing him to funnel magical energy to smite all creatures of evil alignment in the area of effect. The effects differ according to the target's level:

Less than 4 - Death

4 to 7 - Stunned for 1 turn

8 to 11 - Slowed for 1 turn with a 75% chance of spell failure

12 and up - Deafened for 1 turn with 50% chance of spell failure

There is no saving throw, and the effects last for the duration of the spell or until dispelled. Note this spell may only be cast by good characters.

Mist of Eldath (Invocation)

Level: 7

Casting Time: 1 round

Sphere: Elemental

Area of Effect: 10-foot radius

Range: Sight of Caster

Saving Throw: None

Duration: 1 round



This spell blankets the area of effect with a silver-blue mist — any creature within the mist will be cured of disease, poison, and healed of 15 points of damage.

Stalker (Conjuration)

Level: 7

Sphere: Plant

Range: Sight of Caster

Duration: 8 hours

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None



This spell creates two shambling mounds. These creatures willingly aid the caster in combat or whatever other duties they are assigned and have the capability to carry out.

Unholy Word (Conjuration)

Level: 7

Sphere: Combat

Range: Caster

Duration: Special

Casting Time: 1

Area of Effect: 30-foot radius

Saving Throw: None



When uttered, this spell turns the priest into a bridge between his god and the Prime Material Plane, allowing him to funnel magical energy to smite all creatures of good alignment in the area of effect. The effects differ according to the target's level:

Less than 4 - Death

4 to 7 - Stunned for 1 turn

8 to 11 - Slowed for 1 turn with a 75% chance of spell failure

12 and up - Deafened for 1 turn with 50% chance of spell failure

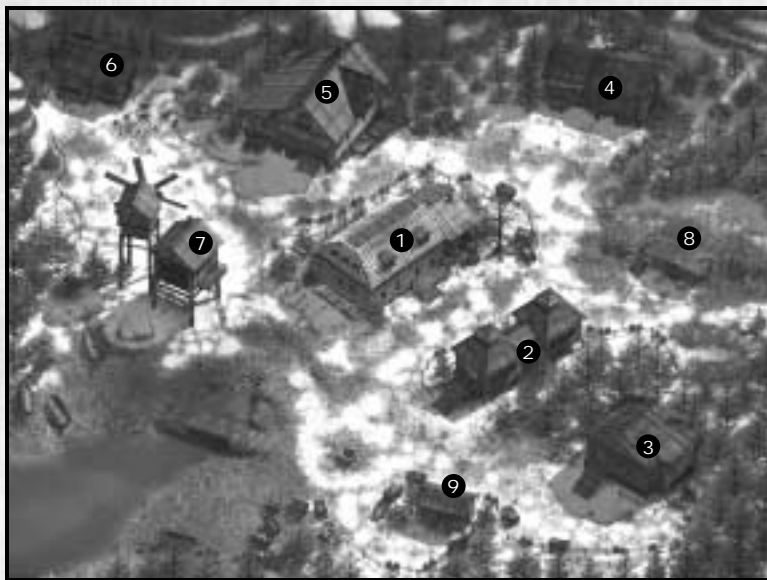
There is no saving throw, and the effects last for the duration of the spell or until dispelled. This spell may only be cast by evil characters.

LONELYWOOD

Straddling the rocky shores of Maer Dualdon and the alpine forest of Lonely Wood from which the town borrowed its name, Lonelywood has the dubious honor of being the northernmost settlement in all of Faerûn. The town lies in the shadow of Kelvin's Cairn, and the solitary mountain peak acts as a barrier that shelters both the town and forest against the harsh winds that blow down from the Reghed Glacier. Although the town is protected from the wind, the weather is hardly temperate. Snow still covers the ground year round, and at night the temperature drops below freezing.

Lonelywood is one of the youngest of the Ten-Towns. It was only in recent years that it was recognized by the council as the tenth town. Fifty years ago, there was nothing in the way of civilized settlements north of Termalaine and the area surrounding the Lonely Wood was rife with logger camps and lone trappers. With the establishment of the Whistling Gallows Inn, however, Lonelywood gained a sense of permanency, and a small town slowly grew up around the Inn.

Its isolated position in the North makes Lonelywood vulnerable to attacks



1. The Whistling Gallows Inn
2. Shrine of Waukeen
3. Bowyer's Cabin
4. The Cooper
5. The Cartwright
6. Brothers' Cabin
7. The Boathouse
8. Purvis' Shack
9. Merchant Warehouse

from the barbarian tribes that dwell in the icy plains surrounding the Ten-Towns.

