Global spell changes from Community Patch

Weapon boost spells
Weapon boost spells are now compatible with any custom content, thus they will work for example with CEP weapons or Lance. Also, added missing impact visual effect in case a spell was cast on a weapon laying on the ground.
Spells affected: *magic weapon, greater magic weapon, bless weapon, blade thirst, flame weapon, darkfire, holy avenger, deafening clang, keen edge*

Spell cones
Cone-shaped spells could, in certain circumstances, affect the caster. This has been fixed (the caster excluded from the targets) in *burning hands*, *color spray*, *cone of cold*, *Mestil's acid breath*, and *prismatic spray*.

ResistSpell order changed
Spell mantle was tested before the immunity to spell levels. For example Fire Arrow spell previously stripped spell mantle no matter its a level 3 spell and should be blocked by globe. Due to the criticism of few nwn veterans who claim this behavior is correct, there is a module switch (MODULE_SWITCH_SPELL_MANTLE_169_BEHAVIOR) to revert this feature into default behavior. See CP basic readme for details on this subject.

Stacking
Spells no longer stack with feats of the same name. This affects *bull's strength*, *cat's grace*, and *eagle's splendor*.

Global change to all AOE spells
- AOE effects made undispellable (the effects are dependant on AOE presence, they shouldn't be dispelled without dispelling the AOE itself)
- added caster validity checks to the AOEs which were missing it *(evard's black tentacles, stinking cloud, spike growth, storm of vengeance)*, AOE will now properly vanish when player leaves a game
- fixed heartbeat bug which happened in big modules, a module builder must enforce this fix using a new module switch that was added by CP *(see full readme)*
- saving throws inside AOEs corrected, almost all AOE spells were inputting into MySavingThrows function the OBJECT_SELF instead of the GetAreaOfEffectCreator(), which could reject target's saving throw bonuses against alignment.

Aura-like AOEs improvements
- the moving bug has been fixed, auras will never disappear prematurely anymore
- also the functionality of the auras have been improved, the aura's owner won't lose bonuses anymore when moving
- auras circle visual effect has been fixed, to not disappear when changing areas. Also the circle visual is not visible anymore on a target that is currently invisible to the player *(notice: player*

might notice there are two circles in the initial casting area; this is safety behavior to maintain backwards compatibility with servers not using CP)
- aura-like spells cannot stack anymore, new casting replaces the old AOE and its effects
Spell affected: *battletide*, *dirge*, *magic circle against alignment*, and *silence*.

Empower metamagic calculation united
There were two metamagic calculation formulas across all NWN spells. One from OC that empowered total result of the spell normal damage and one from SoU expansion that empowers only dice values. While previously, Community patch set as default the SoU formula, on a suggestion from the community, this has been revisited and the new default calculation is the OC formula: empower full result of the normal spell damage.
Those who wants to enforce the CPP previous behavior can now do this via a module switch:
MODULE_SWITCH_SOU_EMPOWER_SPELL_BEHAVIOR =
"71_SOU_EMPOWER_SPELL_BEHAVIOR"

The "no-roll" behavior
All saving throws were united into the "if immune, do not roll at all" behavior. This unite
also fixes the action cancel bug that occured when there was EffectDeath applied at character immune to death.

Target check change
Most pre-HotU spells had old target check; it worked fine, however the one from HotU have different behavior. Player could recognize it as the spells with old target check affected dead creatures, while the spells with new check don't.
This also fixes the problem with spell-abilities, which affected other NPCs as well. With this comes the new constant into spellsIsTarget function as there was actually reason why half the spell didn't used the new HotU target check - it was in order to allow to hurt neutral creatures with these spells as the new target check doesn't allow this. For these spells were created new constant SPELL_TARGET_SINGLETARGET to allow damage even neutral creature if player wishes so.

