



FORGOTTEN REALMS
CONCEPT ART

Baldur's Gate™ Tales of the Sword Coast™



Advanced
Dungeons & Dragons®



HEALTH WARNING

Games Player Charter

- Avoid playing when tired. Play for no more than one hour at a time.
 - Sit well away from the screen.
 - Play games in well lit areas.
 - Reduce the brightness of the screen to darken the contrast.
 - Use as small a screen as possible. These tips will help you enjoy your game playing more and maximise your performance.
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Introduction

Welcome back, my friends!

Due to the popularity of my last work, "Volo's Guide to Baldur's Gate™", I have returned again to the Sword Coast to shed light on some of the mysterious tales that can be overheard in the dark pubs across the region. Poor lighting, cold meals and stale brews were no match for my relentless pursuit of literary material. Not a few hard-earned coppers were required to pry open hesitant mouths and grease dry tongues. In the end, I am certain that ye will find a work up to the highest standards of the "Volo's Guide" series. In thy service, as always!

Volothamp Geddarm



A task I'm sure ye relished, my hedonistic friend. Perhaps ye would be advised to keep more to the facts and less to the ale pot - and then we would all be wiser.

Elminster



About Tales of the Sword Coast™

Tales of the Sword Coast™ is an expansion for the game Baldur's Gate™.

You must own a localised version of Baldur's Gate™ and currently have it installed on your PC to play.

However, Tales of the Sword Coast™ is not a new chapter in the saga of Baldur's Gate™, rather, it is literally an expansion of the game world which increases the number of areas available to explore and adventure through. Because of this, Tales of the Sword Coast™ is played within the Chapters of Baldur's Gate™.

If you have not completed the original game of Baldur's Gate™, you will notice very little difference initially after installing Tales of the Sword Coast™. New adventure areas will become available, but you will have to find them first.

If you have already completed the original game, you will start adventuring with your last save game file (and party) in the town of "Ulgoth's Beard", having travelled there from the city of Baldur's Gate. The new adventure areas can be accessed through Ulgoth's Beard. You may return to Baldur's Gate (or adventure in any of the other areas of the original game) at any time, but be warned: the game state remains set at just PRIOR to the final big battle in the original game. What this means is that if you return to Baldur's Gate, you may find that there is someone waiting for you...

Your previous saved games will be affected by installing this expansion. However, a simple utility has been included with Tales of the Sword Coast™ to update your save game files. For Multiplayer games all players must either have the expansion or not have the expansion installed. A game in which some players are using Tales of the Sword Coast™ and some are not will not connect.

Getting Started

To play Tales of the Sword Coast™ (TSC) you must have a localised version of Baldur's Gate™ installed. If you don't have Baldur's Gate™ installed you must re-install your copy of the game. Refer to the Baldur's Gate™ manual for installation instructions.

With Baldur's Gate™ installed, insert the TSC 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 TSC Disc. Find AUTORUN.EXE and double click to start the launch application.

- | | |
|-------------------------------------|---|
| After installing the game | Other options will be available on the launching menu: |
| View Readme | The Readme file contains last minute information and changes that could not be printed in this manual. Please take the time to view the Readme file if you are having any problems with this product. |
| Exit | This will close the launch window. |
| Configure | The hotkeys and some other settings used while playing Baldur's Gate™ and TSC can be modified using this utility. Select the hotkey you would like to change and enter the new hotkey assignment, or modify the value shown. |
| Play | After you have everything set, click on the Play button to begin playing. After viewing the logo and introduction movies, you can select to load one of your previous save files from Baldur's Gate™ or you can begin a new single or multiplayer game. |
| To start playing again later | Select the Baldur's Gate™ application from the Black Isle Studios program group in your Start Menu. |
| Uninstall | When you're ready, the Uninstall option will clean up everything except your saved games and game cache. |

Playing Tales of the Sword Coast

After you have installed Tales of the Sword Coast™ (TSC) on your system, there is no distinguishing between Baldur's Gate™ (BG) and the expansion. The new areas, quests, items, and everything else that TSC adds are merged seamlessly into the existing world of BG on your PC.

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

- 1) You are starting a new game with TSC installed.
- 2) You have a save somewhere in the middle of a game of BG that you will be playing.
- 3) You have beaten BG and have the final save game.

Starting a new game. If you are starting a new game, there is no difference between your new TSC game and a new BG game. Refer to the sections on character creation, classes, races, etc. in the BG manual.

Continuing an in-progress Save. After you have installed the expansion, load up your save game just as you did while you were playing BG. All of the new things in TSC are added into the world and you will have the option of completing those quests and exploring those areas when you arrive there.

