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INTRODUCTION

Neverwinter Nights™ continues the epic role-playing game revolution with the *Hordes of the Underdark*™ expansion pack, featuring all-new prestige classes, monsters, weapons, feats, skills and spells! Engage in a brand-new single-player adventure. Dungeon Masters can create richer experiences with five new tilesets and over a dozen new creature models.

What's Included in this Manual

This manual describes enhancements to the rules and provides descriptions of the new features, including skills, feats, spells and weapons. Where necessary, please refer to the original *Neverwinter Nights* game manual.

The Story So Far

You have recently escaped from a long sojourn on the Plane of Shadow. Your adventures in that murky dimension have transformed you from a raw novice to a seasoned adventurer. Escaping from the plane has made you the talk of taverns and daydreaming children who seek to emulate your exploits.

Beneath the city of Waterdeep lies the Underdark, and from it the armies of darkness have risen to lay siege to the splendid city. You have arrived to save Waterdeep and in so doing, you will step from the storybooks of mortal heroes and take your place among the truly epic heroes and heroines of lore.

Getting Started

The ReadMe File

The *Neverwinter Nights: Hordes of the Underdark* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Hordes of the Underdark* directory found on your hard drive (usually C:\Neverwinter Nights\NWN\docs\HoTUreadme.txt). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on *Neverwinter Nights* and then on HoTUreadme.txt.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 800 MHz (Pentium® 4 1.3 GHz or higher recommended)
Memory:	128 MB RAM (256 MB recommended) 256 MB RAM for Windows® XP (512 MB recommended for Windows® XP)
Hard Disk Space:	1.5 GB Free
CD-ROM Drive:	8X Speed
Video:	32 MB video card with Hardware T&L support* (64 MB video card with Hardware T&L support* recommended)
Sound:	DirectX®-certified sound card*
Multiplayer:	Local area network with TCP/IP protocol or established Internet connection (56 Kbps modem or faster required)
DirectX®:	DirectX® version 8.1b or higher

*Indicates device should be compatible with DirectX® version 8.1b or higher.

Setup and Installation

1. Start Windows® 98/Me/2000SP2/XP.
2. Insert the *Neverwinter Nights: Hordes of the Underdark* CD-ROM into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.
Note: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Neverwinter Nights: Hordes of the Underdark* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Neverwinter Nights/Neverwinter Nights to start the game.

Note: You must have the *Neverwinter Nights: Hordes of the Underdark* CD-ROM in your CD-ROM drive to play.

Installation of DirectX®

The *Neverwinter Nights: Hordes of the Underdark* CD-ROM requires DirectX® 8.1b or higher in order to run. If you do not have DirectX® 8.1b or higher installed on your computer, click “Yes” when asked if you would like to install it.

New Camera Control

The default camera view has now been changed to allow you to drop it down much lower. In addition, the camera range has been expanded. You can zoom the camera in to a few feet from the character or zoom out to provide a larger view of the environment. In addition, the pitch of the camera now ranges from a minus 180-degree to a minus 1-degree angle to give the perspective from the character's eyes. Controls are outlined below:

Camera Views

Normal: Camera fixed in position.

Chase View: Camera locked looking over the character's shoulder from behind.

- Press * [asterisk] on the number pad to toggle between camera views.

Mouse Wheel

- Press and hold mouse wheel to change the camera angle
- Move mouse wheel forward to zoom in
- Move mouse wheel back to zoom out

Keyboard

Normal camera view

Key	Action
Insert	Camera up full (overhead view)
Delete	Camera down full (view toward the horizon)
Page Down (press and hold)	Reset to default view
Home	Zoom camera in full
End	Zoom camera out full
Page Up/Down	Move camera up/down

Chase view

Key	Action
Insert	Camera up full (overhead view)
Delete	Camera down full (view toward the horizon)
Page Down (press and hold)	Reset to default view
Page Up/Down	Move camera up/down

Places And People

Cities and Dungeons

Waterdeep

Waterdeep is the major cosmopolitan power of the Sword Coast and is known by many as the City of Splendors. The city is an important center of trade and innovation, ideally situated beside an excellent harbor. Life goes on as normal for its citizens as it has for many years but something always stirs below, for the city sits atop the dungeon called Undermountain. Waterdeep now faces one of the most difficult crises in its history, for what was once safely contained below now rises forth. Drow, beholders and the dreaded mind flayers now lay siege to the city.

Undermountain

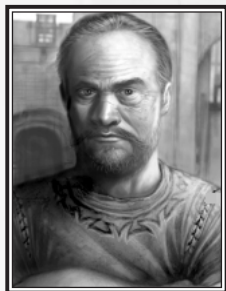
The mad wizard Halaster Blackcloak built thousands of tunnels beneath the city of Waterdeep, forming a strange and dangerous labyrinth. Therein he stored his treasures, experiments and necessities. With powerful creatures bound to his will, Halaster has populated this ever-changing dungeon with the most fearsome of beasts. Few adventurers have survived to tell the tale of Undermountain. Those that have had best be shown some well-earned respect.

The Underdark

Entire societies exist beneath the earth, empires falling and rising without any idea that there is a world above them. The cruelest of the Underdark's masters are the drow. These shunned cousins of the elven folk have built majestic cities throughout the lightless realm. But foul creatures and cultures even more dangerous than the drow populate the vast expanses between the pockets of civilization.

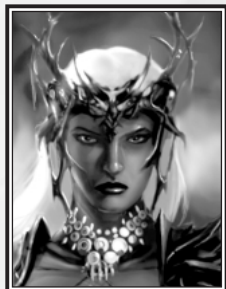
Characters in the Tale

Durnan



He is a former adventurer who now manages a small inn called the Yawning Portal. Durnan runs the inn with the help of his wife Mhaere — another retired adventurer — and their daughter Tamsil. The inn's claim to fame is that it sits atop the fearsome dungeon known as Undermountain.

The Valsharess



This female drow is the mysterious and enigmatic leader of the large Underdark army that threatens Waterdeep. The Valsharess (which means Empress in the drow tongue) is the title she has given herself — her true name remains a secret. Through force and diplomacy she has melded together the enemies of her people into a massive army that threatens to topple the most powerful city in Faerun. Little is known about her except that she and her forces have

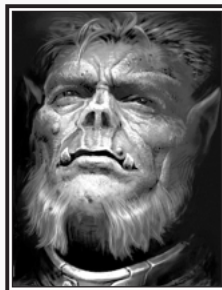
mastered an advanced form of fire magic. She is intelligent, proud and more than certain of her ultimate victory.

Deekin



This kobold is a bard of surprising skill, his talents honed under the watchful guidance of the white dragon that trained him. His past is far behind him now, for Deekin has traveled far and wide, even having had some small hand in saving the world from the flying city of Undrentide.

Daelan



This temperamental half-orc barbarian is well known for his strength and ferocity. He has come to the Yawning Portal to lend his arm in the struggle against the forces of the Underdark.

Linu



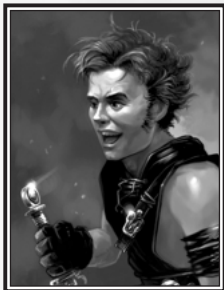
An elven cleric, Linu is a kind and gentle soul, but one who defends her companions with tenacity and talent. When the city of Waterdeep sent out a plea for help, she made her way there as quickly as possible.

Sharwyn



This fighter-bard never backs down from a fight she thinks she could win; and her courage always has her thinking that she can win any fight, despite the odds stacked against her. Competitive and eager, she searches for rare music to add to her repertoire.

Tomi



Never out of trouble for long, this halfling thief has a penchant for sending himself and those who travel with him onto the wildest of adventures. But he is strong of heart and quick of feet and makes an ideal traveling companion for those who do not mind keeping a watchful eye over their own purse.

Beasts

The darkness holds many surprises. Herein is just a sample of what may be found within the Underdark.

Beholders



Also known as a “sphere of many eyes” or an “eye tyrant,” the beholder is the stuff of nightmares. Its eyestalks can fire beams of energy to disable or destroy its opponents. In a blink of an eye, the large central orb can disable all the magical effects of an adventurer, rendering him easy pickings.

Driders



These are bloodthirsty creatures that lurk in the depths of the earth, seeking warm-blooded prey of any kind. All drow must pass a special test set upon them by their goddess Lolth. Those who fail become doomed to suffer existence as half-spider, half-drow. Drow and drider hate one another passionately.

Gelatinous Cubes



This nearly transparent cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures and trash. It can immobilize and devour an adventurer in moments.

Illithid



Also known as mind flayers, these tentacled monstrosities are generally weak of body but strong of mind. Their unmatched psionic attacks can paralyze an opponent, giving the mind flayer ample time to wrap its tentacles about the victim's head to suck out their brains. Most heroes die from the procedure. Mind flayers are also capable of creating realistic illusions that are rather difficult to disbelieve.



The Campaign: *Hordes of the Underdark*™

These modules will take your character from levels 12-15 all of the way into the epic levels. After finishing the campaign you will notice that there are some epic feats and epic spells for which your character still does not meet the requirements. This is because the level cap for *Hordes of the Underdark* is now 40 levels!

PLAYER'S HANDBOOK

Hordes of the Underdark is an adventure featuring all-new skills and feats with which your characters may grow.

Character Creation

Hordes of the Underdark requires a high-level character. The Underdark is not the place for fledgling adventurers.

Either continue a character from *Shadows of Undrentide* or the original *Neverwinter Nights* story or choose a pre-made character. *Hordes of the Underdark* introduces a new feature to help you customize the pre-made characters we supply. Select the character that most closely matches your preferences and click on the “Customize” button. You will be able to change the appearance, portrait, soundset and gender of the character. **Note:** You can also customize any other existing character you might have, instead of using the pregenerated ones that come with the game.

If your character enters the game with fewer than 12 levels you will be given the choice to automatically level all the way to level 15 or manually level up. Characters of level 12 or higher are allowed to play, though the higher the character's level, the less difficult they will find the challenges in *Hordes of the Underdark*.

Experience and Gaining Levels

As you adventure, your character gains experience. Once enough experience has been gained, a character may level up. This process improves your character and makes him or her more capable of handling their next adventure. There are tables at the back of this manual summarizing the amount of experience required to gain levels.

Class Level: The number of levels the character has in a given class. If the character has more than one class, this number is lower than the character level. Example: Andorian is a level 8 fighter/level 7 wizard. He has a class level of 8 in fighter, 7 in wizard.

Character Level: The sum of all the class levels. Using the example above, Andorian would have a character level of 15.

Alignment Shift

If your character acts outside of what would be appropriate for his or her alignment, those actions can cause a shift in alignment, from good to evil, lawful to chaotic and so on. The severity of the shift varies with the deed and can sometimes have extreme consequences.

For example, if a paladin performs an overtly evil or chaotic act, which changes his or her alignment from lawful good, he or she will no longer be a paladin. Most out-of-character actions only create slight shifts in alignment. A good character can have a bad day and threaten to rough up a shopkeeper with little consequence. If, however, that good character acts on the threat and kills the merchant, a significant alignment shift toward evil would occur.

Good-aligned characters will take a bigger alignment “hit” from performing an evil act than a neutral character as will evil-aligned characters who perform good deeds.