More target check fixes and features
- fixed self-targeting: NPCs could hurt themselves with their spell or spell-ability on high difficulty because of a bug in the code meant for players
- fixed rare case when invisible DM was targeted with standard hostile AOE spell
- PC won't hurt himself in No-PvP areas anymore (was possible at high difficulty settings)
- on "Very difficult" difficulty setting, the SPELLTARGET_SELECTIVE_HOSTILE spells will behave as if it was SPELLTARGET_STANDARD_HOSTILE (thus for example badly placed Isaac's missile storm on highest difficulty **will** affect allies)
- also added a feedback message for direct target hostile spells cast on friendly target

Caster/Target switch
Several spells that can be cast only at self, gave bonuses solely to the caster. This wasn't

however correct in all cases. For example if there would be custom potion with such spell and you would give it to your familiar/henchman, it would not be him who would get the bonuses, but you. This is now fixed. Also, this makes possible for custom content to simply adjust spells.2da and allow such spells to be cast at other targets and the spell will work automatically in the builder's intend.

Spells affected: *Minor globe of invulnerability*, *Globe of invulnerability*, *Shield*, *Identify*, *Fire shield*, *Aura of glory*, *Divine favor*, *One with the land*, *Mestil's acid sheat*, *War cry*, *Tenser's Transformation*, *Blood frenzy*, *Entropic shield*, *Balagarn's iron horn*, *True strike*, *Wounding whispers*, *Battletide* and *Dirge*

Immunity bypassing exploit
Fixed bug in ResistSpell function when used inside AOEs that allowed to bypass target immunity or to make yourself immune. This solution also comes with a cost of a spell mantle effect is no longer used for AOE effects (which is correct per DnD rules anyway).

Signal event from AOEs
AOE signal event united to use OBJECT_SELF rather GetAreaOfEffectCreator(), ín OnSpellCastAt event you should test if the last caster is not AOE and if so, you can adjust your code on this fact, you can get the original caster by GetAreaOfEffectCreator() function here again. Previously some AOE spells signalized this event with AOE creator.

AOEs affected: *Acid Fog*, *Blade of Barrier*, *Web*, *Creeping Doom*, *Storm of Vengeance*, *Silence*, *Invisibility Purge*, *Glyph of Warding*, *Spike Growth*, *Vine Mine (all three variants)*, *various creature's auras (fire, stun, cold, unearthly visage, unnatural, trogodlyte stench)*, *Caltrops*

Metamagic correction
A table below shows various changes in metamagic possibilities. These changes correct the several inconsistencies with the metamagic rules, such as that only spells with verbal component can be silenced, only spells with somatic can be stilled or that spells with fixed duration cannot be extended. In case of Tasha, empower/maximize metamagic wasn't enabled in spell result, neither it should be possible at all. On the contrary, cloud of bewilderment now adds this possibility because the metamagic doesn't affect the spell duration which is still round/level but duration of the secondary effect which is dice based.

Spell name	Extend	Still	Silent	Empower	Maximize	Quicken
Cloud of bewilderment				+	+	
Ethereal visage			-			
Knock		-	+			
Dispel magic, lesser			-			+
Ray of enfeeblement			-			

Scare			+			
Shadow conjuration						+
Shadow conjuration, greater						+
Shelgarn's persistent blade	+			-		
Sound burst				+		
Stone to flesh	-					
Sunbeam				+		
Tasha's hideous laughter				-	-	
Ultravision						+
Wounding whispers				-	-	

Individual spell changes from Community Patch

Acid fog
- damage in heartbeat was same for all creatures in AoE
- The unused saving throw in the heartbeat has been removed.

Aid
- temp HP stacked

Aura of glory
- healing was rolled once for all allies, not once per ally.

Aura of vitality
- spell was always centered on caster not target
- cast range corrected to short to match spell's description

Awaken
- maximize metamagic didn't work
- spell stacked before
- spell allowed to be recast for new wisdom roll
- added feedback message in case of target wouldn't be an animal companion
- Dungeon Master will be able to cast this spell on any animal companion

Balagarn's iron horn
- spell wasn't set as hostile
- spell school was incorrectly set to enchantment

Ball lightning
- spell target area changed to the single target as per spell's description (the spell is still "missile storm" that creates multiple missiles and each inflict 1d6 damage)

Bane
- spell didn't removed invisibility/GS effect
- immunity feedback corrected (was spoken as a whisper by caster)

Banishment
- area of effect was implemented around the caster (visually not correct because you can cast it at distant location)
- HD Pool was lowered only in case that target resisted the spell or succeeded in save
- killing method could fail in special case (magic damage immune/resistant + death magic immune)

