

AOE special abilities like auras or bebilith web or feats like terrifying rage are now undispellable.

## Creature ability fixes and features:

### **All auras**

- made them supernatural and undispellable
- **aura's effects made undispellable**

### **Aura of blinding**

- wrong duration calculation (unified with other auras)

### **Aura of fear**

- added scaling into fear effect
- works only once per each creature entering (**unless very high difficulty when it works continuously again**)
- **fear aura duration united with other auras to  $(1+HD/3)$  rounds instead of  $(HD)$  rounds**

### **Aura of fire, electricity, cold**

- DC corrected

### **Aura of protection**

- added missing signal event
- moving bug fixed, now caster gains benefit of aura all the time

### **Aura of unearthly visage**

- DC corrected to use HD

### **Aura of hellfire**

- moving bug fixed

### **Aura of stunning**

- **added duration scaling per game difficulty**

### **Dragon fear aura**

- added scaling into fear effect
- aoe signalized wrong spell ID
- works only once per each creature entering (**unless very high difficulty when it works continuously again**)

### **Stinking cloud**

- alignment immune creatures were omitted
- was missing immunity feedback

### **Troglodyte stench**

- alignment immune creatures were omitted
- was missing immunity feedback

### **Tyrant zombie fog**

- poison immunity now prevents constitution decrease

### **All bolt spellabilities**

#### **Bolt: acid, cold, fire, knockdown, lightning, shards**

- critical hit damage corrected (damage was always even before)

#### **Bolt: confusion**

- added duration scaling per game difficulty

#### **Bolt: death**

- death VFX enabled (was uncommented from some reason)
- added engine workaround to avoid action cancel on death immunes

#### **Bolt: drain ability (cha, dex, str, con, int, wis)**

- ability damage balanced to  $1 + \text{HD}/4$  instead of  $\text{HD}/3$  from balance reasons

#### **Bolt: knockdown**

- added duration scaling per game difficulty

#### **Bolt: paralyse**

- added scaling into paralyse effect

#### **Bolt: slow**

- added duration scaling per game difficulty

#### **Bolt: web**

- incorporeal creatures could have been affected
- added duration scaling per game difficulty

### **All cone spellabilities**

- area of effect size prolonged to 11.0 to match the distance of the cone visual effect
- wrong target check (could affect other NPCs)(except fire)
- DC corrected to use HD (acid, electric, sonic)
- successful save reduced damage for all remaining creatures in the area of effect (except poison and disease)
- damage was the same for all creatures in AoE (except poison and cone)
- shape size wasn't correct (started with 10.0 then continued with 11.0, which caused issues)
- VFX now appear only if failed in save as is usual in other spells

#### **Cone: sonic**

- saving throw subtype fixed

### **All dragon's breaths**

- wrong target check (could affect other NPCs)
- damage was the same for all creatures in AoE
  - breath weapon damage and DC calculation changed in order to allow higher values for custom content dragons with 40+ HD. DC calculation is now  $10 + 1/2 \text{ dragon's HD} + \text{dragon's constitution modifier}$  so builder can adjust it (this change matches DnD manual for dragon abilities).

#### **Dragon breath: fire, acid, cold, lightning, gas**

- old evasion behaviour (feedback wasn't printed in log)

### ***Dragon breath: paralyse***

- wrong duration scaling calculation (cumulative for each target in AoE)
- added scaling of the effect by difficulty
- added saving throw subtype (paralyse)

### ***Dragon breath: sleep***

- the “zzZZZ” vfx appeared on immune creatures

### ***Dragon breath: acid***

- damage dice calculation wasn't correct for some HDs

### ***Dragon breath: fear***

- duration unified with other breaths (was several times higher than other breaths)

### ***Dragon breath: weak (str decrease)***

- saving throw type changed to fortitude

### ***Dragon breath: lightning***

- signalized wrong spell id

### ***Dragon breath: prismatic***

- duration of blindness unified with other breaths (was several times higher than other breaths)
- delay for VFX corrected (was always 0.5 for all targets)
- added saving throw subtype (paralyse) versus paralyse effect

### ***All gaze spellabilities***

- area of effect size prolonged to 11.0 to match the distance of the cone visual effect
- wrong target check (could affect other NPCs or even self (Gaze: doom))
- wrong duration calculation (cumulative for each target in AoE)
- wrong effect calculation (cumulative for each target in AoE)
- **blinded and sightless creatures (namely oozes) are now immune to the gaze special attacks**

### ***Gaze: paralysis***

- added saving throw subtype (paralyse)
- added stun VFX and scaling into paralyse effect

### ***Gaze: petrify***

- was missing blinded check

### ***Gaze: fear***

- added scaling into fear effect

### ***Gaze: doom***

- added delay into VFX and effects applications
- **damage penalty changed to slashing in order to affect physical damage**