Multiple Henchmen

You may hire up to two henchmen at a time. If you hire a third, the first henchman hired will automatically quit your party.

Followers: Occasionally, plot-important characters will join with you for a short period. They do not count toward your limit of two henchmen. Be warned, they may leave your service any time they choose.

Epic Rules

The epic rules are the means by which your character will continue his adventuring career. Before any of the epic level features are available, your character must have gained at least 21 character levels.

Examples

TrueBlood, a fighter, would become an epic fighter the moment his character reached level 21. Alternatively, Damien is a 9th level rogue/10th level assassin. He has 19 character levels. Because the assassin class is a prestige class, he cannot move past 10 class levels until he has a character level of 20. After gaining one more rogue level, he will be a 20th character level character and can then put his next level in assassin, becoming both an epic assassin and an epic rogue.

Core Classes

These are the eleven basic classes from which all characters must choose at the start of their adventuring careers. The basic details of these classes are discussed in the manual for the original *Neverwinter Nights*.

The “Charts and Tables” section on page 86 contains tables showing class advancement with attack bonuses and saving throw increases.



Barbarian

The epic barbarian is a furious warrior who can cut his opponents to ribbons with awe-inspiring ease. He is the very incarnation of rage.

Hit Die: d12

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic barbarian gains a bonus feat every four levels after 20th

Epic Barbarian Bonus Feats: Armor Skin, Epic Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Mighty Rage, Epic Weapon Focus, Overwhelming Critical, Superior Initiative, Terrifying Rage, Thundering Rage

Prestige Class Tips

Barbarians make powerful blackguards, dwarven defenders or weapon masters.



Bard

The epic bard's music is beyond inspiring, beyond heartening, beyond perfection. With just a song, the bard can weaken the cruelest creature or inspire allies to the heights of power and bravery.

Hit Die: d6

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic bard gains a bonus feat every three levels after 20th

Epic Bard Bonus Feats: Curse Song, Epic Skill Focus, Epic Will, Great Charisma, Great Dexterity, Improved Combat Casting, Lasting Inspiration, Epic Spell Focus

Prestige Class Tips

Bards are best suited to become shadowdancers or Harper scouts. Combat-oriented bards may enjoy becoming a dragon disciple.



Cleric

The epic cleric is among the most elite of her deity's servants, spreading the word and acting as emissary for the church. The epic cleric commands great power and respect.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic cleric gains a bonus feat every three levels after 20th

Epic Cleric Bonus Feats: Armor Skin, Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting, Planar Turning

Prestige Class Tips

Militant clerics should consider becoming a champion of Torm. Evil clerics make powerful blackguards.

Domains and Turning Outsiders

Note: Outsiders have been improved. They get turn resistance equal to their spell resistance rating (only clerics of the Good or Evil domains may turn them without the new Planar Turning feat). If you have the Planar Turning feat they are weakened and only have 1/2 their spell resistance as turn resistance.



Druid

Powerful, primal forces dominate nature and the epic druid is capable of harnessing them. The epic druid is a mighty symbol of the natural world and the balance demands that he use his great powers responsibly.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic druid gains a bonus feat every four levels after 20th

Epic Druid Bonus Feats: Automatic Quickened Spell, Automatic

Silent Spell, Automatic Still Spell, Dragon Form, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting

Prestige Class Tips

The most effective prestige class that expands the druid's abilities is the shifter.



Fighter

Having advanced from the ranks of seasoned warriors, the epic fighter is the true master of warfare. More than a mere sword-swinger, the epic fighter knows how to defeat his opponents in any arena. Though his journey to achieve this goal has been long and hard, the epic fighter is just starting out on another path — a fledgling in the realm of gods and other powerful beings.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic fighter gains a bonus feat every two levels after 20th

Epic Fighter Bonus Feats: Armor Skin, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Improved Stunning Fist, Improved Whirlwind Attack, Overwhelming Critical, Superior Initiative

Prestige Class Tips

Fighters have many options available to them — blackguard, dwarf defender or weapon master are among the best choices. Elf and half-elf fighters who use bows may want to consider becoming arcane archers.



Monk

An epic monk's speed, power, grace and force of will are unmatched by mortal beings. Her powers continue to multiply as she steps away from the mortal shell and accepts an inner tranquility that lesser characters cannot even dream of.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic monk gains a bonus feat every five levels after 20th

Special: Every 3 levels, the monk's movement speed will increase by an additional 10%

Epic Monk Bonus Feats: Armor Skin, Damage Reduction, Energy Resistance, Epic Toughness, Improved Ki Strike, Improved Spell Resistance, Improved Stunning Fist, Self-Concealment

Prestige Class Tips

Shadowdancer is a good choice for a stealthy monk. Pious monks may want to consider the champion of Torm.



Paladin

Standing at the forefront of the battle against chaos and evil in the world, the epic paladin shines as a beacon of hope to all who fight the good fight.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic paladin gains a bonus feat every three levels after 20th

Epic Paladin Bonus Feats: Armor Skin, Devastating Critical, Epic Toughness, Epic Weapon Focus, Epic Prowess, Epic Reputation, Great Smiting, Improved Combat Casting, Overwhelming Critical, Perfect Health, Planar Turning

Prestige Class Tips

The champion of Torm prestige class improves upon the paladin's already considerable melee and defensive abilities.



Ranger

The epic ranger moves through the natural world with deadly grace and a keen mind. The epic ranger is both a protector and a hunter, and his powers reflect this.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic ranger gains a bonus feat every three levels after 20th

Epic Ranger Bonus Feats: Bane of Enemies, Blinding Speed, Epic Toughness, Epic Prowess, Epic Weapon Focus, Favored Enemy, Improved Combat Casting

Prestige Class Tips

Combined with wizard or sorcerer levels, the ranger makes the perfect arcane archer.



Rogue

The ultimate thief with legendary skills and many a tale of derring-do, the epic rogue is the master of cunning, deceit and stealth.

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int Modifier

Bonus Feats: The epic rogue gains a bonus feat every four levels after 20th

Epic Rogue Bonus Feats: Blinding Speed, Crippling Strike, Defensive Roll, Epic Dodge, Epic Reputation, Epic Skill Focus, Improved Evasion, Improved Sneak Attack, Opportunist, Self-Concealment, Skill Mastery, Slippery Mind, Superior Initiative

Special

Sneak Attack: This continues to improve by 1d6 at each odd-numbered level the epic rogue gains

Prestige Class Tips

Rogues make effective assassins and shadowdancers.



Sorcerer

The epic sorcerer is a near mythic being. But still the need for ever-greater power never ceases and the sorcerer pushes on, exploring and mastering the magical.

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic sorcerer gains a bonus feat every three levels after 20th

Epic Sorcerer Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting

Prestige Class Tips

Sorcerers are ideally suited to becoming dragon disciples and pale masters.



Wizard

Knowledge is power and the quest for knowledge never ends. There is an everlasting supply of arcane lore for the epic wizard to discover.

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic wizard gains a bonus feat every three levels after 20th

Epic Wizard Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Great Intelligence, Improved Combat Casting

Prestige Class Tips

The pale master is a strong prestige class that builds upon the wizard's magical abilities.

Prestige Classes

Prestige Classes are like core classes, except they have requirements that must be met before one can attain the class. A prestige class cannot be chosen for a starting character, it must be earned through careful advancement. Be aware of the prerequisites before planning which prestige class to take.

Prestige classes can become epic as well, though they function a little differently than normal classes. At level 10, level advancement in a prestige class stops until the character's total character level (the sum of all their class levels) is 20 or higher. Once this threshold is crossed, the character may advance to level 11 and higher with his or her prestige class.



Arcane Archer

Master of the elven war bands, the arcane archer is a warrior skilled in using magic to supplement his combat prowess.

Note: The arcane archer prestige class is available in the *Neverwinter Nights: Shadows of Undrentide* expansion pack (which is also a part of *Neverwinter Nights Gold*). If you do not have *Shadows of Undrentide* installed, arcane archer will be unavailable. For more information about the arcane archer prestige class, reference the *Shadows of Undrentide* or the *Neverwinter Nights Gold* manuals.

Epic Arcane Archer

The epic arcane archer is the living extension of her bow. Lesser beings can only gape in awe at the wonders she can achieve.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic arcane archer gains a bonus feat every four levels

Epic Arcane Archer Bonus Feats: Devastating Critical (shortbow, longbow), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (shortbow, longbow), Great Dexterity, Improved Combat Casting, Overwhelming Critical (shortbow, longbow)

Special

Enchant Arrow: For every two levels beyond 9th, the potency of the arrows fired by the arcane archer increases by +1



Assassin

The assassin is a master of dealing quick, lethal blows.

Assassins often function as spies, informants, killers for hire or agents of vengeance. The assassin's skill in a variety of dark arts allows him to carry out missions of death with shocking, terrifying precision.

Unlike the blackguard, the assassin is not evil due to devotion to an evil power, but rather due to a complete lack of morals or ethics.

Note: The assassin prestige class is available in the *Neverwinter Nights: Shadows of Undrentide* expansion pack (which is also a part of *Neverwinter Nights Gold*). If you do not have *Shadows of Undrentide* installed, assassin will be unavailable.

For more information about the assassin prestige class, reference the *Shadows of Undrentide* or the *Neverwinter Nights Gold* manuals.

Epic Assassin

The epic assassin is capable of sliding from shadow to shadow; lying in wait until his target is vulnerable, then striking like a cobra, leaving only a cold corpse behind.

Hit Die: d6

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic assassin gains a bonus feat every four levels

Epic Assassin Bonus Feats: Epic Reflexes, Epic Skill Focus (hide), Epic Skill Focus (move silently), Great Dexterity, Improved Combat Casting, Improved Sneak Attack, Self Concealment, Superior Initiative

Special

Sneak Attack: Improves by +1d6 every two levels after 9th.

Poison Saving Throws: An additional +1 for every two levels after 10th on the assassin's saving throws against poison



Blackguard

A blackguard epitomizes evil. He is nothing short of a mortal fiend, a black knight with the foulest sort of reputation. A blackguard is an evil villain of the first order, equivalent in power to the righteous paladin, but devoted to the powers of darkness.

Note: The blackguard prestige class is available in the Neverwinter Nights: Shadows of Undrentide expansion pack (which is also a part of Neverwinter Nights Gold). If you do not have Shadows of Undrentide installed, blackguard will be unavailable.

For more information about the blackguard prestige class, reference the Shadows of Undrentide or the Neverwinter Nights Gold manuals.

Epic Blackguard

The blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of her body.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic blackguard gains a bonus feat every three levels

Epic Blackguard Bonus Feats: Armor Skin, Devastating Critical, Epic Toughness, Epic Fiend, Epic Prowess, Epic Reputation, Epic Weapon Focus, Great Smiting, Improved Combat Casting, Improved Sneak Attack, Overwhelming Critical, Perfect Health, Planar Turning

Special

Sneak attack: increases by +1d6 every three levels after 10th.

Summon Fiend: For every five blackguard levels above 10th, the summoned fiend gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.