Using a Save where you have beaten the game. If you have beaten the original game, BG saves a 'final save' prior to the final battle. Loading this final save game will put you back into the game world, but things have changed slightly. First, it is still Chapter 7 and you have not yet completed the game. Second, the world has all of the TSC changes made to it. You will start in Ulgoth's Beard, having adventured there from Baldur's Gate. You can return to BG at any time. At some point you will want to beat the game again. We have made the ending more interesting, challenging, and more rewarding.

Interface and Rules Changes

The majority of the interface in Baldur's Gate™ has not been changed in Tales of the Sword Coast™. However, there have been a few tweaks to how things work in the game. There were also some unmentioned features in Baldur's Gate™, or things that were added through patches that we feel should be mentioned here.

Unmentioned Features in BG

QUICK SAVE

You can quickly save your game just by hitting the 'q' key on your keyboard. This is much less disruptive than going through the Options menu to save your game. Your Quick Save is always saved in the same slot, which is labelled as such.

SUPPORT FOR INCREASING THE PATH SEARCHING AI

Some people have had problems with their party members getting lost (or stuck) when trying to move the party as a group. We have already improved this with TSC, however you may decide to adjust the settings further. In the Configure utility there is a box for path search nodes.

To increase or decrease the AI, vary the number of Nodes (beyond 4,000). The range can vary from 2,000 to 32,000. Increasing the number above 4,000 will increase the number of nodes in path searching at the expense of responsiveness to movement commands (i.e. your characters will react slightly slower because they are 'thinking' a little bit longer about how to get to where you want them to go). Note that unless your machine is slower than a Pentium II you can probably set the value to 32,000 and not notice any speed difference.

Starting Gold

The starting gold for your character is random within a range defined by your character class, per Advanced Dungeons and Dragons® rules:

Character Class Group	Die Range	Range of Results
Warrior	$(5d4) \times 10\text{gp}$	50gp – 200gp
Wizard	$(1d4 + 1) \times 10\text{gp}$	20gp – 50gp
Rogue	$(2d6) \times 10\text{gp}$	20gp – 120gp
Priest	$(3d6) \times 10\text{gp}$	30gp – 180gp

Multi-class characters use the most advantageous die range of their classes. If your character is a mage/thief, the starting gold would be $2d6 \times 10\text{gp}$.

PARTY ORDER

To change the order of the characters in your party, drag and drop their character portraits to exchange them in the party order. For example, to switch the order of "Char1" and "Char2" left click on Char1, continue to hold down the mouse button and move the cursor over the portrait of Char2. Release the mouse button and Char1 and Char2 will change places.



Changes to the Baldur's Gate game after installing Tales of the Sword Coast.

AREA EFFECT SPELLS

All area effect spells have been altered so they only affect people still within the area of effect when the spell triggers (for example, it is now possible to run out of the blast radius of a Fireball spell as it is exploding). You will only take damage if the fire actually hits you.

*Quick feet and an alert mind will often make the difference
between dashes and ashes – Volo*

AUTOPAUSE

There is now an option for the game to automatically pause whenever an enemy is sighted.

CHARACTER HOTKEYS

Pressing character hotkeys will center the screen on a character if the character is already selected.

INVENTORY AUTOSTACKING

Items added to a character's inventory will automatically stack with other items of the same kind.

ITEM STATUS

Unidentified magic items are now tinted blue. When opening containers (chests, sacks, etc) any items not usable by the character opening the container will be tinted red – as they were in the inventory and shop screens in BC.

PROJECTILES

The speed of all projectiles (normal and magical) has been doubled to reflect more realistic travel times.

QUICK LOAD

For single player games ONLY, hitting Ctrl-L will allow you to quick-load your last save game file.

SAVE GAME STATUS

Saved games will now also record the state of NPC AI (on/off) and text panel size.

STEALTH/BACKSTABBING

A thief's ability to hide in shadows and move silently (stealth) will be affected by the presence (or absence) of shadows.

Additionally, a thief's ability to backstab an opponent on the first attack while in stealth mode now requires the thief to be behind the target.

Perhaps those with shadowy business would best stick to shadowy places.
– Elminster

WORLD MAP

The world map has been altered slightly to make possible the connections with the new areas in the game. Its use has not been changed. However, tool tip help on the World Map now shows travelling time (in hours) between locations.



12 CHARACTER BOTTOM BUTTONS

The five class-based buttons at the bottom of the screen have been changed so that more character classes have two Quick Weapons.