### ***Krenshar scare***

- ability fixed (NPC that tried to use it stop doing anything)
- **added scaling into fear effect**

### ***All howls***

- wrong target check (could affect other NPCs or even self (Gaze: doom))

- wrong duration calculation (cumulative for each target in AoE)
- wrong effect calculation (cumulative for each target in AoE and applied also unscaled effect as well)

- added missing delay in saving throw VFX (stun, fear, doom)

#### **Howl: fear**

- added scaling into fear effect

#### **Howl: paralysis**

- added saving throw subtype (paralyse)
- added stun VFX and scaling into paralyse effect

#### **Howl: stun and Howl: death**

- DC corrected to use HD

#### **Howl: doom**

- removed SR check
- this howl didn't work at all before
- damage penalty changed to slashing in order to affect physical damage

#### **All pulses**

- wrong target check (could affect other NPCs)

#### **Pulse: holy**

- signal event wasn't signaled properly in case of undead target

#### **Pulse: level drain**

- drain effect is now supernatural thus remains after rest

#### **Pulse: lightning**

- lightning beam vfx will appear always now

#### **Pulse: negative**

- did signalized wrong spell id
- signal event wasn't signaled properly in case of non-undead target

#### **Pulse: vrock spores**

- did signalized wrong spell id

#### **Pulse: whirlwind**

- damage was the same for all creatures in area of effect
- was missing signal event
- disperses any cloud-like effect like gust of wind does

#### **Bebilith web (x2\_s1\_bebweba, x2\_s1\_bebwebc)**

- incorporeal creatures could be affected
- added missing signal event

#### **Belker's Smoke Claws**

- was unimplemented; now old code snippets fixed and implemented

#### **Deflecting force (prismatic dragon ability)**

- effects made undispellable

### ***Demilich's and Dracolich's paralyzing touch***

- added saving throw subtype (paralyse)

### ***Dimensional door (Phase spider, blink dog teleportation) (nw\_c2\_dimdoor)***

- the spider was intend to teleport if HP is lower then 50%, but that was 100% due to a bug

### ***Dragon disciple breath weapon***

- wrong target check (could affect other NPCs)
- damage was the same for all creatures in AoE
- old evasion behaviour (feedback wasn't printed in log)

### ***Dragon wing buffet (unimplemented spellability)***

- old code snippets fixed and implemented, feel free to add this ability to your dragons!

### ***Eyeball familiar: bolt abilities***

- was missing no-pvp check

### ***Eyeball familiar: inflict wounds ray***

- no need to success in touch attack now if the target of the inflict ray is undead (touch attack won't be even made in this case)

### ***Ferocity, Intensity, Rage (monster)***

- duration calculation was bugged (from logic and comments unified to number of rounds of the creature's constitution modifier including the bonus from these special abilities, and thats also for ferocity which do not boosts constitution in order to make it last longer respectively same as other two abilities)

### ***Intensity and Ferocity (all)***

- added thundering & terrifying rage bonuses if creature have these feats

### ***Ferocity 2***

- bonuses was the same as in lesser version

### ***Gelatinous cube: Onhit paralysis***

- the "Paralysed!" message won't appear on immune target anymore

### ***Golem breath***

- wrong target check (could affect other NPCs)

### ***Golem ranged slam***

- fixed knockdown duration (was zero)
- corrected to actually be the special ability; that means mainly not be be subject of concentration (was spell probably as a result of copy&paste from original spell counterpart)

### ***Harpy song***

- shape location wasn't correct (at least if used by creature)
- was doing charm effect even for players (replaced for daze in this case)
- added delay into SR and saving throw's VFX
- doesn't work under silenced effect anymore
- doesn't affect silenced or deafened creatures anymore

### ***Hell hound Fire breath***

- added missing evasion check
- damage calculation corrected (was same for all in area of effect)
- damage increased to account for added saving throw and scaled by hit dice to enable reuse it by stronger creatures (damage is 2d6 for standard hell hound which matches with DnD 3.5 manual for this creature)

### ***Hellish inferno***

- was missing delay in SR VFX
- incorrect VFX when spell was resisted
- was missing target check and could affect friendly targets at no-pvp area
- now does at least initial damage instead nothing in case target is already affected by this ability
- damage penalty changed to slashing in order to affect physical damage

### ***Hurl rock***

- shape size wasn't correct (started with SMALL then continued with HUGE, which caused issues)
- DC calculation for shifter of lvl 10 wasn't correct

### ***Mephitis breaths (salt, steam) \*or rather bolts***

- saving throw removed (this is bolt, they don't have saving throws)
- critical hit damage corrected