Champion of Torm

Champions of Torm are mighty warriors who dedicate themselves to Torm's cause, defending holy ground, destroying enemies of the church and slaying mythical beasts.

Hit Die: d10

Proficiencies: All simple and martial weapons, light and medium armor and shields

Skill Points: 2 + Int Modifier

To qualify as a champion of Torm, a character must fulfill all of the following criteria:

Base Attack Bonus: +7

Feats: Weapon Focus in a melee weapon

Alignment: Non-evil

Abilities

Lay on hands (Level 1): Can heal damage equal to class level multiplied by their Charisma modifier, deals damage to undead creatures. This ability stacks with the paladin's lay on hands ability.

Bonus Feat: Every 2 levels (2, 4, 6 et cetera) get a bonus feat like fighters (except weapon specialization)

Sacred Defense (Level 2): +1 to all saving throws, this increases by an additional +1 every 2 levels

Smite Evil (Level 3): Once per day can add Charisma bonus to attack roll and do +1 point of damage per level of Champion of Torm

Divine Wrath (Level 5): Once per day, can add +3 to attack, damage and saving throws and gain damage reduction +1/5 for a number of rounds equal to charisma bonus

Tip: Becoming a Champion of Torm

Paladins gain some of the fighter's combat abilities by choosing to become a champion of Torm. Conversely, fighters gain paladin-like abilities by playing this prestige class.

Epic Champion of Torm

Torm guides the epic champion of Torm on her life journey. She has ascended through the ranks of holy warriors to become a symbol of Torm's might.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic champion of Torm gains a bonus feat every three levels

Epic Champion of Torm Bonus Feats: Automatic Quicken, Automatic Silence Spell, Automatic Still Spell, Armor Skin, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Spell Penetration, Epic Weapon Focus, Great Wisdom, Improved Combat Casting, Improved Stunning Fist, Improved Whirlwind Attack, Overwhelming Critical, Planar Turning, Spell Focus, Superior Initiative

Special

Sacred Defense: Saving throws continue to improve by +1 for every 2 levels

Divine Wrath: Every five levels the attack, damage and saving throw bonuses increases by a further +2



Dwarven Defender

The defender is a sponsored champion of a dwarven cause, a dwarven aristocrat, a dwarven deity or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone and much more dangerous.

Hit Die: d12

Proficiencies: Simple and martial weapons, light, medium and heavy armor, shields

Skill Points: 2 + Int Modifier

To qualify as a dwarven defender, a character must fulfill all of the following criteria:

Race: Dwarf

Base Attack Bonus: +7

Feats: Dodge, Toughness

Alignment: Any lawful

Abilities

Defensive Stance (Level 1): Gain +4 strength and constitution, +2 on all saving throws and +4 dodge bonus on AC. This can be used once per day and gains an additional use every 2 levels

Defensive Awareness (Level 1): Retain your dexterity bonus to AC even when flat-footed. At level 6 you can no longer be flanked and at level 10 you gain a +1 saving throw bonus vs. traps

Damage Reduction (Level 6): 3 points of damage are ignored whenever you are hit in combat. At level 10 you are able to shrug off 6 points of damage

Tip: Becoming a Dwarven Defender

A dwarven fighter can become a very powerful dwarven defender. To gain the dodge prerequisite that the dwarven defender requires, your character will need a dexterity of 13 or higher.

Epic Dwarfen Defender

The epic dwarfen defender has become the very definition of immovable object. He is a stalwart warrior that can stand against virtually any foe imaginable.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic dwarfen defender gains a bonus feat every four levels

Epic Dwarfen Defender Bonus Feats: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Toughness, Epic Prowess, Epic Weapon Focus, Overwhelming Critical, Perfect Health

Special

Defensive Stance: an additional use per day is gained for every two levels past 9th

Damage Reduction: The damage reduction increases by 3 points for every four levels above 10th



Harper Scout

Harpers are members of a secret society dedicated to holding back evil, preserving knowledge and maintaining the balance between civilization and the wild. Harpers learn spells and many skills to help them in their duties of espionage, stealth and reporting information.

Note: The Harper scout prestige class is available in the *Neverwinter Nights: Shadows of Undrentide* expansion pack (which is also a part of *Neverwinter Nights Gold*). If you do not have *Shadows of Undrentide* installed, Harper scout will be unavailable.

For more information about the Harper scout prestige class, reference the *Shadows of Undrentide* or the *Neverwinter Nights Gold* manuals.

Epic Harper Scout

Harper Scouts are only able to attain five levels and may never become “epic” in the Harper scout class. They can, of course, gain epic levels in their other classes.



Pale Master

Necromancy is usually a poor choice for arcane spellcasters. Those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead, without losing too much of their arcane power. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Hit Die: d6

Proficiencies: No additional proficiencies are gained

Skill Points: 2 + Int Modifier

To qualify as a pale master, a character must fulfill all of the following criteria:

Arcane Spellcasting: Level 3 or higher

Alignment: Any non-good.

Abilities

Bone Skin (Level 1): +2 to natural armor class. Every four levels this increases by an additional +2.

Animate Dead (Level 2): Once per day can summon an undead servant

Darkvision (Level 3): Able to see in the dark

Summon Undead (Level 4): Can summon more powerful undead

Deathless Vigor (Level 5): Gains three additional hit points per level

Undead Graft (Level 6): Replaces arm with an undead version that twice per day can paralyze opponents. At level 8 an additional use per day is gained.

Tough as Bone (Level 7): Immune to hold, paralyze, stun

Summon Greater Undead (Level 9): Can summon a very powerful undead creature, once per day

Deathless Mastery (Level 10): Immune to critical hits

Deathless Master Touch (Level 10): The undead arm graft can kill with just a touch. This ability may be used 3x/day.

Every 2 levels, the pale master gains additional spells per day, as if they had leveled in their previous spell caster class. This gain only applies to spells per day and not caster level.

Tip: Becoming a pale master

Sorcerers and wizards make powerful pale masters. Additional spellcasting ability is sacrificed for a stronger melee presence.

Epic Pale Master

The pale master's bond with the undead continues to grow, as she becomes the epic pale master.

Hit Die: d6

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic pale master gains a bonus feat every three levels

Epic Pale Master Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting

Special

Boneskin: Improves by +2 for every four levels past level 8

Undead Graft: Can use this supernatural attack an additional time per day for every 3 levels gained

Deathless Vigor: Every five levels an additional +5 permanent hit points are gained



Red Dragon Disciple

It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Red Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their red dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

Hit Die: d6. Special (see below)

Proficiencies: No additional proficiencies are gained

Skill Points: 2 + Int Modifier

To qualify as a dragon disciple, a character must fulfill all of the following criteria:

Class: Sorcerer or Bard

Skills: 8 Ranks in Lore

Abilities

Draconic Armor (Level 1): +1 to natural armor class. At levels 5, 8 and 10 this increases by an additional +1

Draconic Ability Scores (Level 2): Gains +2 to strength. Another +2 to Strength is gained at level 4, Constitution increases by +2 at level 7 and Intelligence increases by +2 at level 9. At level 10 Strength is increased by a further +4 and Charisma by +2.

Breath Weapon I (Level 3): Can use the breath weapon of a red dragon, doing 2d10 points of damage. At level 7 the damage increases to 4d10 and finally 6d10 at level 10.

Hit Dice d8 (Level 4): Now gains d8 hit points per level

Hit Dice d10 (Level 6): Hit-points gained are d10 per level

Wings (Level 9): The dragon disciple gains wings

Half-Dragon (Level 10): Becomes a half-dragon. Gains darkvision and immunity to sleep, paralysis and fire

Tip: Becoming a red dragon disciple

Only sorcerers or bards can become a dragon disciple — either class is equally suited.

Epic Dragon Disciple

Embracing his draconic heritage is but one stop on the disciple's life journey. His quest to understand, command and harness his draconic energies has taken him into the realm of the epic.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic dragon disciple gains a bonus feat every four levels

Epic Dragon Disciple Bonus Feats: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Reputation, Epic Spell Focus, Epic Prowess, Epic Spell Penetration, Epic Toughness, Improved Combat Casting

Special

Your breath weapon damage potential increases by 1d10 for every 3 levels after 10th.

The save DC against your breath weapon increases by +1 every 4 levels after 10th.



Shifter

A shifter has no form they call their own. Instead, they clothe themselves in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to their true self through all of their transformations. Of necessity, their sense of self is based not on their outward form, but on their soul, which is truly the only constant about them. It is the inner strength of that soul that enables them to take on any shape and remain themselves within.

Hit Die: d8

Proficiencies: No additional proficiencies are gained

Skill Points: 4 + Int Modifier

To qualify as a shifter, a character must fulfill all of the following criteria:

Feats: Alertness

Spellcasting: level 3 or higher

Alternate Form: Must have a natural, alternate form (like Druid wildshape)

Abilities

Greater Wildshape I (Level 1): Change into either a red, green, black, white or blue wyrm

Greater Wildshape II (Level 3): Change into a minotaur, a harpy or a gargoyle

Greater Wildshape III (Level 5): Change into a mantichore, a basilisk or a drider

Humanoid Shape (Level 7): Change into a variety of humanoid forms

Greater Wildshape IV (Level 10): Change into either a medusa, huge dire tiger or a mind flayer

Several of these forms grant the shifter the ability to use the form's innate powers. For example, a shifter changing into a white wyrm can breath a cone of cold as often as they want. These powers are located on the Radial Menu option "Spell." Some of these powers can be used an infinite number of times per day, others are restricted.

Tip: Becoming a shifter

Only druids can become shifters in *Neverwinter Nights*.

Epic Shifter

The epic shifter is a true master of shapeshifting and is able to become virtually any creature imaginable by choosing epic bonus feats.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int Modifier

Bonus Feats: The epic shifter gains a bonus feat every three levels

Epic Shifter Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Construct Form, Dragon Form, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting, Great Wisdom, Outsider Shape, Undead Shape



Shadowdancer

Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met. Despite their link with shadows and trickery, shadowdancers are as often good as evil. They may use their incredible abilities as they wish.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain. Others operate as thieves, using their abilities to infiltrate past defenses and dupe others. All shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

Note: The shadowdancer prestige class is available in the *Neverwinter Nights: Shadows of Undrentide* expansion pack (which is also a part of *Neverwinter Nights Gold*). If you do not have *Shadows of Undrentide* installed, shadowdancer will be unavailable.

For more information about the shadowdancer prestige class, reference the *Shadows of Undrentide* or the *Neverwinter Nights Gold* manuals.

Epic Shadowdancer

The epic shadowdancer is almost indistinguishable from the darkness that cloaks her.

Hit Die: d8

Skill Points at Each Additional Level: 6 + Int Modifier

Bonus Feats: The epic shadowdancer gains a bonus feat every three levels

Epic Shadowdancer Bonus Feats: Epic Blinding Speed, Epic Skill Focus, Epic Dodge, Epic Reflexes, Epic Shadow Lord, Improved Whirlwind Attack, Self-Concealment, Superior Initiative

Special

Summon Shadow: the summoned creature will gain an additional +2 Hit Dice for every three levels after 9th that the shadowdancer earns.