Class	Slot 1 (F3)	Slot 2 (F4)	Slot 3 (F5)	Slot 4 (F6)	Slot 5 (F7)
Fighter	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Quick Weapon 4	
Paladin	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Turn Undead	Cast Spell
Ranger	Quick Weapon 1	Quick Weapon 2	Quick Weapon 3	Stealth	Cast Spell
Wizard	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Druid	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Bard	Quick Weapon 1	Quick Weapon 2	Bard Song	Thieving	Cast Spell
Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/Thief	Quick Weapon 1	Quick Weapon 2	Find Traps	Thieving	Stealth
Fighter/Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/Wizard	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Wizard/Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Cleric/Wizard	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Cleric/Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell
Fighter/Druid	Quick Weapon 1	Quick Weapon 2	Quick Spell	Quick Spell	Cast Spell
Cleric/Ranger	Quick Weapon 1	Quick Weapon 2	Turn Undead	Stealth	Cast Spell
Fighter/Wizard/ Cleric	Quick Weapon 1	Quick Weapon 2	Turn Undead	Quick Spell	Cast Spell
Fighter/Wizard/ Thief	Quick Weapon 1	Find Traps	Thieving	Stealth	Cast Spell

Experience and Gaining Levels

Baldur's Gate™ has a limit on the amount of experience that a character can achieve during the course of the game. This was set at 89,000 experience points which allowed character classes to advance as high as 7th or 8th level depending on their class. This limit is being raised in Baldur's Gate™ to 161,000 experience points. This will allow you to go up at least one level, depending on your class, with TSC installed. Please refer to the experience point tables at the end of this manual for specifics by character class.

Roger Wilco™

Tales of the Sword Coast™ comes with Roger Wilco™ voice communication software that allows you to talk to your friends over the Internet while playing Baldur's Gate™ and TSC multiplayer. You will have the option to install Roger Wilco™ when installing TSC for the first time, or you can go back and install it later. See the readme file for more details on configuring Roger Wilco to work with your computer.

Higher Level Spells

For your convenience we have included all level 4 and 5 spells for both priests and wizards rather than just the new spell entries. Level 1 through 3 spells remain unchanged.

Much of this learning lies beyond my personal practice, but we are fortunate that I can make reference to my more comprehensive work "Volo's Guide to All Things Magical" (available in discerning bookeries throughout the Realms). Wizards are jealous of their information, especially when spell books are involved. — Volo

One wonders why, when practitioners such as thyself are about. — Elminster

Mage Spells – Level 4

CONFUSION (ENCHANTMENT/CHARM)



Range: Visual range of caster

Area of Effect: 60-foot cube

Duration: 2 rounds + 1 round/level

Saving Throw: Special

Casting Time: 4

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. All creatures within the area of affect are allowed saving throws vs. spell with – 2 penalties. Those successfully saving are unaffected by the spell.

The spell lasts for two rounds plus one round for each level of the caster. 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.

DIMENSION DOOR (ALTERATION)



Range: 0

Duration: Instant

Casting Time: 1

Area of Effect: The caster

A saving Throw: None

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

EMOTION-HOPELESSNESS (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 2 rounds + 1 round/level

Casting Time: 4

Area of Effect: 60-foot cube

Saving Throw: Special

When this spell is cast the wizard can affect the emotional state of those around him. The effect of this is to inflict a feeling of hopelessness upon the enemies within the visual sight of the caster. Upon a failed save vs. spell, the effected can be seen to lay down where they stand and appear to give over all will to a higher power. 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 preventing the above from creeping forth into his psyche. There is no save vs. this and it will last for the duration of the spell. It will, however, be affected by magic resistance and other such things.

GREATER MALISON (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Up to

60-foot cube

Saving Throw: None

The spell allows the caster to adversely affect all the saving throws of his enemies. The effect is applied to all hostile creature within the area of effect. Opponents under the influence of this spell make all saving throws at a penalty of -2.

IMPROVED INVISIBILITY (ILLUSION/PHANTASM)



Range: Touch

Area of Effect: Creature touched

Duration: 10 rounds

Casting Time: 4

Saving Throw: None

This spell is similar to the Invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can 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 -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus.

MINOR GLOBE OF INVULNERABILITY (ABJURATION)



Range: 0

Area of Effect: 5-foot radius sphere

Duration: 1 round/level

Casting Time: 4

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such 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 minor globe. Fourth and higher level spells are not affected by the globe. The globe can be brought down by a successful Dispel Magic spell.

MONSTER SUMMONING II (CONJURATION/SUMMONING)



Range: 40 yards

Area of Effect: Special

Duration: 12 rounds

Saving Throw: None

Casting Time: 4

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 12 HD of monsters. These appear anywhere within the spell range and attack the caster's opponents, until the spell duration expires, or the monsters are slain.