The Whistling Gallows Inn (1) is the heart of Lonelywood; in fact, it's said to be the first structure ever built in Lonelywood... it certainly has the most colorful history of all the buildings in town.

Back when the area surrounding Lonely Wood was rife with logger camps and trappers, a giant of a man, Skeld, came to Lonelywood and took up work in one of the logging camps. Half-barbarian and half-ogre, Skeld's great size and strength were welcomed and quickly put to good use. Misfortune struck, however, when Skeld nearly severed his leg in a logging accident; not only could he no longer keep pace with the other woodsmen, he could not even make the journey south in search of new work. His survival on the line, Skeld came upon the idea of building a lodge on Lake Maer Dualdon and opening it up to the loggers as a tavern. Soon, every logger in the region knew and oft frequented "Skeld's Place," as it was called back then (Skeld didn't hold much with fanciful names, and in truth, thinking them up made his head hurt).

The loggers and trappers were a rough bunch who enjoyed their liquor, and Skeld hadn't really considered the trouble that could result in selling cheap ale to anyone with a few coppers to rub together. On the very first night, Skeld was forced to lay down the law, using his sheer size and strength to keep order, and it wasn't long before he earned himself a fearful reputation for his brutality. According to stories, one of his favorite methods of keeping patrons in line was to hang particularly rowdy miscreants from the dead tree that stood out front of the tavern and let the frozen bodies swing from the tree until the scavengers picked them clean. It was an effective warning... so much so that late at night, when the tavern had fallen silent, the whistling of the wind could be heard as it blew through the bodies dangling from the tree outside.

Eventually, Skeld was stabbed to death in a bar brawl and the ownership of the tavern changed hands. The new proprietor, Murdaugh (a bard of some repute and possessing a flair for names that Skeld never did), changed the name of the tavern to the Whistling Gallows. Murdaugh ran the inn for many years (into the ground, it's said), until it was purchased by a traveling merchant, Kieran Nye. Kieran is reported to be a kind enough sort, though he tends to use too many big words and sweeping gestures to convey a point. Murdaugh still frequents the place and even gives performances on occasion.

Aside from the Whistling Gallows, there are a number of other businesses in town. The simple cabin on the southeast side of town is home of the *Bowyer (2)*, Lonelywood's local ranger, Emmerich Hawksinger. A skilled woodworker, Emmerich makes his living by making and selling bows carved from the local fir trees to merchants and the local townsfolk.

The two-storied home of the *Cartwright (3)* is second in size only to the Whistling Gallows Inn and is the home of Baldemar Thurlow. Baldemar has done exceptionally well for himself since coming to Lonelywood; his success comes from his contracts with the trading costers (trade families) of the Ten-Towns to construct caravan wagons, which keeps him busy and his coffers full. His wealth and eye for business has done more than make him rich, however; it has also won him a seat on the council of the Ten-Towns, and he has served as Lonelywood's representative for many years.

Near the shore of the lake, one can find a *Boathouse (4)*, the home and workplace (often the same in Lonelywood) of an aging boat builder, Thom Farold, and his son Ned. Several small boats of various styles and constructions litter the yard; none too large, mostly canoe size, although word has it that the boat builder is working on a much larger vessel. Thom's son is said to be available to carry fishermen out onto Maer Dualdon for the price of a few coppers.

On the northwestern edge of town is a *Trapper's Cabin (5)*, a rough shack that serves as the home of three crude brothers. The three are drifters who came into town a few months back and have decided to stay, much to the irritation of the other townsfolk. They have taken little care in their cabin's upkeep, and the sagging structure looks as if it is about to collapse at any moment.

Surprisingly enough, Lonelywood also boasts a *Shrine of Waukeen (6)*. This small house of worship is dedicated to the Goddess of trade, money, and wealth, and it is quite a change from a standard Waukeen temple (such structures are usually more akin to castles bedecked with jewels). Even odder, it is said that this temple was established by a halfling priest, a missionary from Amn who has taken up residence here.

The mid-sized structure on the northeast part of town is both the workshop and home of Tybald Dunn, the town *Cooper (7)*. It is not hard to miss; outside the house are finished and unfinished barrels, wooden planks, iron bands, and so on.

The last (and smallest) building in town is the shack of Purvis, the local *Gravedigger (8)*. Not much is known about him, nor are any willing to get close enough to find out, as Purvis is said to be coated so thickly in dirt and grime that it is not known if he even wears clothes beneath the filth.