Battletide
- damage penalty changed to slashing in order to affect physical damage
- AoE signaled wrong spell ID

Bigby's grappling hand
- added missing effect duration scaling
- disabled self-stacking
- incorporeal creatures won't be grappled anymore

Bigby's crushing hand
- added missing effect duration scaling
- incorporeal creatures won't be grappled anymore

Bigby's forceful hand
- added missing effect duration scaling
- disabled self-stacking

Black blade of disaster
- enhancement bonus wasn't calculated properly

Blade thirst
- signal event never fired

Bless
- spell was always centered to caster not target

Blood frenzy
- the spell couldn't be recast until expired

Breach spell line (Lesser spell breach, Greater spell breach, Mordenkainen's disjunction)
- *added feedback for the target as of which spells have been removed (since dispel magic also gives this feedback)*

Burning hands
- cone could in certain circumstances affect caster

Charm monster or animal and ***charm person***
- in certain circumstances, it could affect even wrong race like undead (spell mantle)

Circle of doom
- caster level was counted (twice) in the empowered version

Clairaudience/clairvoyance
- spell couldn't been recast before expiration

Cloud of bewilderment
- alignment immune creatures were omitted
- allowed empower/maximize metamagic
- added delay into SR and saving throw's VFX

Cloudkill
- damage in heartbeat was same for all creatures in AoE
- alignment/race immune creatures were omitted
- spell didn't applied initial effects to death immunes
- had double death VFX

Color spray
- cone could in certain circumstances affect caster
- sleep "ZZZ" vfx could appear on immune creatures

Cone of cold
- cone could in certain circumstances affect caster

Confusion
- extended metamagic didn't worked

Continual flame
- any item that this spell is cast at is now marked as stolen to disable the cast/sell exploit (a module switch have been added to disable this feature, see x2_inc_switches)
- the spell now effectively dispels the shadowblend special ability effects

Control Undead
- added effect and duration scaling in order not to dominate undead PC (as per other dominating effect spells)

Creeping doom
- SR check in AoE enter removed
- did no damage last round where AOE reached 1k dmg

Crumble
- fixed bug that caused this spell to be nonfunctional on placeables and doors
- was missing target check and could affect friendly targets at no-pvp area

Cure wounds spell line
- added missing saving throw as per spell's description
- the healing domain power doesn't work anymore when the spell is cast from an item

Darkfire
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground

Darkness
- invisibility is granted even casters immune to darkness

Deafening clang
- allowed to stack sonic damage on weapon with custom content based damage bonuses of different type
- onhit deafness itemproperty will be correctly extended when recast before expiration

Delayed Blast Fireball
- spell now affects caster and his allies normally as per spell's description

Destruction
- saving throw subtype changed to death

Dirge
- AoE signaled wrong spell ID

Dismissal

- area of effect was centered on caster

Divine power
- was removing temporary hit points even from other sources
- strength increase will be calculated from base strength, which also fixes losing the strength bonus after second casting

Dominate animal
- signalized event on wrong targets (eg. under pvp settings protection)

Dominate monster
- signalized event on wrong targets (eg. under pvp settings protection)

Dominate person
- signalized event on wrong targets (eg. under pvp settings protection)
- added monstrous humanoids into affected races list

Doom
- immunity feedback corrected (was shown as floating text)
- saving throw check occurred before SR check
- damage penalty changed to slashing in order to affect physical damage
- added missing saving throw visual effect

Drown
- in certain circumstances, it could affect even wrong race like undead (spell mantle)
- added additional creatures being immune: oozes and various creatures of water or aquatic subtype
- added missing immunity feedback to the caster

Earthquake
- signaled hostile event to the caster although caster shouldn't be affected

Endure elements
- extended metamagic didn't worked

Entangle
- incorporeal creatures could been affected
- added delay into effects and VFXs applications

Epic spell: greater ruin
- spell now same as any non-epic direct target spell can hurt even neutral target

Epic spell: hellball
- spell won't damage/knockdown caster if cast on self (a balance change in order to improve epic spells in general)