Shadow Evade: Gains an additional +2 to its damage reduction amount and an additional +1 to its ability to resist magical weapons for every five levels (i.e., a 15th level shadowdancer has 12/+4 damage reduction)



Weapon Master

For a weapon master, perfection is found in the mastery of a single melee weapon. A weapon master seeks to unite this weapon of choice with the body, to make them one and to use the weapon as naturally and without thought as any other limb.

Hit Die: d10

Proficiencies: No additional proficiencies gained

Skill Points: 2 + Int Modifier

To qualify as a weapon master, a character must fulfill all of the following criteria:

Base Attack Bonus: +5

Feats: Weapon Focus in a melee weapon, Dodge, Mobility, Expertise, Spring Attack and Whirlwind

Skills: Intimidate 4 ranks

Abilities

Weapon of Choice (Level 1): The weapon master forms a powerful bond with one type of weapon. Whenever wielding this weapon type, he will get many additional benefits, which improve as he gains experiences

Ki Damage (Level 1): Once per day maximum damage can be dealt

Increased Multiplier (Level 5): The weapon of choice gains an additional 1x to its critical damage multiplier. (i.e., 2x becomes 3x, etc.)

Superior Weapon Focus (Level 5): An additional +1 is granted to all attack rolls made while wielding the weapon of choice

Ki Critical (Level 7): Add +2 to weapon of choice threat range

Tip: Becoming a Weapon Master

A fighter makes a very strong candidate for becoming a weapon master. The weapon master requires access to several feats, so make certain that your character has at least a dexterity of 13 and an intelligence of 13.

Epic Weapon Master

The weapon master's bond with his weapon of choice becomes stronger and devastatingly effective as he becomes the epic weapon master.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int Modifier

Bonus Feats: The epic weapon master gains a bonus feat every three levels

Epic Weapon Master Bonus Feats: Armor Skin, Blinding Speed, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Weapon Focus, Improved Whirlwind Attack, Overwhelming Critical, Superior Initiative

Special

Superior Weapon Focus: For every five levels gained an additional +1 to attack is granted to the Weapon of Choice

Skills

You should focus your character on skills that best accent his capabilities and role.

Note: To receive a bonus from a skill, you must put at least one point in that skill when you level up your character.

Updated: The skill Use Magic Device has been modified slightly to fit closer to the DUNGEONS & DRAGONS® rules. If the difficulty mode of the game is set to Hardcore or higher, to cast a spell from a scroll, you must make a DC check of 25 + the level of the spell.



Appraise

The higher the character's skill, the more money that character can expect to receive when selling goods and the less that character will have to pay when buying goods.

Ability: Intelligence

Classes: All

Untrained: No

Check: None

Use: Automatic in stores



Bluff

The character can make the outrageous or the untrue seem plausible. The skill encompasses acting, conning, fast talking, misdirection and misleading body language.

Ability: Charisma

Classes: All

Untrained: Yes

Check: The more difficult the con, the more difficult the check

Use: Selected in dialog



Craft Armor

The character knows how to create all types of armor from different materials. See the "Crafting" section on Page 79 for more detail.

Ability: Intelligence

Classes: All

Untrained: Yes

Check: Based on the difficulty to craft this particular item (see in-game crafting menu)

Use: Use crafting component



Craft Trap

The character using this skill can combine raw components to form various trap kits. Some traps require the use of new grenade-like weapons (see page 77).

Ability: Intelligence

Classes: All

Untrained: Yes

Check: The DC is determined by the type of trap being created

Use: Selected

Here are some of the traps the character can create and the components required to make them:

Fire: Alchemist's Fire Flask

Tangle Trap: Tanglefoot Bag

Spike Trap: Caltrops

Holy Trap: Holy Water

Electrical Trap: Quartz

Gas Trap: Choking Powder

Frost Trap: Coldstone

Negative Trap: Skeleton Knuckles

Sonic Trap: Thunderstone

Acid Splash Trap: Acid Flask



Craft Weapon

The character knows how to create all types of weapons from different materials. See the “Item Crafting and Enhancing” section on page 79 for more detail.

Ability: Intelligence

Classes: All

Untrained: Yes

Check: Based on the difficulty to craft this particular item (see in-game crafting menu)

Use: Use crafting component



Intimidate

The character can use this skill to get a bully to back down or make a prisoner give him the information he wants.

Ability: Charisma

Classes: All

Untrained: Yes

Check: The more difficult the intimidation, the more difficult the check

Use: Selected in dialog



Tumble

Characters with high tumbling skill are able to roll away from attacks during combat, positioning themselves safely at all times.

Ability: Dexterity

Classes: All

Untrained: No

Check: None

Special: Any time the character might receive an attack of opportunity for moving past enemies, the character will automatically attempt a Tumble check against a DC of 15. If successful, the attack is avoided. For every five ranks in this skill (not including Dexterity bonus) the character’s AC is also improved by +1.

Use: Automatic

Feats



Arcane Defense

Character gains a +2 bonus to saving throws versus the chosen school of magic.

Type of Feat: General

Prerequisite: Spell Focus in the chosen school

Use: Automatic



Artist

Character gains a +2 bonus to Perform checks and a +2 bonus to Spot checks.

Type of Feat: General

Prerequisite: Perform skill, can only be taken at 1st level

Use: Automatic



Blind Fight

This feat grants the character the ability to fight well if blinded or against invisible creatures. The character gets to roll her miss chance percentile to see if her attack actually hits. As well, invisible creatures get no bonus to hit the character in melee.

Type of Feat: General

Prerequisite: None

Use: Automatic



Blooded

Character gains a +2 bonus to initiative and a +2 bonus to Spot checks.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Brew Potion

The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion will cost a small amount of XP as well as some gold to cover the material cost.

Type of Feat: Item Creation

Prerequisite: Spellcaster Level 3+

Use: Cast spell on empty potion bottle



Bullheaded

Character gains a +2 bonus to resist Taunts and a +1 bonus to Will saving throws.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Circle Kick

If the character succeeds in hitting an opponent with an unarmed attack, that character gets an additional free attack against another, nearby enemy. There is a maximum of one free attack per round.

Type of Feat: General

Prerequisite: Base attack bonus +3, Dexterity 15+, Improved Unarmed Strike

Use: Automatic



Courteous Magocracy

Character gains a +2 bonus to Lore checks and Spellcraft checks.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Craft Wand

The spellcaster can create a wand of any spell of 4th level or lower she knows. Crafting a wand costs a small amount of XP and gold, depending on the level of the spell to be crafted into the wand. Spells granted by feats or special abilities cannot be used to craft a wand. The bone wand item required for this feat can be created using the Craft Weapon Skill or can be bought in certain stores.

Type of Feat: Item Creation

Prerequisite: Spellcaster Level 5+

Use: Cast spell on bone wand material



Curse Song

Bards are able to sing a song that can curse their enemies. Deafened creatures are not affected by the bard's singing. The song affects all enemies within 30 feet and lasts for 10 rounds. The higher the bard's final Perform skill and class level, the better the Curse song. All of the penalties listed are additive.

3 Perform and Bard Level 1: -1 to Attack and Damage rolls.

6 Perform and Bard Level 2: -1 to Will Saves.

9 Perform and Bard Level 3: -1 to Damage rolls and -1 to Fortitude Saves.

12 Perform and Bard Level 6: -1 to Reflex saves, -1 to Skill rolls.

15 Perform and Bard Level 8: -1 to Attack rolls, -8 Hit Points.

18 Perform and Bard Level 11: -2 to Dodge Armor Class, -1 to Skill rolls.

Perform 21 and Bard Level 14: -1 to Damage rolls, -8 Hit Points and -1 Dodge Armor Class.

Perform 24 and Bard Level 15: -1 Will Saves, -1 Reflex Saves, -1 Fortitude Saves, -1 Dodge Armor Class.

Perform 30 and Bard Level 16: -1 Will Saves, -4 Hit Points. -1 Dodge Armor Class.

Perform 35 and Bard Level 17: -2 Hit Points, -1 to Skill rolls

Perform 40 and Bard Level 18: -2 Hit Points, -1 to Skill rolls

Perform 45 and Bard Level 19: -2 Hit Points, -1 to Skill rolls

Perform 50 and Bard Level 20: -2 Hit Points, -1 to Skill rolls

Perform 55 and Bard Level 21: -2 Hit Points, -1 to Skill rolls

Perform 60 and Bard Level 22: -2 Hit Points, -1 to Skill rolls

For every five additional ranks in Perform and every Class level increase in Bard, an additional –2 penalty to enemy Hit Points is granted.

Type of Feat: General

Prerequisite: Bardic Music class feature

Use: Selected



Dirty Fighting

The character knows brutal and effective fighting tactics.

By sacrificing all other attacks during the round, the character can elect to perform a Dirty Fighting move, which will deal an extra 1d4 points of damage. This mode cannot be used with the Power Attack feat.

Type of Feat: General

Prerequisite: Base attack bonus +2

Use: Automatic



Divine Might

Up to three times per day, the character may add his Charisma bonus to all weapon damage for a number of rounds equal to the Charisma bonus.

Type of Feat: General

Prerequisite: Turn Undead, Charisma 13+, Strength 13+, Power Attack

Use: Selected



Divine Shield

Up to three times per day, the character may add his Charisma bonus to his armor class for a number of rounds equal to the Charisma bonus.

Type of Feat: General

Prerequisite: Turn Undead, Charisma 13+, Strength 13+, Power Attack

Use: Selected



Expertise

A character with this feat can make defensive attacks, gaining a +5 bonus to AC but receiving a –5 penalty to attack rolls.

Type of Feat: General

Prerequisite: Intelligence 13+

Required for: Improved Expertise

Use: Combat mode



Extra Music

The character may use bard song four extra times per day.

Type of Feat: General

Prerequisite: Bardic Music

Use: Automatic



Extra Stunning Attacks

The character gains 3 extra stunning attacks per day.

Type of Feat: General

Prerequisite: Base attack bonus +2, Stunning Fist

Use: Automatic



Great Cleave

Same as the Cleave feat, except that there is no limit to the number of additional attacks that the character may make after killing one opponent.

Type of Feat: General

Prerequisite: Strength 13+, Power Attack, Cleave, base attack bonus +4 or higher

Use: Automatic



Greater Spell Focus

A character becomes even more adept with spells of a particular school of magic. The character gains a +4 bonus to the spell save DC for all spells of the chosen school.

Type of Feat: General

Prerequisite: Spell Focus (of the appropriate school)

Luck of Heroes





Scribe Scroll

You can create a scroll of any spell that you know. Scribing a scroll costs a small amount of XP and gold, depending on the level of the spell to scribe. Epic spells, spells granted by feats or special abilities cannot be used to scribe a scroll. The blank scrolls required for this feat can be bought in certain stores.

Type of Feat: Item Creation

Prerequisite: Spellcaster Level 1+

Use: Cast spell on blank scroll



Silver Palm

Character gains a +2 bonus to Appraise and Persuade checks.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Snake Blood

Character gains a +2 bonus to Fortitude saving throws against poison and a +1 reflex saving throw bonus to all saves.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Spring Attack

Enemies do not get attacks of opportunity against the character when the character is moving around in combat.