### ***Planar rift (Black Blade of Disaster's onhit)***

- added a special immunity workaround to prevent exploits

### ***Psionic charm monster***

- wrong target check (could affect other NPCs)
- wrong effect calculation (cumulative for each target in AoE)
- area of effect size prolonged to 11.0 to match the distance of the cone visual effect
- corrected to gaze/cone per spellscript implementation and changed into special ability; that means mainly not be subject of concentration (was spell probably as a result of copy&paste from original spell counterpart)

### ***Psionic mind blast (creature's, shifter's, greater)***

- was missing saving throw VFX

### ***Greater mind blast***

- added missing delay into effect applications

### ***Psionic mind blast 10m radius***

- fixed signal event that didn't fired in all cases, radius size shortened to 10m (instead of 15m) per description

### ***Psionic mass concussion***

- was missing immunity feedback
- added delay into saving throw VFX

### ***Shadowblend***

- fixed AI behavior when creature is under continual spell effect
- VFX improved to better suit actual effect

### ***Shadow special touch attack***

- strength damage reduced to 1d4 from balance reasons
- killing method could fail in special case (magic damage immune/resistant + death magic immune)
- fixed immunity check and added signal event if shadow hits in order to remove invisibility

### ***Slaad Chaos Spittle***

- critical hit damage corrected (damage was always even before)

### ***Suck brain***

- killing method could fail in special case (magic damage immune/resistant + death magic immune)

## **Class ability fixes and features:**

### ***AA's arrow feats (all of them)***

- critical hit damage corrected (damage was always even before)

### ***Death arrow***

- Death arrow now applies death VFX when target fails, also it will always remove invisibility/Greater Sanctuary no matter if the arrow hit or not

### ***Barbarian's Rage***

- stacked with mighty rage
- since the use per day is consumed, instead of doing nothing, reactivating this ability will overwrite old bonuses

- character won't utter battle cry under silence effect
- implemented the Eye of the Gruumsh strength bonus

#### ***Mighty rage***

- can be now activated even when the activator is under effect of the standard rage, but still doesn't stack
- character won't utter battle cry under silence effect/cast

#### ***Terrifying rage***

- fixed the automatic paralysis/shaken penalty on targets with fear immunity
- immunity to fear/mind spells were omitted
- AOE set to be undispellable

#### ***Thundering rage***

- thundering rage benefits could be given into creature weapons or gauntlets (only deafness) if the activator doesn't wield any weapons

#### ***Bard song***

- the skill bonus of bard lvl 22+ is now -1 to unite with curse song and to fix the gap between 21 and 22 song

#### ***Blinding speed***

- haste from other sources won't be removed anymore (doesn't stack anyway)

#### ***Blinding Spittle***

- new special ability for Eye of the Gruumsh hidden prestige class

#### ***Command Horde***

- new special ability for Eye of the Gruumsh hidden prestige class

#### ***Curse song***

- added missing signal event into curse song (so it removes invisibility/GS)
- bards will no longer be immune to the curse song of others

#### ***Detect evil (unimplemented ability)***

- wrong alignment check (was checked on caster, not target)
- spellscript changed to check class and in case the spell would be cast from Blackguard class it will work as detect good instead

#### ***Divine might and Divine shield***

- feedback when user has no turn undead uses changed into floating text in order not to disturb other players

#### ***Divine wrath***

- signaled wrong spell ID



### ***Empty body***

- since the use per day is consumed, instead of doing nothing, reactivating this ability will overwrite old bonuses

### ***Lay on hands:***

- ResistSpell check removed to avoid new issue with demilich and spell mantle (in this case the spell was blocked by spell immunity)

### ***Purple Dragon Knight's feats:***

- PDK feats cannot be used under disable effects nor when dying anymore
- feedback externalized into TLK

### ***Heroic Shield***

- cannot be targeted on party member in different area anymore, also fixed an issue with relogging that could prevent further use of this ability
- added expire visual effect into the AC increase in order to easier determine spell expiration
- effects made undispellable (Ex) as per DnD rules

### ***Oath of Wrath***

- effects made undispellable (Su) as per DnD rules

### ***Pale Master's hand powers***

#### ***Death mastery touch***

- added engine workaround to get proper feedback when death immune as well as protect against action cancel

#### ***Undead Graft***

- half-elves are also immune (half-elves are technically treated as elves by DnD rules)

### ***Poison weapon***

- may now poison user if he fails in the dexterity check

### ***Polymorphing (wildshape, greater wildshape, elemental shape, dragon shape, etc...)***

- cured from horse include while retaining the shape shifting horse check
- fixed server crash that occurred if the character with merged constitution bonus died polymorphed
- all druid and shifter shapes now consider custom content item in left hand instead of a shield and merge it (unless its weapon of course)
- also implemented new features to enable merging of a bracers/gloves and stack ability bonuses when merging