OTILUKE'S RESILIENT SPHERE (ALTERATION)



Range: 0

Duration: 1 round/level

Saving Throw: Neg

Area of Effect: target creature

Casting Time: 1

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

A convenient way to remove opponents from an encounter until ye are ready to deal with them later – Elminster

POLYMORPH OTHER (ALTERATION)



Range: Visual range 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, but 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 mould into the new form.

This spell is the source, I am certain, of many tales of talking beasts and strange occurrences. Either that, or bad ale. – Volo

POLYMORPH SELF (ALTERATION)



Range: 0

Duration: 1 turn + 3 rounds/level

Casting Time: 4

Area of Effect: Self

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.

When the spell is cast, for the duration of the spell the caster may transform into any of the new forms at any time, and as many times as he 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, however all the physical attributes are attained from the new form. Also, any natural protections that the new form offer are conferred to the wizard, such as the resistance to missile and blunt weapons possessed by a slime.

A powerful spell when used properly, but the downfall of many as well.

*Do not forget your underlying strengths and weaknesses - though ye might look like a giant and act like a giant, a giant ye are not! -
Elminster*

REMOVE CURSE (ABJURATION)



Range: Touch

Area of Effect: Special

Duration: Permanent

Saving Throw: Special

Casting Time: 4

Upon casting this spell, the wizard is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse 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.

SPIRIT ARMOR (NECROMANCY)



Range: Touch

Area of Effect: 1 creature

Duration: 3 turns

Saving Throw: None

Casting Time: 3

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 bonus' still apply as well as magic rings and a shield. While in effect the AC (armor class) of the recipient will be 1, as if he was wearing plate mail. Also, due to the magical nature of the spell, he will also receive a +3 bonus to save vs. magical attacks.

There is a danger however, as when the spell runs out the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target.

Mage Spells – Level 5

ANIMATE DEAD (NECROMANCY)



Range: 10 yards

Duration: 8 hours

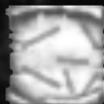
Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell creates the lowest of the undead monsters, (skeletons) 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, etc. The undead remain animated until they are destroyed in combat, 8 hours pass, or are turned; the magic cannot be dispelled. The mage can animate one skeleton for each experience level he has attained.

CHAOS (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: 60-foot cube

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, he does not receive a saving throw versus the effects. However if the victim is 5th level or higher, he receives a save vs. spell at -4. The spell lasts for the duration or until a successful Dispel Magic is cast.

CLOUDKILL (EVOCATION)



Range: 10 yards

Duration: 1 round/level

Casting Time: 5

Area of Effect: 40' wide,

20' high, 20' deep cloud

Saving Throw: None

This spell generates a billowing cloud of ghostly 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 -4 penalties 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.

Caution is required when using on a windy day! – Elminster

CONE OF COLD (EVOCATION)



Level: 5

Range: 0

Duration: Instantaneous

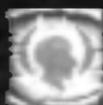
Area of Effect: Special

Saving Throw: 1/2

Casting Time: 5

When this spell is cast, it causes a cone shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone five feet long and one foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example a 10th level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

DOMINATION (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 12 hours

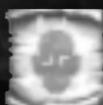
Casting Time: 5

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, except of course a Dispel Magic. The target gets a saving throw vs. spell at -2 in order to avoid the effect.

FEEBLEMIND (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg

Feeblemind causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a successful Dispel Magic is cast upon him. The victim must make a save vs. spell at -2 in order to avoid the effect.

HOLD MONSTER (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 1 round/level

Casting Time: 5

Area of Effect: 5 foot radius
from target

Saving Throw: Neg

This spell holds 1d4 creatures of any type rigidly immobile and in place for nine or more rounds, unless a save vs. spells is made with a -2 penalty. The affect is centered on the victim selected by the caster. Every enemy within 5 feet 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 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.

MONSTER SUMMONING III (CONJURATION/SUMMONING)



Range: 40 yards

Area of Effect: Special

Duration: 12 minutes (1 minute)

Saving Throw: None

Casting Time: 5

This spell is much like the 3rd-level Monster Summoning I spell, except that this spell summons 16 HD of monsters. These appear within spell range and attack the caster's opponents, until the spell duration expires, or the monsters are slain.

SHADOW DOOR (ILLUSION/PHANTASM)



Range: 10 yards

Area of Effect: Special

Duration: 1 round level

Saving Throw: None

Casting Time: 2

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 duration. A true seeing spell, a gem of seeing, or similar magical means can discover the wizard.

Priest Spells – Level 4

ANIMAL SUMMONING I (CONJURATION, SUMMONING)



Range: One exterior area

Area of Effect: Special

Duration: 24 minutes

Saving Throw: None

Casting Time: 7

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. The type of animals that come depend on the surroundings of the caster at the time of the spell.