Type of Feat: General

Prerequisite: Dexterity 13+, Dodge, Mobility, base attack bonus +4 or higher

Use: Automatic



Stealthy

Character gains a +2 bonus to Hide and Move Silently checks.

Type of Feat: General

Prerequisite: None

Use: Automatic



Strong Soul

Character gains a +1 bonus to Fortitude and Will saving throws, as well as a +1 bonus to any saving throw versus Death magic.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Thug

Character gains a +2 bonus on Initiative checks and a +2 bonus on Persuade checks.

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic



Whirlwind Attack

The character performs a full attack action and makes one melee attack at full base attack bonus against each opponent within five feet.

Type of Feat: General

Prerequisite: Intelligence 13+, Expertise, Dexterity 13+, Dodge, Mobility, Spring Attack, base attack of +4 or higher

Use: Selected



Zen Archery

Wisdom guides the character's ranged attacks, letting her use her Wisdom modifier instead of her Dexterity when firing ranged weapons.

Type of Feat: General

Prerequisite: Base attack Bonus +3, Wisdom 13+

Use: Automatic

Epic Feats



Armor Skin

The character gains a natural +2 bonus to armor class.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Automatic Quicken Spell

The character may cast 0–3rd level spells as quickened spells without using higher-level spell slots. This feat may be taken multiple times and will quicken spells in this way up to 9th level.

Type of Feat: General

Prerequisite: 21st level, Quicken Spell, Spellcraft 30 ranks, the ability to cast 9th level spells

Use: Automatic



Automatic Silent Spell

The character may cast 0–3rd level as silent spells without using higher level spell slots. This feat may be taken multiple times and will silence spells in this way up to 9th level.

Type of Feat: General

Prerequisite: 21st level, Silent Spell, Spellcraft 24 ranks, the ability to cast 9th level spells

Use: Automatic



Automatic Still Spell

This feat allows the character to cast all spells of levels 0–3 as still spells automatically. These spells may be cast while wearing armor. This feat may be taken multiple times and will still spells in this way up to 9th level.

Type of Feat: General

Prerequisite: 21st level, Still Spell, Spellcraft 24 ranks, the ability to cast 9th level spells

Use: Automatic



Bane of Enemies

Any weapon the character wields against any of their favored enemies is treated as a bane weapon for that creature type (+2 to hit and it deals +2d6 damage).

Type of Feat: General

Prerequisite: 21st level, 5 or more favored enemies

Use: Automatic



Blinding Speed

Upon activating this feat the character gains all the benefits of haste for a short time. This is a supernatural ability.

Type of Feat: General

Prerequisite: 21st level, Dexterity 25+

Use: Selected



Construct Shape

The character can shapeshift into the following construct forms: Iron Golem, Stone Golem or Demonflesh Golem.

Type of Feat: General

Prerequisite: Epic Shifter, Wisdom 27

Use: Selected. After choosing the ability, the character must select the type of construct to change into.



Damage Reduction

The character gains damage reduction 3/–. This means that three points of damage are ignored every time the character takes damage. This feat may be taken multiple times to gain damage reduction 6/– and 9/–.

Type of Feat: General

Prerequisite: 21st level, Constitution 21+

Use: Automatic



Devastating Critical

Whenever scoring a critical hit with the chosen weapon, the character's target must make a Fortitude save or die instantly. Creatures who are immune to critical hits are not affected by this feat.

Type of Feat: Combat

Prerequisite: 21st level, Cleave, Greater Cleave, Improved Critical of the weapon to be chosen, Overwhelming Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack, Strength 25+

Use: Automatic



Dragon Shape

The character may use Wildshape to change into an ancient dragon and gains access to the dragon's signature breath weapon.

Type of Feat: General

Prerequisite: 21st level, Wildshape 6x/day or Greater Wildshape IV, Wisdom 30+

Use: Selected



Energy Resistance

The character gains resistance 10 to one particular type of elemental damage (choose either fire, cold, sonic, acid or electrical resistance). This feat may be taken multiple times, to a maximum resistance of 100.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Epic Dodge

The character avoids all damage from the first attack each round.

Type of Feat: General

Prerequisite: 21st level, Dodge, improved evasion, defensive roll, Tumble 30 ranks, Dexterity 25+

Use: Automatic



Epic Fiend

The character's evil and hatred grow strong enough to attract the attention of an Epic Vrock when summoning a fiendish servant from the outer planes. This vile creature is a master in the arts of melee combat and, fueled by its master's evil soul, grows in strength and power as the blackguard gains new levels.

Type of Feat: General

Prerequisite: 21st level, Blackguard 15

Use: Automatic



Epic Fortitude

The character gains a +4 to all Fortitude saves.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Epic Prowess

The character gains a +1 to all attacks.

Type of Feat: Combat

Prerequisite: 21st level

Use: Automatic



Epic Reflexes

The character gains a +4 to all Reflex saves.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Epic Reputation

The character gains a +4 to all Bluff, Intimidate, Persuasion and Taunt checks.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Epic Skill Focus

The character gains a +10 on all skill checks with the chosen skill.

Type of Feat: General

Prerequisite: 21st level, 20 ranks in the chosen skill

Use: Automatic



Epic Shadowlord

The character's Summon Shadow ability is reinforced, allowing him to call an Epic Shadowlord to his side.

Unlike a non-epic Shadowlord, an Epic Shadowlord is a potent fighter, reinforced by his master's life force, making him stronger each time the shadowdancer gains a level.

Type of Feat: General

Prerequisite: Epic Shadowdancer

Use: Automatic



Epic Spell Focus

The character gains a +6 to the Difficulty Class for all saving throws against spells from the chosen school of magic.

Type of Feat: General

Prerequisite: 21st level, Spell Focus and Greater Spell Focus in the chosen school

Use: Spell



Epic Spell Penetration

The character gains a +6 bonus on caster level checks to beat a creature's spell resistance.

Type of Feat: General

Prerequisite: 21st level, Spell Penetration and Greater Spell Penetration

Use: Spell



Epic Toughness

The character gains +20 hit points. This feat may be taken multiple times, up to a maximum of +200 hit points.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Epic Weapon Focus

The character gains a +2 bonus to all attack rolls with the chosen weapon.

Type of Feat: Combat

Prerequisite: 21st level, Weapon Focus with the chosen weapon

Use: Combat



Epic Weapon Specialization

The character gains a +4 bonus to all damage you deal with the chosen weapon.

Type of Feat: General

Prerequisite: 21st level, Weapon Focus, Epic Weapon Focus and Weapon Specialization in the chosen weapon

Use: Automatic



Epic Will

The character gains a +4 to all Will saves.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Charisma

The character gains a +1 to their Charisma. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Constitution

The character gains a +1 to their Constitution. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Dexterity

The character gains a +1 to their Dexterity. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Intelligence

The character gains a +1 to their Intelligence. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Strength

The character gains a +1 to their Strength. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Great Wisdom

The character gains a +1 to their Wisdom. This may be taken multiple times, to a maximum of +10.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Improved Combat Casting

The character does not incur attacks of opportunity for casting spells while threatened.

Type of Feat: Spell

Prerequisite: 21st level, Combat Casting, Concentration 25+

Use: Automatic



Improved Ki Strike

This feat (when taken for the first time) grants the character a +4 enhancement bonus when attacking unarmed.

Choosing this feat a second time extends the bonus to +5.

Type of Feat: General

Prerequisite: 21st level, Wisdom 21+, Ki Strike +3

Use: Automatic



Improved Sneak Attack

Add +1d6 to your sneak attack damage. This feat may be taken multiple times, to a maximum of +10d6.

Type of Feat: General

Prerequisite: Sneak Attack 8d6

Use: Automatic



Improved Spell Resistance

The character gains a +2 to spell resistance. This feat may be taken multiple times, to a maximum of +20.

Type of Feat: General

Prerequisite: 21st level

Use: Automatic



Improved Stunning Fist

Adds +2 to the DC of the character's stunning attack. This feat may be taken multiple times, to a maximum of +20.

Type of Feat: General

Prerequisite: 21st level, Improved Unarmed Strike, Stunning Fist, Dexterity 19+, Wisdom 19+

Use: Automatic



Improved Whirlwind Attack

The character performs a full attack action and makes one melee attack at full base attack bonus against all opponents within range of the character's weapons.

Type of Feat: Combat

Prerequisite: 21st level, Dodge, Expertise, Spring Attack, Whirlwind Attack, Intelligence 13+, Dexterity 23+

Use: Selected



Lasting Inspiration

This feat allows the effects of bardic music to last ten times longer than normal after the character stops singing.

Type of Feat: General

Prerequisite: 21st level, Bardic Music class feature, Perform 25

Use: Automatic



Mighty Rage

When the character rages, they gain +8 to Strength and Constitution and a +4 morale bonus to Will saves. These bonuses replace the normal rage bonuses.

Type of Feat: General

Prerequisite: 21st level, Greater Rage, Strength 21+, Constitution 21+

Use: Automatic while in rage



Outsider Shape

The character can assume different outsider shapes three times per day: either an Azer Chieftain, a Rakshasa or a Death Slaad.

Type of Feat: General

Prerequisite: Epic Shifter, Wisdom 25

Use: Selected. After choosing the ability, the character must select the type of outsider to change into.



Overwhelming Critical

When using the chosen weapon, the character deals +1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 and if the multiplier is x4, add 3d6.

Type of Feat: Combat

Prerequisite: 21st level, Cleave, Great Cleave, Improved Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack and Strength 23+

Use: Automatic



Perfect Health

This feat makes the character immune to all diseases and poisons.

Type of Feat: General

Prerequisite: 21st level, Great Fortitude, Constitution 25+

Use: Automatic



Planar Turning

This feat allows outsiders to be turned like undead.

Type of Feat: General

Prerequisite: 21st level, Turn Undead, Wisdom 25+, Charisma 25+

Use: Selected. If the character has twice as many levels as the outsiders have Hit Die, the outsiders are instantly destroyed.



Self Concealment

The character gains a 10% concealment bonus. This feat may be taken multiple times, to a maximum of 50%.

Type of Feat: General

Prerequisite: 21st level, Improved Evasion, Dexterity 30+, Hide 30 ranks and Tumble 30 ranks

Use: Automatic



Superior Initiative

The character gains a +8 bonus on initiative checks.

Type of Feat: Combat

Prerequisite: 21st level, Improved Initiative

Use: Automatic



Terrifying Rage

While the barbarian is raging, any enemy that comes close to him must make a Will save opposed by the barbarian's Intimidate check. If the enemy fails the check, he panics for 1d6 rounds. Opponents with up to twice the barbarian's Hit Dice will not flee but will receive a -2 penalty to attack and saving throw rolls. Creatures with more than 2x the barbarian's Hit Dice are not affected by the rage.

Type of Feat: General

Prerequisite: Epic Barbarian, Intimidate 25

Use: Automatic while in rage



Thundering Rage

Any weapon the barbarian wields while in a rage does an additional 2d8 points of damage on a critical hit.

Type of Feat: General

Prerequisite: Epic Barbarian, Strength 25

Use: Automatic while in rage



Undead Shape

The character with this ability can transform into a selection of powerful undead creatures.