Evard's black tentacles
- grapple size bonus for medium sized characters fixed

Expeditious retreat
- fixed stacking with itself

Fear
- added missing effect and duration scaling by game difficulty

Feeblemind
- maximize metamagic was quadrupling the result of the dice
- immunity feedback corrected (was spoken as whisper by caster)
- beam VFX didn't appeared when target resisted spell or succeeded in will save
- added missing saving throw and immunity feedback visual effects

Find traps
- innate level was incorrectly set to 3
- won't reveal undetectable traps anymore, won't disable undisarmable traps anymore; at DnD rules and higher difficulty setting, the spell no longer disarm traps at all

Finger of death
- target selection scheme changed from selective to single-target to allow target neutral creatures
- immunity check corrected (didn't checked alignment)

Fire storm
- wasn't properly capped
- fixed special case where target wasn't damaged at all (evasion, failed in first save but succeeded in second one)
- damage values were always even (special odd value workaround added, so either divine or fire damage will be odd to match total damage value)

Fireball
- removed special spell ID check that disabled custom content

Flame arrow
- the extra point of damage removed to match description

Flame strike
- damage values were always even (special odd value workaround added, so either divine or fire damage will be odd to match total damage value)

Flame weapon
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground

Flare
- sightless creatures are immune

Gate, **impact script**
- removed loot from summoned balor
- NPCs will always summon friendly Balor due to the AI implementation reasons (AI casted this spell continuously, creating new balor each time)

Gate, **Balor's death script**
- spell resistance check corrected for the balor's death explosion, also fixed unsummon vfx that appeared at balor's spawn position rather at his position in the time of despawn

Gedlee's electric loop
- in special case when 1 damage was rolled, spell tried to stun creature with improved evasion who succeeded in first save

Ghoul touch: **impact script**
- saving throw subtype changed to the paralysis
- touch attack feedback enabled if cast from an item
- added immunity workaround to ensure that cloud AOE won't be created on paralysis immune creature and to ensure the "no roll" behavior

Ghoul touch: **AoE enter**
- added metamagic into cloud duration
- added poison saving throw subtype and immunity handling
- fixed wrong effect linking that omitted attack penalty
- damage penalty changed to slashing in order to affect physical damage
- added missing signal event

Glyph of warding
- DC for this spell was always 14
- this spell doesn't allowed spellcraft saving throw bonus
- any untriggered glyph will now disappear after rest

Grease
- incorporeal creatures could been affected
- flying creatures are immune now
- added missing signal event

Great thunderclap

- was missing delay in saving throw VFX

Greater bull's strength
- removed any previous bull's strength implications.

Gust of wind
- added delay into VFXs applications
- added stonehold into list of "blown-able" AOEs
- code for opening/closing door changed to be working without delay also in huge modules

Harm
- touch attack removed if cast on undead (roll wasn't used in this case anyway)

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

Haste, **mass**
- removed undocumented number of allies affected cap

Heal
Heal, **mass**
- dying targets wasn't healed to their maximum hit points

Healing circle
- saving throw subtype changed to positive as per spell's descriptor

Hold animal
- added missing effect duration scaling
- saving throw subtype changed to mind affecting as per spell's descriptor

Hold monster
- saving throw subtype changed to mind affecting as per spell's descriptor

Hold person
- saving throw subtype changed to mind affecting as per spell's descriptor

Holy sword
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground
- holy avenger itemproperty will be correctly extended when recast before expiration

Horizikaul's boom
- mind immune creatures were immune to the blind

- saving throw subtype corrected to sonic as per spell's descriptor
- silenced creatures will be immune to the deafness effect *(already deaf not however)*

Ice dagger
- removed delay from VFX and effect applications

Identify
- innate level was incorrectly set to 2
- spell couldn't be recast if caster had both identify and legend lore effects

Implosion
- implosion has no effect on creatures in gaseous form or on incorporeal creatures. (3.0/5 rules)

Inferno
- added missing delay into spell resistance visual effect
- fixed incorrect visual effect in case the spell was resisted
- was missing target check and could affect friendly targets at no-pvp area