CURE SERIOUS WOUNDS (NECROMANCY)



Range: Touch

Area of Effect: Creature touched

Duration: Permanent

Casting Time: 7

Saving Throw: None

This spell is a more potent version of the Cure Light Wounds spell. When laying his hand upon a creature, the priest heals 17 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

DEFENSIVE HARMONY (ENCHANTMENT/CHARM)



Range: Caster

Area of Effect: 10' radius

Duration: 6 rounds

Saving Throw: None

Casting Time: 1

Defensive Harmony grants affected creatures a defensive bonus by bestowing an enchanted coordination of 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 10 foot radius. The 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 his armor class. This lasts for 10 rounds or until successfully dispelled.

FREE ACTION (ABJURATION)



Range: Touch

Area of Effect: Creature touched

Duration: 5 rounds + 1 round/level

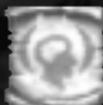
Casting Time: 5

Saving Throw: None

While under the effects of this spell, the recipient becomes immune to anything that limits his movement. This includes the effects of Web, Hold Person, Grease and Entangle.

This is an important spell to allow warriors to close with your enemies - especially, if those enemies are competent spell casters. - Elminster

MENTAL DOMINATION (ENCHANTMENT/CHARM)



Range: Visual range of caster

Area of Effect: 1 creature

Duration: 3 rounds/level

Saving Throw: Neg.

Casting Time: 4

When cast upon a subject, he must make a save vs. spell at -2 in order to avoid the priest entering his mind.

The effects of this spell are similar to the wizard spell Domination, with a few minor differences. First 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 duration. To control the subject the priest must be within range and must be able to see the subject. Also, this requires a moderate amount of concentration from the priest, so he may enter combat and attack, however he cannot cast another spell.

NEUTRALIZE POISON (NECROMANCY)



Range: Touch

Duration: Instant

Saving Throw: None

Area of Effect: Creature touched

Casting Time: 1

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

PROTECTION FROM EVIL 10' RADIUS (ABJURATION)



Range: Touch

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 10' radius

Saving Throw: None

When this spell is cast, all creatures within a 10' 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, and second any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

PROTECTION FROM LIGHTNING (ABJURATION)



Range: Touch

Duration: 5 rounds/level

Saving Throw: None

Area of Effect: Creature touched

Casting Time: 7

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



Priest Spells – Level 5

ANIMAL SUMMONING II (CONJURATION/SUMMONING)



Range: 60 yards/level

Duration: 24 minutes

Casting Time: 8

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls up to six animals that have 8 Hit Dice or less. Only animals within range of the caster at the time the spell is cast will come. 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.).

CHAMPION'S STRENGTH (ALTERATION)



Range: Visual range of caster

Duration: 3 rounds/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

When this spell is cast, the priest effectively draws on the strength of his god's strength and lends it to the target creature, in effect creating a champion. The target gains a bonus to his THAC0 at a rate of 1 for every 3 levels of the caster. (A 9th level priest would confer a THAC0 bonus of 3 to the target, etc.) Also the target's strength is set to 18/00 for the duration of the spell, with all the bonuses to hit and damage that this strength confers. Note that if the target's strength is above 18/00, it will actually be reduced to this value.

The drawback to this spell is that the priest must concentrate on the connection between the target and his god for the duration of the spell, hence losing the ability to cast any additional spells during this time. The effect lasts for 3 rounds for every level of the caster or until dispelled.

CHAOTIC COMMANDS (ENCHANTMENT/CHARM)



Range: Visual range of caster

Duration: 1 turn/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

Chaotic Commands renders a creature immune to magical commands. Suggestion, Charm, Domination, Command, Sleep, Confusion are all spells that fit into this category. The spell affects only one creature and lasts for the duration or until dispelled.

CURE CRITICAL WOUNDS (NECROMANCY)



Range: Touch

Duration: Permanent

Saving Throw: None

Area of Effect: Creature Touched

Casting Time: 8

The Cure Critical Wounds spell is a very potent version of the Cure Light Wounds spell. The priest lays his 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)



Range: Visual range of caster

Duration: Instantaneous

Saving Throw: 1/2

Area of Effect: Target creature

Casting Time: 8

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.