### ***Polymorphing: spectre shape***

- added benefits of being incorporeal to the spectre shape (50% concealment and the ability to walk through other creatures)
- this shape will also release the character from any of the grapple effects (Bigby's grasping/crushing hand or any entangle effects)

### **Shadow Evade**

- effects made undispelable

### **Shifter: azer fire stream**

- damage wasn't calculated properly ((levels)\*(1d4outcome) instead of (levels)d4)
- saving throw removed (this is bolt, they don't have saving throws)
- critical hit damage corrected

### **Shifter: epic dragon breath**

- fixed bug that disallowed to target door and placeables

### **Shifter: spectre level drain**

- immunity to negative levels was omitted in the case where target would ran out of levels
- killing the target if he ran out of levels could been resisted via death immunity
- critical hit damage corrected

### **Shifter: vampire dominate gaze**

- ability could have been wasted on mind immune target

### **Turn undead**

- turn resistance itemproperty on PC character is taken into account (by default, GetTurnResistanceHD doesn't work on player character)
- "target check" corrected to standard hostile behavior

## Special item fixes and features:

### **All grenades**

- critical hit damage corrected
- impact damage from grenades will be treated as target type SINGLETARGET instead of STANDARDHOSTILE (SINGLETARGET is new target type added in CP 1.70, and its used for spells with direct target and such they can normally affect neutral NPCs)

### **Alchemist fire**

- VFX added if cast on weapon on ground

### **Choking powder**

- did signalized wrong spell id
- alignment immune creatures were omitted
- was missing immunity feedback

### **Gag**

- the "splash" message won't appear anymore
- removed delay from effect and VFX applications
- wrong target check (could affect other NPCs)

### **Holy water**

- secondary signal event removed

### **Tanglefoot bag**

- incorporeal creatures won't be affected

#### ***Thunderstone***

- wrong target check (could affect other NPCs)

#### ***Caltrops***

- caltrops didn't done any damage last round when the damage counter reached 25
- previous solution could left invisible placeable in area

#### ***Ioun Stone: Dusty Rose***

- changed AC type to dodge from balance/usability reasons

#### ***Lich lyric***

- feedback changed to floating text
- considered to be a musical instrument (thus affected by silence/deafness)

#### ***Magic electrifier***

script improved (based on The Krit's Customizable Magic Electrifier):

- feedback messages were added in a few cases that did not have them
- feedback messages are private (no longer broadcast to nearby party members)
- electrifier energy is saved over server resets (if using server vault characters). More specifically, the energy goes with the electrifier item, rather than with the PC using the electrifier.
- charging an item does not uses up all charges if the charger energy is sufficient for more charges than item needs
- items can be limited to fewer than 50 charges (Ring of Nine lives and Golden Chalice of Lathander were limited to their base charge count)
- undroppable items have been blocked from destruction
- crafted wands cannot be recharged unless variable "ELECTRIFIER\_CHARGE\_MAX" is set to positive value
- any item with a variable "ELECTRIFIER\_CHARGE\_MAX" with value below zero cannot be recharged as well
- builder can specify the cost of each charge (in gp), by setting variable "ELECTRIFIER\_CHARGE\_COST" with value of single charge cost (1000gp is default)

### **Other creature related scripts:**

- nw\_c2\_gargoyle: original source restored (the one added in expansions were wrong entirely)
- nw\_o2\_gargoyle: rewritten to use of an AOE for efficiency reasons, also improved the spawn "animation" (the new script will automatically in first heartbeat replace the placeable with no-heartbeat version, credits to henesua for the idea)
- nw\_o2\_skeleton: rewritten to use of an AOE for efficiency reasons
- nw\_o2\_zombie: rewritten to use of an AOE for efficiency reasons, also improved the spawn

animation

## Traps

All traps

Cold trap (minor)

- fixed visual effect (was fire)

Fire traps

- old evasion behaviour (now when evasion was applied will appear in log)

Electrical traps

- old evasion behaviour (now when evasion was applied will appear in log)
- all secondary targets took the same damage
- could affect one more secondary target, than intended
- will make a lightning beams even on those who do not take any damage and on the first target
- saving throw subtype changed to traps (to unify with other traps)

Sonic traps (except epic and deadly)

- was missing target check (trap could affect party members on low difficulty)
- all targets in aoe took the same damage (minor)

Spike traps

- impact VFX will now appear always
- DC was fixed (15) for all spike traps, now (minor 15, average 18, strong 21, deadly 30)

Tangle traps

- was missing target check (trap could affect party members on low difficulty)

Gas Traps

- could struck one target multiple times
- gas cloud will now lasts only one round