Infestation of maggots
- duration corrected to 1round/2levels to match spell's description
- initial ability damage is now applied even if target already suffer with secondary effect
- disease immune creatures aren't affected now
- killing method could fail in special case (magic damage immune/resistant creature)
- removed incorrect delay from VFX and effect applications
- fixed a little glitch that could happen with immortal creatures

Inflict wounds spell line
- touch attack removed if cast on undead (roll wasn't used in this case anyway)
- saving throw subtype changed to negative as per spell's descriptor
- impact visual effect changed to less intrusive one

Keen edge
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground
- keen itemproperty will be correctly extended when recast before expiration

Legend lore
- (2DA) innate level corrected to 4
- spell couldn't be recast if caster had both identify and legend lore effects

Light
- (2DA) counterspell *(darkness)* for this spell wasn't set

Lightning bolt
- added delay into spell resistance visual effect

Magic circle against alignment
- fixed losing spell's effects when player with his own circle was subject to someone other's circle

Magic vestment
- will target an equipped shield if cast on a character who is not wearing armor/clothes
- visual effect added in a case the spell is cast on armor/shield laying on the ground

Magic weapon
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground

Magic weapon, **greater**
- spell is now custom content compatible
- visual effect added in a case the spell is cast on weapon laying on the ground

Mass charm
- extended duration corrected to be twice of the normal duration
- charm effect replaced by daze for affected players *(charm effect is not meant for PCs and causing unexpected behavior)*
- targets with HD matching current HD pool won't be ignored anymore
- HD pool wasn't decreased properly in case of spell being resisted
- added missing effect's duration scaling
- added missing delay into visual effects applications

Melf's acid arrow
- initial damage is now applied even if target already suffer with secondary effect
- added missing delay into visual effect applications
- corrected visual effect applied in case the spell was resisted

Mestil's acid breath
- cone could in certain circumstances affect caster

Meteor swarm
- If the hak-based version of this project is used, then this spell no longer requires explicit targeting as it can only be cast on the caster.

Mind fog
- was missing immunity feedback

- wrong SR check (TODO what it means)

Monstrous regeneration
- duration doubled to round/level in order to balance with Regenerate spell

Nature balance
- added missing delay into visual effect applications

Negative energy burst
- didn't worked on friendly undead on low difficulty setting
- undead took saving throw and healing could be halved in case of succeed in save
- saving throw check occurred before SR check
- corrected delay in visual effect applications
- spell cast event is now signalized regardless of spell resistance result

Negative energy ray
- ray VFX didn't appeared at friendly targets on low difficulty

Neutralize poison
- newly can cure any malicious effect coming from a poison, such as blindness etc.

Phantasmal killer
- second saving throw subtype changed to fear (as per spell's descriptors)
- missing feedback when target was fear immune

Planar binding, lesser
- saving throw subtype changed to the paralysis
- added missing effect duration scaling
- added missing saving throw VFX

Planar binding, greater
- saving throw subtype changed to the paralysis
- added missing effect duration scaling
- added missing saving throw VFX

Prismatic spray
- cone could in certain circumstances affect caster
- corrected visual effects applications delay
- added saving throw subtype (paralyse) versus paralyse effect

Ray of enfeeblement
- ray VFX didn't appeared at friendly targets on low difficulty

Regeneration
- Stacking with itself was disabled.

Remove disease
- newly can cure any malicious effect coming from a disease, such as blindness etc.

Resistance
- innate level corrected to 0

Restoration, lesser
- doesn't remove effects of any rage ability anymore

Restoration, greater
- doesn't remove effects of any rage ability anymore
- spell school changed to conjuration as it should be (no impact on gameplay anyway)

Scare
- attack and damage penalty affected also fear/mind immune
- damage penalty changed to slashing in order to affect physical damage

Silence
- allies will be correctly affected by the silence effect no matter of game difficulty/pvp setting and without need to make SR checks

Shades
- The stoneskin variant no longer stacks with itself.

Shadow conjuration
- The mage armor variant no longer stacks with itself.