RAISE DEAD (NECROMANCY)



Range: Visual range of 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 or human. Note that the body of the person must be whole, or 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

Tables



Table 1: Character Ability Scores

Ability Score	Strength				Dexterity			Constitution
	Hit Adj	Dam. Adj	Wt Allow	Bashing %	Miss. Att Adj	AC Adj	HP Adj	Res. Surv.
3	-3	-1	5	3	-3	+4	-2	40
4	-2	-1	15	4	-2	+3	-1	45
5	-2	-1	15	4	-1	+2	-1	50
6	-1	0	30	6	0	+1	-1	55
7	-1	0	30	6	0	0	0	60
8	0	0	50	8	0	0	0	60
9	0	0	50	8	0	0	0	70
10	0	0	70	10	0	0	0	75
11	0	0	70	10	0	0	0	80
12	0	0	90	12	0	0	0	85
13	0	0	90	12	0	0	0	90
14	0	0	120	14	0	0	0	92
15	0	0	120	14	0	-1	+1	94
16	0	+1	150	16	+1	-2	+2	96
17	+1	+1	170	18	+2	-3	+2(+3)	98
18	+1	+2	200	20	+2	-4	+2(+4)	100
18/01-50	+1	+3	220	25	-	-	-	-
18/51-75	+2	+3	250	30	-	-	-	-
18/76-90	+2	+4	280	35	-	-	-	-
18/91-99	+2	+5	320	40	-	-	-	-
18/00	+3	+6	400	45	-	-	-	-
19	+3	+7	500	50	+3	-4	+2(+5)	100
20	+3	+8	600	55	+3	-4	+2(+5)	100
21	+4	+9	700	60	+4	-5	+2(+6)	100
22	+4	+10	800	65	+4	-5	+2(+6)	100
23	+5	+11	1000	70	+4	-5	+2(+6)	100
24	+6	+12	1200	75	+5	-6	+2(+7)	100
25	+7	+14	1600	80	+5	-6	+2(+7)	100

Strength

Hit Adj:

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

Dam Adj:

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

Wt Allow:

The character's weight allowance — how much they can carry without being encumbered.

Bashing %:

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

Dexterity

Miss. Att Adj:

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

AC Adj:

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

Constitution

HP Adj:

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



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



Intelligence

Spell Level:

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

% to Learn Spell:

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

Max # Spells/Level:

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

Lore Bonus:

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

Wisdom

Bonus Spells:

This is the number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. Thus, a priest with a 17 in Wisdom gains two 1st-, two 2nd-, and one 3rd-level spell as bonuses to their normal spellcasting abilities. These spells become available only when the priest can normally access spells of the appropriate level.

% Spell Failure:

The chance that a spell attempt by a priest or druid character will fail before being successfully cast.

Lore Bonus:

This bonus is added to the character's Lore ability. This is cumulative with the Lore bonus for Intelligence.

Charisma

Reaction Adj:

This is the penalty or bonus due the character when dealing with NPCs or intelligent creatures.

For encounter reactions, the computer generates a number between 8 and 12, and then applies the modifier. The results indicate the reaction of the encounter to your party:

1-7:	Hostile reaction
8-14:	Neutral reaction
15-20:	Friendly reaction

Table 2: Thieving Ability Modifiers

Race	Dexterity	Pick Pockets (15)	Open Locks (10)	Detect Traps (5)	Stealth (10) <small>(Move Silently/ Hide in Shadows)</small>
Dwarf		-	+10	+15	-
Elf		+5	-5	-	+10
Gnome		-	+5	+10	+5
Half Elf		+10	-	-	+5
Halfling		+5	+5	+5	+15
	9	-15	-10	-10	-20
	10	-10	-5	-10	-15
	11	-5	-	-5	-10
	12	-	-	-	-5
	13-15	-	-	-	-
	16	-	+5	-	-
	17	+5	+10	-	+5
	18	+10	+15	+5	+10
	19	+15	+20	+10	+15
	20	+20	+25	+15	+18
	21	+25	+30	+20	+20
	22	+30	+35	+25	+23
	23	+35	+40	+30	+25
	24	+40	+45	+35	+30
	25	+45	+50	+40	+35

* The numbers in parentheses reflect the base ability of a 1st-level thief before racial/Dexterity modifiers are applied.



Table 3a–d: Experience Tables

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

3B. ROGUE

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

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

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

Table 4: Colours of the Schools of Magic

Specialist	School	Spell Effect Colouration	Opposition School*
Abjurer	Abjuration	Green	Alteration
Transmuter	Alteration	Blue	Abjuration, Necromancy
Conjurer	Conjuration/Summoning	Purple	Divination
Diviner	Divination	White/Pearl	Conjuration/Summoning
Enchanter	Enchantment/Charm	Gold	Invocation
Illusionist	Illusion	Magenta	Necromancy
Invoker	Invocation	Red	Enchantment/Charm, Conjuration/Summoning
Necromancer	Necromancy	Ice/Blue	Illusion

* The opposition schools are the schools of magic that the specialist cannot comprehend or cast spells from.