TABLES

TABLE 3: REVISED EXPERIENCE POINT CHART

3a. Warriors			
Level	Fighter	Paladin/ Ranger	Hit Dice (d10)*
1	0	0	1
2	2,000	2,250	2
3	4,000	4,500	3
4	8,000	9,000	4
5	16,000	18,000	5
6	32,000	36,000	6
7	64,000	75,000	7
8	125,000	150,000	8
9	250,000	300,000	9
10	500,000	600,000	9+3
11	750,000	900,000	9+6
12	1,000,000	1,200,000	9+9
13	1,250,000	1,500,000	9+12
14	1,500,000	1,800,000	9+15
15	1,750,000	2,100,000	9+18
16	2,000,000	2,400,000	9+21
17	2,250,000	2,700,000	9+24
18	2,500,000	3,000,000	9+27
19	2,750,000	3,300,000	9+30
20	3,000,000	3,600,000	9+33
21	3,250,000	3,900,000	9+36
22	3,500,000	4,200,000	9+39
23	3,750,000	4,500,000	9+42
24	4,000,000	4,800,000	9+45
25	4,250,000	5,100,000	9+48
26	4,500,000	5,400,000	9+51
27	4,750,000	5,700,000	9+54
28	5,000,000	6,000,000	9+57
29	5,250,000	6,300,000	9+60
30	5,500,000	6,600,000	9+63

* For every level after the 9th, fighters, rangers and paladins gain only 3 hit points per level. Bonuses to hit points for a high constitution no longer apply.

3b. Rogues		
Level	Thief/Bard	Hit Dice (d6)*
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20
21	2,420,000	10+22
22	2,640,000	10+24
23	2,860,000	10+26
24	3,080,000	10+28
25	3,300,000	10+30
26	3,520,000	10+32
27	3,740,000	10+34
28	3,960,000	10+36
29	4,180,000	10+38
30	4,400,000	10+40

* For every level after the 10th, rogues gain only 2 hit points per level. Bonuses to hit points for a high constitution no longer apply.



3c. Priests

Level	Cleric	Druid	Hit Dice (d8)*
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
10	450,000	125,000	9+2
11	675,000	200,000	9+4
12	900,000	300,000	9+6
13	1,125,000	750,000	9+8
14	1,350,000	1,500,000	9+10
15	1,575,000	1,800,000	9+12
16	1,800,000	2,025,000	9+14
17	2,025,000	2,250,000	9+16
18	2,250,000	2,475,000	9+18
19	2,475,000	2,700,000	9+20
20	2,700,000	2,925,000	9+22
21	2,925,000	3,150,000	9+24
22	3,150,000	3,375,000	9+26
23	3,375,000	3,600,000	9+28
24	3,600,000	3,825,000	9+30
25	3,825,000	4,050,000	9+32
26	4,050,000	4,275,000	9+34
27	4,275,000	4,500,000	9+36
28	4,500,000	4,725,000	9+38
29	4,725,000	4,950,000	9+40
30	4,950,000	5,175,000	9+42

* For every level after the 9th, priests and druids gain only 2 hit points per level. Bonuses to hit points for a high constitution no longer apply.

3d. Wizards

Level	Wizard	Hit Dice (d4)*
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10
21	4,125,000	10+11
22	4,500,000	10+12
23	4,875,000	10+13
24	5,250,000	10+14
25	5,625,000	10+15
26	6,000,000	10+16
27	6,375,000	10+17
28	6,750,000	10+18
29	7,125,000	10+19
30	7,500,000	10+20

* For every level after the 9th, wizards gain only 1 hit point per level. Bonuses to hit points for a high constitution no longer apply.

Note: The druid experience point table has changed from the table in the original Icewind Dale manual.

TABLE 4: COLORS OF MAGIC

Specialist	School	Spell Effect Coloration	Opposition School*
Abjurer	Abjuration	Orange	Alteration, Illusion
Conjurer	Conjuration/ Summoning	Whitish-Green	Invocation
Diviner	Divination	Blue	Conjuration/ Summoning
Enchanter	Enchantment/Charm	Light Green	Invocation
Illusionist	Illusion	Purple	Necromancy, Abjuration
Invoker	Invocation	Fiery Red	Divination, Conjuration/ Summoning
Necromancer	Necromancy	Yellow	Illusion, Enchantment/Charm
Transmuter	Alteration	Dark Green	Necromancy, Abjuration

* The opposition schools are the schools of magic that the specialist cannot comprehend or cast spells from. These opposition schools have changed from the original Icewind Dale manual.