Type of Feat: General

Prerequisite: Epic Shifter

Use: Selected. After choosing the ability, the character must select the type of undead to change into.

Spells

Magic is a powerful weapon and the discerning adventurer must make certain to take advantage of it while challenging the dangers of the Underdark.

Several of the new spells can temporarily change the nature of an existing weapon or armor. Most of these spells (such as Magic Weapon) only work on non-magical weapons. Generally, if one of these spells is cast on an item that is already temporarily enchanted, the most recent spell will override the previous spell, even if it weakens the item.

Hordes of the Underdark also supports the ability to cast spells on items. The new enchantment feats — Brew Potion, Scribe Scroll and Craft Wand — are activated when a caster casts a spell onto an empty potion bottle, blank scroll or bone wand, respectively. If the spell meets the requirements of these feats, that item is now enchanted.

The innovative spellcaster will also note that casting particular spells on various items has additional effects. Casting Bless, for example, on crossbow bolts make them extremely lethal to Rakshasa. Light or Continual Light can be directly cast on an item, making a portable light source out of a weapon, helmet or armor. You may only cast spells on items that are in your inventory.

Also, Charm Person and similar spells can now be cast on targets to influence any Persuasion or Appraisal checks made against them.

Note: In Hardcore mode, the petrification effect is permanent (see Game Settings from the Options Menu).

Starting on the next page is a quick summary of the new spells, grouped by class and level. Full descriptions appear in the game.

A note on area of effect spells: When playing with the game difficulty setting set to "Hardcore" or "Difficult," most spells that have an area of effect (like Fireball) will hurt all creatures caught in the area of effect, including the caster's allies or even the caster himself. Creatures neutral to the character will never be affected by hostile spells.

Bard

0-Level

Flare: A burst of hot light is fired from the caster to one target, making it suffer a -1 penalty to attack rolls.

1st-Level

Amplify: Decreases the DC of hearing sounds in the caster's area by 20.

Balagarn's Iron Horn: The caster creates a deep, resonant vibration that shakes all creatures in the area of effect from their feet if they fail a Strength check (as if the caster had a Strength of 20). Every creature that falls will be knocked down for one round.

Magic Weapon: Add a +1 enhancement bonus to one weapon.

2nd-Level

Cloud of Bewilderment: Enemies in the area of effect are stunned and blinded for 1d6 rounds.

3rd-Level

Greater Magic Weapon: One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

Keen Edge: The critical threat range of one weapon is extended.

Wounding Whispers: Any creature that hits the caster is injured by whispers that do 1d6+1 points of sonic damage per caster level.

6th-Level

Dirge: The caster's song draws the energies of death and destruction. Any enemies in the area of effect suffer two points of Strength and Dexterity ability score damage each round.

Cleric

0-Level

Inflict Minor Wounds: If the caster succeeds in striking an opponent with a touch attack, the target suffers one point of damage. Inflict spells have a reverse effect when used on undead, healing instead of harming them.

1st-Level

Bane: The caster's enemies are filled with fear and doubt. They suffer a -1 penalty on their attack rolls and a -1 penalty on saving throws against fear.

Divine Favor: The caster gains a +1 bonus to attack and weapon damage rolls for every three caster levels (at least +1, to a maximum of +5).

Endure Elements: The target creature gains damage resistance 10/- against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

Entropic Shield: A magical field appears, granting the caster a 20 percent miss chance against all ranged attacks.

Inflict Light Wounds: If the caster succeeds in striking an opponent with a touch attack, the target suffers 1d8 points of damage, +1 point per caster level (to a maximum of +5). Inflict spells have a reverse effect when used on undead, healing instead of harming them.

Magic Weapon: Add a +1 enhancement bonus to one weapon.

Shield of Faith: The target gains a +2 deflection bonus to their armor class, with an additional +1 bonus for every six levels of the caster (maximum of +5).

2nd-Level

Inflict Moderate Wounds: If the caster succeeds in striking an opponent with a touch attack, the target suffers 2d8 points of damage, +1 point per caster level (to a maximum of +10). Inflict spells have a reverse effect when used on undead, healing instead of harming them.

Stone Bones: The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

3rd-Level

Continual Flame: This creates a magical flame that burns as bright as a torch until dispelled, on the target creature or item.

Darkfire: The caster immolates a non-magical weapon so that it does 1d6 points of fire damage, +1 per two caster levels (maximum of +10).

Glyph of Warding: The caster creates a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, doing 1d8 points of sonic damage per two caster levels to all within the area of effect (to a maximum of 5d8).

Inflict Serious Wounds: If the caster succeeds in striking an opponent with a touch attack, the target suffers 3d8 points of damage, +1 point per caster level (to a maximum of +15). Inflict spells have a reverse effect when used on undead, healing instead of harming them.

Magic Vestment: One suit of armor or a shield gains a +1 AC bonus per 3 caster levels (maximum of +5).

4th-Level

Inflict Critical Wounds: If the caster succeeds in striking an opponent with a touch attack, the target suffers 4d8 points of damage, +1 point per caster level (to a maximum of +20). Inflict spells have a reverse effect when used on undead, healing instead of harming them.

Greater Magic Weapon: One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

5th-Level

Battletide: The caster creates an aura that steals energy from its enemies. They suffer a -2 circumstance penalty on saves, attack rolls and damage rolls, once entering the aura. The caster gains a +2 circumstance bonus to saves, attack rolls and damage rolls.

Circle of Doom: All enemies within the area of effect are struck with negative energy that causes 1d8 points of damage, +1 point per caster level. Negative energy spells have a reverse effect on the undead, healing them instead of harming them.

Monstrous Regeneration: Target creature gains the ability to regenerate 3 Hit Points every round.

6th-Level

Banishment: The caster is able to cause all summoned creatures, familiars, animal companions and Outsiders in the area of effect to be destroyed. A number of creatures equal to twice the caster's level in HD can be banished.

Greater Sanctuary: The caster becomes ethereal. No other creature can detect the caster. Attacking or performing a hostile action will dispel Greater Sanctuary.

Planar Ally: An Outsider is summoned to assist the caster. The type of Outsider varies with the caster's alignment.

Undeath to Death: This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). This spell affects creatures with the lowest hit-dice first.

8th-Level

Earthquake: The caster causes a massive earthquake around himself, causing 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures in the area of effect. The caster is not affected by the earthquake.

9th-Level

Undeath's Eternal Foe: All allies in the area of effect will receive the following bonuses: immunity to negative damage, immunity to level/energy drain, immunity to ability score decreases, immunity to poisons and immunity to diseases.

Druid

0-Level

Flare: A burst of hot light is fired from the caster to one target, making it suffer a -1 penalty to attack rolls.

1st-Level

Camouflage: The caster's coloring changes to match the surroundings, gaining a +10 competence bonus to any Hide checks.

Magic Fang: This spell strengthens the caster's animal companion, giving it +1 to hit and +1 to damage.

2nd-Level

Blood Frenzy: The caster enters a rage similar to that of a Barbarian. The caster gains a +2 bonus to Strength and Constitution and a +1 bonus to Will saves, while suffering a -1 penalty to AC.

One With the Land: The caster forges a strong link with nature, gaining a +4 competence bonus to Animal Empathy, Hide, Move Silently and Set Trap skills.

3rd-Level

Greater Magic Fang: This spell strengthens the caster's animal companion, giving it +1 to hit and +1 to damage for every three levels of the caster (maximum of +5).

Healing Sting: Inflict 1d6 points of damage, +1 per caster level, to the living creature touched and gain an equal amount of Hit Points.

Infestation of Maggots: The caster infests one target with maggot-like creatures. They deal 1d4 points of temporary Constitution damage each round.

Quillfire: The caster throws poisonous quills at a target, doing 1d8 points of damage (+1 per 2 levels of the caster, to a maximum of +5), plus inflicting Scorpion Venom on the target.

Spike Growth: Covers the terrain with small spikes. Any creature suffers 1d4 points of damage each round that they remain within the afflicted area. These spikes can damage the victim's legs, so that even once they are free of the spike growth, their movement rate is slowed for a day.

4th-Level

Mass Camouflage: All allies in the area of effect gain a +10 bonus to their Hide skill.

5th-Level

Inferno: The caster causes a target to ignite into flame. Each round, the target will suffer 2d6 points of fire damage.

Owl's Insight: The target gains an enhancement bonus to Wisdom equal to half the caster's level.

Vine Mine: The caster creates sinuous vines, capable of performing one of three actions: entangle (as the spell); hamper movement (movement speed is halved); camouflage (add +4 competence bonus on Hide checks).

6th-Level

Crumble: This spell inflicts 1d6 points of damage per caster level to a selected Construct (to a maximum of 15d6).

Drown: The caster creates water in the lungs of a target creature. Any target failing its saving throw will take 90 percent of its HP in damage. Golems and other nonliving creatures cannot be drowned.

Stonehold: Creates a cloud that paralyzes any creatures inside of it, encasing them in stone for 1d6 rounds.

8th-Level

Bombardment: Rocks fall from the sky, causing 1d8 points of damage per caster level (to a maximum of 10d8) to all enemies in the area.

Sunburst: The caster directs a brilliant explosion that causes 1d6 points of damage per caster level (to a maximum of 25d6) to all undead. Non-undead creatures suffer only 6d6 points of damage.

Vampires are destroyed instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded permanently (the blindness can only be magically removed).

9th-Level

Earthquake: The caster causes a massive earthquake around himself, causing 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures in the area of effect. The caster is not affected by the earthquake.

Paladin

1st-Level

Bless Weapon: One melee weapon gains a +1 enhancement bonus and a 2d6 damage bonus vs. undead.

Deafening Clang: The caster empowers a weapon with a +1 attack bonus and a +3 sonic damage bonus. Also, the weapon gains the ability to deafen the creature that is struck with it.

Divine Favor: The caster gains a +1 bonus to attack and weapon damage rolls for every three caster levels (at least +1, to a maximum of +5).

Endure Elements: The target creature gains damage resistance 10/– against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

2nd-Level

Aura of Glory: The caster channels divine power to gain a +4 Charisma bonus. All allies near the caster gain a +4 bonus to their saving throws vs. fear.

4th-Level

Holy Sword: The paladin's melee weapon becomes a powerful Holy Avenger.

Ranger

1st-Level

Camouflage: The caster's coloring changes to match the surroundings, gaining a +10 competence bonus to any Hide checks.

Magic Fang: This spell strengthens the caster's animal companion, giving it +1 to hit and +1 to damage.

2nd-Level

One With the Land: The caster forges a strong link with nature, gaining a +4 competence bonus to Animal Empathy, Hide, Move Silently and Set Trap skills.

3rd-Level

Blade Thirst: One slashing weapon gains a +3 enhancement bonus.

Greater Magic Fang: This spell strengthens the caster's animal companion, giving it +1 to hit and +1 to damage for every three levels of the caster (maximum of +5).

4th-Level

Mass Camouflage: All allies in the area of effect gain a +10 bonus to their Hide skills.

Sorcerer/Wizard

0-Level

Acid Splash: The caster fires a small orb of acid at the target for 1d3 points of acid damage.

Electric Jolt: The caster does 1d3 points of electrical damage to a target.