Shelgarn's persistent blade
- damage reduction was 25 instead of 5
- enhancement bonus wasn't calculated properly

Shield of faith
- signalized wrong spell ID

Slay living
- touch attack occurred after SR check (united with other similar spells to "first touch, then ask" behavior)
- added missing impact damage visual effect
- death magic immune targets aren't affected at all anymore

Sleep

- the "zzZZZ" vfx could appear on immune creatures
- undocumented duration bonus (+2) removed

Slow

- target pool was decreased only in case of failed SR check and saving throw

Sound burst

- deafened and silenced creatures are immune to the stunning from sound (deaf creatures however still receive damage)

Spike growth

- flying and incorporeal creatures are immune now
- AoE set up wrong exit script

Stinking cloud

- alignment immune creatures were omitted
- now removes any old daze effects, if the target succeeds in the save
- added missing immunity feedback
- corrected delay in visual effects applications

Stone bones

- spell work only for corporeal undeads now as incorporeal doesn't have bones (3.0/5 rules)

Stonehold

- added special workaround to ensure the "no roll" behavior in case that target is immune to paralysis, but not mind spells

Storm of vengeance

- damage in heartbeat was same for all creatures in AoE
- the spell didn't made any damage last tenth round of the duration
- the stunning duration was shortened to 1 round as per spell's description
- fixed rare case when AOE lasted longer than 10 rounds

Summon creature spell line

- the animal domain power doesn't work anymore when the spell is cast from an item

Sunbeam

- (2DA) spell moved onto 7th level for Druid *(this change will not break old characters that has sunbeam memorised - such characters, after they log in, simply find their memorised slots empty)*

- second save at DC 0 removed - all effects are now tied with one saving throw roll
- damage wasn't properly calculated in case that there would be both undead and non-undead creatures in AoE
- oozes and plants takes full damage as if they were undead
- damage is doubled for light vulnerable creatures (drow, sahuagin)

Sunburst

- killing method could fail in special case (magic damage immune/resistant vampire)
- removed second and third save - all effects are now tied with one saving throw roll
- oozes and plants takes full damage as if they were undead
- damage is doubled for light vulnerable creatures (drow, sahuagin)
- added missing saving throw visual effect
- added missing delay into visual effects applications

Tashas's hideous laughter

- alignment immune creatures were omitted

Time stop

- in multiplayer, time stop now affects only area where the spell was cast

Undeath to death

- line of sight wasn't checked, spell now doesn't affect creatures behind walls
- saving throw check occurred before SR check
- maximized version of this spell wasn't properly capped
- spell affected the most distant creatures first instead of nearest
- killing method could fail in special case (divine damage immune/resistant undead)

Vampire touch

- all temporary hit points was removed even from other sources
- temporary hit points were removed even in case that target was dead
- touch attack feedback enabled if cast from an item

Vine mine, **entangle**

- extend metamagic didn't worked
- incorporeal creatures could been affected
- AoE signaled wrong spell ID
- added missing delay into visual effects applications

Vine mine, **hamper movement**

- extend metamagic didn't worked
- incorporeal creatures could been affected
- didn't removed all applications of the slow effect from this spell
- AoE signaled wrong spell ID

Vine mine, camouflage
- extend metamagic didn't worked
- AoE signaled wrong spell ID

Wail of the banshee
- The banshee visual effect, sound and spell's effect applications were accelerated by 100% to avoid exploiting the delay by swapping an item with immunity before the death effect application.
- spell now affect targets gradually, as per spell's description
- sound descriptor implemented; targets that cannot hear or targets inside silence zone are immune to this spell completely.
- removed the secondary death visual effect
- can no longer destroy placeables

War cry
- deaf/silenced creatures are not affected anymore (sound descriptor)

Weird
- second saving throw subtype changed to fear (as per spell's descriptors)
- added missing immunity feedback
- removed the secondary death visual effect
- added missing death visual effect in case spell killed creature lower than 4HD

Wounding whispers
- damage wasn't random

Special spells:

Cure critical wounds (others)
- corrected maximize spell damage
- undead are now damaged by positive (was negative)
- target selection scheme changed from selective to single-target to allow target neutral creatures

Evil blight (unimplemented spell, however scrolls are available)
- added delay into applications of effects and VFXs
- wrong signal event fixed

Protection against Chaos
Protection against Law

Magic circle against Chaos
Magic circle against Law
- spellscript and 2DA values implemented and are ready to be added into game via custom content