Tables 5a-c: Spell Progression

5A. WIZARD

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	-	-	-	-

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).

5B. PRIEST / DRUID LEVEL

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	-	-

Note: Priests with high Wisdom receive additional spells.

*usable by priests with 17 or greater wisdom

** usable by priests with 18 or greater wisdom

5C. BARD LEVEL

Bard Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	3	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	3	3	1	-	-	-
9	3	3	2	-	-	-
10	3	3	2	1	-	-

Table 6: Melee Weapons

Weapon	1 or 2 handed	Type ¹	Speed Factor	Damage	Usable by ²
Arrow	–	p	–	1–6	–
Bolt	–	p	–	1–10	–
Battle Axe	1	s	7	1–8	FR,P,B
Dagger/Throwing Dagger	1	p	2	1–4	FR,P,T,B,M,D
Club	1	b	4	1–6	FR,P,T,B,C,D
Flail	1	b	7	1–6+1	FR,P,B,C
Mace	1	b	7	1–6+1	FR,P,B,C
Throwing Axe	1	s	4	1–6	FR,P,B
Morning Star	1	b	7	2–8	FR,P,B,C
Dart	1	p	2	1–3	FR,P,M,T,B,D
Halberd	2	p/s	9	1–10	FR,P,B
Quarterstaff	2	b	4	1–6	FR,P,T,B,C,D,M
Sling Stone	1	b	–	1–4+1	–
Bastard Sword	1	s	8	2–8	FR,P,B
Long Sword	1	s	5	1–8	FR,P,T,B
Short Sword	1	p	3	1–6	FR,P,T,B
Scimitar	1	s	5	1–8	FR,P,B,D
War Hammer	1	b	4	1–4+1	FR,P,B,C
Spear	2	p	6	1–6	FR,P,B,D
Two-Handed Sword	2	s	10	1–10	FR,P,B

¹s = Slashing p = Piercing b = Bludgeoning, ²Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage

Table 7: Ranged Weapons

Weapon	1 or 2 handed	ROF ¹	Speed Factor	Bonus to Hit	Bonus to Damage	Usable By ²
Composite Long Bow	2	2	7	+1	+2	FR,P
Long Bow	2	2	8	+1	–	FR,P,B
Short Bow	2	2	6	–	–	FR,P,T,B
Dagger/Throwing Dagger	1	2	2	–	–	FR,P,M,B,T
Throwing Axe	1	1	4	–	–	FR,P
Sling	1	1	6	–	–	FR,P,T,B,C,D,M
Darts	1	3	2	–	–	FR,P,T,B,M,D
Heavy Crossbow	2	1	10	–	+2	FR,P,B
Light Crossbow	2	1	7	–	–	FR,P,B

¹ ROF is Rate of Fire. This is the number of times per combat round that the weapon can be used.

² Fighter, Ranger, Paladin, Cleric, Druid, Thief, Bard, Mage

Tables 8a–b: Armor

8A. ARMOR TYPES

Armor	Armor Class	Usable By
Buckler	(-1 modifier)*	FR,P,T,B,C,D
Small Shield	(-1 modifier)*	FR,P,C
Medium Shield	(-1 modifier)*	FR,P,C
Large Shield	(-1 modifier)*	FR,P,C
Leather	8	FR,P,T,B,C,D
Studded Leather	7	FR,P,T,B,C,D
Chain mail	5	FR,P,B,C
Splint mail	4	FR,P,C
Plate Mail	3	FR,P,C
Full Plate Armor	1	FR,P,C

*Some shields are heavier than others and they offer increasingly better protection. Here are the effects of shields in the game:

Buckler: gives a -1 to Armor Class but does not protect against missile or piercing weapons.

Small Shield: gives -1 to Armor Class, but it does not protect against missile weapons.

Medium Shield: gives -1 to Armor Class

Large Shield: gives -1 to Armor Class and -2 against missile weapons

8B. ARMOR VS. WEAPON TYPES

Armor	Slashing	Piercing	Bludgeoning
Leather armor	0	+2	0
Studded Leather	-2	-1	0
Chain mail	-2	0	+2
Splint Mail	0	-1	-2
Plate Mail	-3	0	0
Full Plate	-4	-3	0