Flare: A burst of hot light is fired from the caster to one target, making it suffer a -1 penalty to attack rolls.

1st-Level

Expeditious Retreat: The caster becomes 150% faster than their normal movement rate, allowing them to flee from dangerous encounters. This spell has no effect if the caster is already hasted.

Horizikaul's Boom: The target takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds.

Ice Dagger: The caster creates a dagger shaped piece of ice that flies toward the target and deals 1d4 points of cold damage per level (maximum of 5d4).

Iron Guts: The target gains a +4 circumstance bonus on Fortitude saves against all poisons.

Magic Weapon: Add a +1 enhancement bonus to one item.

Shelgarn's Persistent Blade: The caster summons a dagger that acts as a faithful and loyal servant.

Shield: The caster gains a +4 bonus to AC. As well, the caster is immune to the spell Magic Missile for the duration of the shield.

True Strike: Through magical intuition, the caster gains a +20 bonus to attack rolls.

2nd-Level

Balagarn's Iron Horn: The caster creates a deep, resonant vibration that shakes all creatures in the area of effect from their feet if they fail a strength check (as if the caster had a strength of 20). Every creature that falls will be knocked down for one round.

Cloud of Bewilderment: Enemies in the area of effect are stunned and blinded 1d6 rounds.

Combust: An eruption of flame causes 2d6 fire damage +1 point per caster level (maximum +10) with no saving throw to a target. Further, the creature must make a Reflex save or catch fire taking a further 1d6 points of damage. This will continue until the Reflex save is successful.

Continual Flame: This creates a magical flame that burns as bright as a torch until dispelled, on the target creature or item.

Death Armor: A magical aura surrounds the caster — injuring creatures that touch it. Any creature striking the caster takes 1d4 points of damage +1 point per two caster levels (maximum +5).

Flame Weapon: Sets a melee weapon aflame, granting 1d4 points of fire damage +1 per caster level to a maximum of +10. You can target a specific weapon or a creature with this spell.

Gedlee's Electric Loop: The caster creates a small stroke of lightening that cycles through all creatures in the area of effect. The spell deals 1d6 points of damage per two caster levels (maximum 5d6). Those who fail their Reflex saves must succeed at a Will save or be stunned for 1 round.

Stone Bones: The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

Tasha's Hideous Laughter: If the target fails his or her saving throw, the target will begin laughing hysterically and will be unable to defend themselves until the spell wears off. A creature whose racial type is different from the caster gains a +4 bonus on its saving throw, because humor doesn't "translate" well.

3rd-Level

Displacement: The target gains 50% concealment, through the caster's ability to emulate the natural abilities of the displacer beast.

Greater Magic Weapon: One weapon is gains a +1 enhancement bonus per three caster levels (maximum of +5).

Gust of Wind: This spell creates a blast of air that knocks down any creatures failing their saving throws. It is also powerful enough to disperse any area of effect effects (such as Cloudkill) that are in the path of the wind gust.

Keen Edge: The critical threat range of one weapon is extended.

Mestil's Acid Breath: The caster breathes forth a cone of acidic droplets that inflict 1d6 points of acid damage per caster level (maximum 10d6).

Scintillating Sphere: The caster unleashes a crackling electric projectile that explodes upon all within the area of effect for 1d6 points of electric damage per caster level, to a maximum of 10d6.

4th-Level

Isaac's Lesser Missile Storm: A number of energy missiles (one per caster level to a maximum of 10) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than missiles, only the closest targets will be damaged. If there are more missiles than creatures, one of the targets will be hit with multiple missiles. Each missile does 1d6 points of damage.

5th-Level

Ball Lightning: The caster creates a ball of lightning that strikes your target. The damage of the ball is 1d6 per level to a maximum of 15d6.

Bigby's Interposing Hand: A giant hand appears over the target, making it difficult for him to attack. He receives a -10 penalty to all attack rolls for the duration of the spell.

Firebrand: Masses of flame (one per caster level) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than balls of flame, only the closest targets will be damaged. If there are more balls of flame than creatures, the

excess balls of flame disappear. Each ball of flame explodes for 1d6 points of damage per caster level (to a maximum of 15d6).

Mestil's Acid Sheath: A shield of acid surrounds the caster — any creature striking the caster does normal damage, but at the same time the attacker takes 1d6 points +2 points per caster level of acid damage.

6th-Level

Bigby's Forceful Hand: A giant hand appears and attempts to stomp and knock down one target. The hand gains a +14 bonus on the strength check.

Isaac's Greater Missile Storm: A number of energy missiles (one per caster level to a maximum of 20) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than missiles, only the closest targets will be damaged. If there are more missiles than creatures, one of the targets will be hit with multiple missiles. Each missile does 2d6 points of damage.

Undeath to Death: This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

7th-Level

Bigby's Grasping Hand: A giant hand appears and attacks the target. If the hand hits and succeeds in a grapple check, the opponent is held for the duration of the spell.

Banishment: The caster is able to cause all summoned creatures, familiars, animal companions and Outsiders in the area of effect to be destroyed. A number of creatures equal to twice the caster's level in HD can be banished.

Great Thunderclap: The caster creates a loud noise equivalent to a peal of thunder and its accompanying shock wave. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for one round. Second, the creatures must make Fortitude saves or be deafened for one minute. Third, they must make Reflex saves or fall prone.

8th-Level

Bigby's Clenched Fist: A giant hand appears and attacks the target, once each round for the duration of the spell. Each hit causes 1d8+11 points of damage to the target and if they fail their saving throw they are stunned for that round as well.

Blackstaff: A targeted quarterstaff becomes a +4 weapon and casts dispel magic on any creature it strikes.

Greater Sanctuary: The caster becomes ethereal. No other creature can detect the caster. Attacking or performing a hostile action will dispel Greater Sanctuary.

Sunburst: The caster directs a brilliant explosion that causes 1d6 points of damage per caster level to all undead creatures, to a maximum of 25d6 (6d6 points of damage to creatures that are not undead). Vampires are destroyed instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded permanently (the blindness can only be magically removed).

9th-Level

Bigby's Crushing Hand: A giant hand appears and attacks the target. If it hits and succeeds in a grapple check, the target is held fast for the duration of the spell and suffers 2d6+12 points of damage each round.

Black Blade of Disaster: The caster creates a black blade-shaped planar rift, resembling a greatsword which fights at her side. The blade cannot be harmed by physical attacks, but it can be affected by dispel magic or similar effects. For the purpose of bypassing damage reduction, the sword is considered to be a +5 weapon.

Epic Spells

There is a layer of magic that only the most dedicated of spellcasters ever encounters, let alone understands. An epic bard, cleric, druid, pale master, sorcerer or wizard has the opportunity to learn and cast these epic spells.

These spells are not affected by armor casting penalties, nor can they be interrupted. Everyone can gain them as long as they meet the prerequisites (since they are neither arcane or divine).

How to Cast

Epic spells chosen show up on a separate "Epic Spell" submenu, located on the Radial Menu option "Spells."

Choosing Epic Spells

Epic spells appear for any spellcasting class once it attains "epic" level (11 for prestige classes, 21 for normal classes). These spells require a certain number of Spellcraft ranks in order to be learned.

Mummy Dust (Spellcraft 15): Summons one very powerful mummy.

Dragon Knight (Spellcraft 22): Summons a red dragon, bound to the character's will.

Greater Ruin (Spellcraft 25): Causes 35d6 points of damage to a single target.

Hellball (Spellcraft 32): This massive blast of energy causes 10d6 acid, 10d6 electrical, 10d6 fire and 10d6 sonic damage to all opponents in its blast area.

Epic Mage Armor (Spellcraft 26): The caster gains a +20 AC bonus. This spell is restricted to bards, sorcerers and wizards.

Epic Warding (Spellcraft 34): Grants damage reduction 50/+20 for 1 round per level. This spell is restricted to bards, sorcerers and wizards.

Items

There are several new weapons with varying qualities that you will come across during your adventures.

Grenade-like Weapons

Acid Flask: Flasks of acid, most often used by alchemists and engravers, can be useful weapons for an adventurer, particularly when faced with creatures that may be resistant to other attacks.

Alchemist's Fire Flask: These flasks contain a volatile mixture that bursts into flame upon contact with air.

Caltrops: Caltrops are small pyramid-shaped spikes designed so that no matter which way they fall, a sharp spike is always pointing up. They are often used to slow or hobble pursuit.

Choking Powder: Choking powder is a mix of irritating peppers and natural herbs that can temporarily incapacitate a target.

Holy Water Flask: Flasks of water blessed by a cleric of a good deity are valuable weapons against the undead.

Tanglefoot Bag: Tanglefoot bags are packed with stringy, sticky strands that burst from the bag on impact to snare a target.

Thunderstone: Thunderstones are multi-sided rocks coated with an alchemical formula that detonate with a deafening boom on contact with a hard surface.

Fire Bomb: Highly explosive. It explodes on impact, dealing 10d6 points of fire damage and it creates a firestorm in the area for five rounds.

Acid Bomb: Highly reactive acid bomb that explodes on impact, dealing 10d6 points of acid damage and it creates a acid fog effect in the area five rounds after the impact.

New Weapons

Dwarven Waraxe: With special training this axe may be used in one hand. It is one of the more common dwarven weapons.

Whip: The whip deals nominal damage but it gives the user access to the Disarm feat for free.

Both weapons are medium-sized, exotic weapons.

New Item Statistics Summary

Name	Cost	Damage	Critical	Weight	Type
Dwarven Waraxe	50 gp	1d10	x3	15	Slashing
Whip	1 gp	1d2	x2	3	Slashing

Powerful Magical Items

Some of *Neverwinter Nights'* more powerful magical items must be thoroughly studied to best learn their effects.

Holy Avenger: This is among the most powerful weapons that a paladin can find. It has a +5 Enhancement Bonus, does 1d6 additional points of Holy Damage and every time it hits an opponent it attempts to dispel their magical protections. Non-paladins who wield a Holy Avenger, find that it only acts as a +2 weapon for them.

Lich Lyrics: This powerful item is only useable by bards. Instead of singing their normal bard song, they can opt instead to sing the lyrics from this item — creating a large zone of destruction that can eradicate the bard's enemies.

Robes of Sequencing: These robes are capable of storing defensive spells — the more powerful the robe, the more spells it can store. Simply cast the spells you want the robe to store directly onto the robe itself. Then once per day you can quickly cast all those spells in sequence by activating the robes Sequencer ability.

Poisons

Any character is capable of poisoning a weapon. There is a chance however, that the character may accidentally poison himself on a failed dexterity check when coating the blade. The assassin and blackguard are capable of coating their weapons without any risk.

Spider Poison: 1d2 Strength Ability Score Damage

Giant Bee Poison: 1d2 Constitution Ability Score Damage

Centipede Poison: 1d2 Intelligence Ability Score Damage

The more powerful the poison, the harder it is to resist:

Weak: DC 16

Mild: DC 18

Average: DC 20

Strong: DC 22

Very Strong: DC 24

Deadly: DC 26

Item Crafting and Enhancing

There are two major ways in which item customization has been expanded in *Hordes of the Underdark* — Crafting and Enhancing.