TABLE 5: SPELL PROGRESSION

5a and 5b: Paladins & Rangers						
Level	1	2	3	4	5	6
6	1	-	-	-	-	-
7	1	-	-	-	-	-
8	1	-	-	-	-	-
9	1	-	-	-	-	-
10	1	1	-	-	-	-
11	1	1	-	-	-	-
12	1	1	1	-	-	-
13	1	1	1	-	-	-
14	2	1	1	-	-	-
15	2	1	1	1	-	-
16	2	2	1	1	-	-
17	2	2	2	1	-	-
18	3	2	2	1	-	-
19	3	3	3	2	-	-
20	3	3	3	3	-	-
21	4	3	3	3	-	-
22	4	3	3	3	1	-
23	4	4	3	3	1	-
24	4	4	4	3	1	-
25	4	4	4	4	1	-
26	4	4	4	4	2	-
27	5	4	4	4	2	-
28	5	5	4	4	2	-
29	5	5	5	4	2	1
30	5	5	5	5	3	1

Note: The ranger and paladin spell progression table has changed from the table in the original Icewind Dale manual. In the expansion, rangers and paladins get spells much earlier.

Omission of “Casting Level”: In the original Icewind Dale, there was an additional column labeled “Casting Level,” which represented what level the paladin or ranger was considered to be when casting the spell. This was incorrect—the spell always uses the level of the caster, regardless of whether they are a wizard, priest, paladin, or ranger. If a 6th-level paladin casts a 1st-level priest spell, the spell is treated as if it was cast by a 6th-level priest.

5c: Wizard

Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	2	1
22	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	3
27	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	4
30	7	7	7	7	7	7	6	6	4

Note: Specialist wizards get one extra spell per level but are prohibited from learning spells of their opposition schools (see spell descriptions and Table 4 for opposing schools).

5d: Priest/Druid

Level	1	2	3	4	5	6*	7**
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7
30	9	9	9	9	9	9	8

Note: Priests with high wisdom receive bonus spells per level (see Table 1, Wisdom in the Icewind Dale manual, p.133).

* Usable by priests with 17 or greater wisdom.

** Usable by priests with 18 or greater wisdom.

5e: Bard

Level	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-
5	3	1	-	-	-	-	-	-
6	3	2	-	-	-	-	-	-
7	3	2	1	-	-	-	-	-
8	3	3	1	-	-	-	-	-
9	3	3	2	-	-	-	-	-
10	3	3	2	1	-	-	-	-
11	3	3	3	1	-	-	-	-
12	3	3	3	2	-	-	-	-
13	3	3	3	2	1	-	-	-
14	3	3	3	3	1	-	-	-
15	3	3	3	3	2	-	-	-
16	4	3	3	3	2	1	-	-
17	4	4	3	3	3	1	-	-
18	4	4	4	3	3	2	-	-
19	4	4	4	4	3	2	-	-
20	4	4	4	4	4	3	-	-
21	5	4	4	4	4	3	-	-
22	5	5	4	4	4	3	-	-
23	5	5	5	4	4	4	-	-
24	4	4	4	4	4	4	4	-
25	5	5	4	4	4	4	4	-
26	5	5	5	5	4	4	4	-
27	5	5	5	5	5	5	4	-
28	6	5	5	5	5	5	5	-
29	6	6	5	5	5	5	5	1
30	6	6	6	6	5	5	5	1

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THANKS TO:

The Icewind Dale Team would like to express their thanks to R.A. Salvatore; BioWare and the BioWare Infinity Engine programmers, Jim Butler and everybody at Wizards of the Coast, along with Jim Gardner, Craig Nakatani, Chris Parker and his art "skills;" Master John Wunder and the whole IS Crew; Sherri Sagan for the homemade cookies, and, of course, as always: Mikey Gaetano, mailroom man extraordinaire.

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HINT LINE



Stumped?!?! Frustrated?? Stuck?? Or do you just want to know the latest codes and tricks for this and many other Interplay titles?? Well, look no further because the solution for all these problems is just a phone call away. Pick up the phone and call the Interplay Hintline at

1.900.370.PLAY<7529>

(or 1.900.370.6869 for all our Canadian friends).

You can call this line 24 hours a day, 7 days a week. And best of all, it only costs 95¢ a minute (again, for our Canadian friends this charge will be in Canadian dollars), with all long distance charges included in that price.... you can't beat that for a great deal. Remember, you must be over 18 or have your parent's permission to call the hintline. You must have a touch-tone phone. This service is only available in the U.S. and Canada. Charges and information are subject to change without notice.

INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch, and feel our latest games. No hype, no marketing campaign; just great games. To



make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

How to Get There

From your Internet account, point your favorite browser to:

WWW.INTERPLAY.COM

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.


This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Technical Support section.

INTERPLAY WEB STORE



Looking for a quick, easy way to get your favorite Interplay games? Well look no further... you can now order directly from Interplay. Just turn on your computer and go to www.interplay-store.com.

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MN-C95-1253-0