Tables 9a–b: Reputation/Reactions

9A. STARTING REPUTATION

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

9B. EFFECTS OF ACTIONS ON REPUTATION

Reputation Level	Killing an innocent	Injuring an innocent	Stealing	Killing a Flaming Fist soldier	Giving money to the church*
20 (hero)	-10	-2	-1	-10	-
19	-10	-2	-1	-10	-
18	-9	-2	-1	-9	-
17	-8	-1	-1	-9	+1 (500)
16	-7	-1	-1	-9	+1 (400)
15	-6	-1	-1	-8	+1 (300)
14	-5	-1	-1	-8	+1 (300)
13	-5	-1	-1	-7	+1 (200)
12	-5	-1	-1	-7	+1 (200)
11	-4	-1	-1	-6	+1 (100)
10	-4	-1	-1	-6	+1 (100)
9	-3	-1	-1	-5	+1 (100)
8	-2	-1	0	-5	+1 (100)
7	-2	-1	0	-4	+1 (100)
6	-2	-1	0	-3	+1 (200)
5	-2	-1	0	-2	+1 (200)
4	-1	0	0	-2	+1 (200)
3	-1	0	0	-1	+1 (300)
2	-1	0	0	-1	+1 (400)
1 (villain)	0	0	0	0	+1 (500)

*The numbers in parentheses indicate the amount of gold pieces that must be donated in order to increase reputation.

9C. REPUTATION REACTION ADJUSTMENTS

Reputation	Effect
20	The party receives a +4 reaction adjustment
18–19	The party receives a +3 reaction adjustment
16–17	The party receives a +2 reaction adjustment
14–15	The party receives a +1 reaction adjustment
8–13	No adjustment
7	The party receives a –1 reaction adjustment
6	The party receives a –2 reaction adjustment
5	The party receives a –3 reaction adjustment. Whenever the party enters a new area, there will be a 10% chance of a group of the Flaming Fist spawning in and moving toward the party.
4	The party receives a –4 reaction adjustment. The party receives a –6 reaction adjustment. Whenever the party enters a new area, there will be a 20% chance of a group of the Flaming Fist spawning and moving toward the party.
3	The party receives a –5 reaction adjustment. Whenever the party enters a new area, there will be a 30% chance of a group of the Flaming Fist spawning and moving toward the party.
2	The party receives a –6 reaction adjustment. Whenever the party enters a new area, there will be a 50% chance of a group of the Flaming Fist spawning and moving toward the party.
1	The party receives a –7 reaction adjustment. Whenever the party enters a new area, a group of warriors will spawn and move toward the party.

9D. NPC REACTIONS TOWARD REPUTATION

Reputation	Alignment		
	Good	Neutral	Evil
1	Break	Angry	Happy
2	Break	Angry	Happy
3	Angry	Angry	Happy
4	Angry	Unhappy	Happy
5	Angry	Unhappy	Happy
6	Unhappy	Neutral	Happy
7	Unhappy	Neutral	Neutral
8	Unhappy	Happy	Neutral
9	Neutral	Happy	Neutral
10	Neutral	Happy	Neutral
11	Neutral	Happy	Neutral
12	Neutral	Happy	Neutral
13	Happy	Neutral	Unhappy
14	Happy	Neutral	Unhappy
15	Happy	Neutral	Unhappy
16	Happy	Neutral	Angry
17	Happy	Neutral	Angry
18	Happy	Neutral	Angry
19	Happy	Unhappy	Break
20	Happy	Unhappy	Break

9E. REPUTATION EFFECT ON ITEM COST

Reputation	Percentage cost of item from base cost	Reputation	Percentage cost of item from base cost
20	-50%	10	Neutral
19	-40%	9	+10%
18	-30%	8	+20%
17	-20%	7	+20%
16	-10%	6	+30%
15	Neutral	5	+40%
14	Neutral	4	+50%
13	Neutral	3	+100%
12	Neutral	2	+1,000%
11	Neutral	1	+1,000%

Credits

BLACK ISLE STUDIOS

(A division of Interplay)

Division Director

Feergus Urquhart

Producer

Chris Parker

Line Producer

Doug Avery

Audio Director

Charles Deenen

Marketing

Greg Peterson

Greg Bauman

Public Relations

Krys Card

BIOWARE CORP.

Producer

Ben Smedstad

Head of Design

James Ohlen

Lead Writer

Luke Kristjanson

Designers

Kevin Martens

Rob Bartel

John Winski

Ross Gardner

Kevin Craig

Andrew Nobbs

Art Director

Marcia Tofer

Concept Designer

John Gallagher

Terrain Art

Dean Andersen

Artists

Kelly Goodine

Kalvin Lyle

Jeremy Melchior

Mike Sass

Elben Schafers

Cassidy Scott

Sean Smiles

Dan Walker

Head Programmer

Mark Darrah

Programmers

Gilles Beuparlant

Mark Brockington

Dan Morris

Director of Animation

Dave Hibbeln

Animators

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- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM drive.
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- Any additional Hardware and Peripherals.
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