Crafting

There are a variety of materials in the world that you can find*. These materials can be made into either weapon or armor components depending on their nature. Once an item is transformed into a component, it can be used with other components to make items such as daggers, armor, ammunition and so on.

Crafting requires a successful skill check against a DC dependent on the type of item to be created:

- **Craft Armor DC:** 10 + AC of the armor to be made
- **Craft Weapon DC:** Simple 11-13, Martial 13-15, Exotic 17-19

Additionally the crafter will spend 50% of the item value in GP on a successful craft attempt. Failing the crafting check will destroy any material involved, but will not incur any GP cost.

Craft Armor can also be used to modify armor appearance at certain locations.

Crafting does not enable the creation of magical items. This can be done to some extent with the item creation feats available to all spellcaster classes (see “Enhancing” on page 82).

* Materials for crafting can generally be found by bashing doors, chests and other objects. Material components only spawn-in once the object is destroyed and only when the person bashing the object has at least 5 ranks in a crafting skill. Characters with less than five ranks simply do not have enough skill to salvage any useful materials from the destroyed object.

Materials

Materials, once properly prepared, can be made into components. These components in turn can be combined via various crafting recipes to make weapons and armor.

Bolt of Cloth: Can be taken from piles of cloth, unused bedding or similar materials. Cloth can be cut apart to create woolen cloth pads or kept whole and used as sheets of woolen cloth.

Leather Hide: This is found on the bodies of animals. Once prepared it can be used to create leather patches, leather strings or the leather armor torso.

Elm Wood Plank: Can be recovered from armoires and other well-made furnishings. This flexible wood can be used for bow shafts and projectile shafts.

Oak Wood Plank: This durable wood is often used to build doors and chests. It can be used by a craftsperson to create one of the following: oaken shield body, oaken pole, oaken crossbow shelf or oaken weapon grip.

Large Bone: Found on the bodies of many undead creatures. It can be used to create a wand that can then be further enhanced with magical properties.

Bar of Iron: Can be recovered from doors and some golems. It can make either iron spikes, helmet pots, iron bands, iron hammer head, iron orb or iron chain.

Bar of Steel: Often used on especially elaborate or important doors. With skill, it can be transformed into a small steel blade, large steel blade, steel weapon hilt, steel axe head, steel shield body, steel plate armor chest or helmet pot.

Feathers: These are generally collected from birds, but can sometimes be purchased. They are used with projectile shafts to create arrows or bolts.

Large Components

These are modified by a smaller component to create another item. The list of these includes:

- Leather Armor Torso
- Wooden Pole
- Elmwood Bow Shaft
- Oaken Crossbow Shelf
- Oaken Weapon Grip
- Oaken Pole
- Oaken Shield Body
- Steel Plate Armor Chest

- Steel Chain Armor Tunic
- Steel Shield Body
- Steel Weapon Hilt
- Helmet Pot
- Projectile Shaft
- Woolen Cloth

Small Components

These are used on a larger component to craft the desired item. They include:

- Leather Patches
- Leather Strings
- Spikes
- Iron Chain
- Iron Rings
- Iron Bands
- Small Steel Blade
- Large Steel Blade
- Woolen Cloth Pads
- Iron Hammer Head

Crafting Recipes

What follows is a summary of some basic crafting recipes. There are many other recipes to discover as well!

Note: You can change the appearance of your weapons and armor by accessing the Craft skill from the “Special Abilities” Radial Menu option.

Armor

Leather or Hide Armor: Combine leather armor torso with woolen cloth pads.

Helmet: Take a helmet pot and attach feathers.

Shield: A shield base combined with iron bands.

Weapons

Arrows or Bolts: Feathers and projectile shafts.

Dagger: Combine an oak weapon hilt and a small steel blade.

Dwarven Waraxe: Forge a steel hilt and a steel axe head together.

Greatsword: Attach a long steel blade to a steel weapon hilt.

Handaxe: Attach an oak weapon hilt to a steel axe head.

Sling: Can be made directly from leather hide.

Example: To build a dagger you would first have to bash a wooden chest, so that it drops an oak plank. Then you would have to bash a steel door to give you a bar of steel. You would then craft the bar of steel into a small steel blade. The oak plank would be carved into an oaken hilt. Finally you would use the small steel blade on the oak hilt. A menu of choices will appear, the dagger among them. Select it and the dagger will be crafted — if you succeed in your craft check.

Enhancing

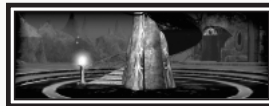
Another method of item modification is to use the various crafting related feats: Brew Potion, Craft Wand or Scribe Scroll. If you have these feats you are able to target specific spells on blank/empty versions of these items to enchant them. For example, any respectable wizard sells empty potion bottles. You could purchase an empty bottle and then cast Haste onto it to create a potion of Haste. Likewise, blank scrolls are also sold, while unenchanted wands can be carved out of bone using your Craft Weapon skill.

There are also rumors of weaponsmiths deep in the bowels of the Underdark capable of strengthening the magical enchantments of weapons that a character may already possess — raising the weapon's enchantment level, adding the ability for a weapon to spring into flame and even, if the rumors are true, grafting true intelligence into a weapon.

Toolset

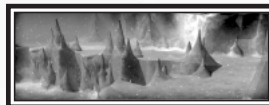
In addition to a new single-player adventure, *Hordes of the Underdark* features new content that you can use in constructing your own adventures.

Tilesets



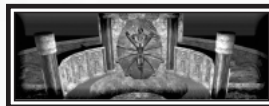
The Underdark

These are large caverns with height transitions, suitable for the Underdark or any other dark and creepy dungeon.



Frozen Wastes

This vast expanse of frozen land, with height transitions, can be used for any arctic locale.



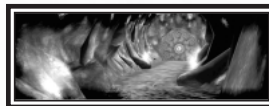
Drow Interior

The cruel drow and their pitiful slaves live within these dark tunnels and chambers.



Illithid Interior

These organic halls and chambers are home to the powerful mind flayers.



Beholder Caves

These are a series of tube-tunnels connecting to a few large chambers.

Aurora Toolset — New Wizards & Features

The Toolset also contains new features:

Robes: Armor items now have an additional Robe part that can be specified in the Item Properties dialog. If a robe is present, it replaces several existing parts, such as the torso and legs.

Wings and Tails: In the Creature Properties dialog, certain creature appearances, including all basic player character appearances, can have Wings and Tails attached to them.

Variable Initialization: It is now possible to initialize the scripting variables on object instances and blueprints by using the new Variables-editing dialog.

New Creature Wizard Engine: The under-the-hood workings of the Creature Wizard have been changed to create creatures that have better rules compliance and that use level-up packages similar to those that player characters can use.

Creature Levelup Wizard: Creatures that have already been created can be leveled up again using the Creature Wizard interface.

New Events: There are two new events available on the Module — OnPlayerEquip and OnPlayerUnequip, triggering whenever a player equips or unequips a weapon.

Hak Pak Conflicts Dialog: There is a new hak pak conflicts analysis dialog that is available from the Custom Content page of the Module Properties dialog. The Hak Pak Conflicts dialog allows the user to see what files are contained in which hak paks, which files are present in more than one hak pak and which files override existing resources.

Remember to check out Bioware's NWN Builder's page, located at <http://nwn.bioware.com/builders>, to learn more about the Aurora Toolset.

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Scripting Tips

Several interesting scripting subsystems have been added for *Hordes of the Underdark*. Please check out the *Neverwinter Nights* official web site for more details and online guides to these new features (<http://nwn.bioware.com>).

Here are just a few examples of what has been added:

Item Property Scripting: Item properties have been exposed to the scripting language. Check the AddItemproperty(...) function in the script editor for more information on this topic. The include file "x2_inc_itemprop" also holds various useful functions dealing with item properties.

New Item Property: There is a new Item Property called OnHitCastSpell, which can be added to weapons or armor and will trigger each time the weapon hits an opponent or the armor is being hit by an opponent. In addition to a selection of standard spells, a new spell called UniquePower (OnHit) has been added that can be attached to weapons or armor to cause the script "x2_s3_onhitcast" to fire. You can change this script to add "custom" spell effects to your weapons and armor.

Use Magic Device Skill Checks: If you attach the script "x2_mod_def_load" to the OnModuleLoad event handler for your module, rogues have to succeed a Use Magic Device skillcheck when attempting to use any scroll in your module, while playing with Hardcore or Difficult rule settings.

Custom Creature Behavior: You can now modify a creature's default behavior in a couple of ways, by just setting variables on the creature using the new toolset feature. A couple of those variables are:

- **X2_SPECIAL_COMBAT_AI_SCRIPT (string):** You can specify the name of a script in this variable that will be triggered instead of the default Neverwinter combat AI. Open the file x2_ai_demo in the script editor for more information on this topic
- **X2_L_BEH_MAGIC (integer):** The higher you set this variable on a creature (max: 100), the more likely it will use magic in combat.
- **X2_L_SPAWN_USE_AMBIENT (integer):** When set to TRUE, this will cause a creature to play ambient animations and random walk after spawning.
- **X2_L_SPAWN_USE_AMBIENT_IMMOBILE (integer):** When set to TRUE, this will cause a creature to play ambient animations after spawning.
- **X2_L_SPAWN_USE_STEALTH (integer):** When set to TRUE, this will cause a creature to enter stealth mode after spawning.

Advanced Options: If you are an experienced scripter, you may want to have a look at the file "x2_inc_switches", which holds several options to tweak the core scripting systems used in *Hordes of the Underdark*, including an option to intercept player spellcasting before the actual spell is cast.

Tables and Charts

Classes and Preferred Saving Throws

Class	High Saves	Low Saves
Arcane Archer	Fortitude, Reflex	Will
Assassin	Reflex	Fortitude, Will
Barbarian	Fortitude	Reflex, Will
Bard	Reflex, Will	Fortitude
Blackguard	Fortitude	Reflex, Will
Cleric	Fortitude, Will	Reflex
Champion of Torm	Fortitude, Reflex	Will
Dragon Disciple	Fortitude, Will	Reflex
Druid	Fortitude, Will	Reflex
Dwarven Defender	Fortitude, Will	Reflex
Fighter	Fortitude	Reflex, Will
Harper Scout	Reflex, Will	Fortitude
Monk	Fortitude, Reflex, Will	None
Paladin	Fortitude	Reflex, Will
Pale Master	Fortitude, Will	Reflex
Ranger	Fortitude	Reflex, Will
Rogue	Reflex	Fortitude, Will
Shadowdancer	Reflex	Fortitude, Will
Shifter	Fortitude, Reflex	Will
Sorcerer	Will	Fortitude, Reflex
Weapon Master	Reflex	Fortitude, Will
Wizard	Will	Fortitude, Will

Epic Level Advancement Table

Character Level	Epic Saves Bonus	Epic Attack Bonus	XP	Class Skill Max	Feats	Ability Increases
21	0	1	210,000	24	8th	
22	1	1	231,000	25		
23	1	2	253,000	26		
24	2	2	276,000	27	9th	6th
25	2	3	300,000	28		
26	3	3	325,000	29		
27	3	4	351,000	30	10th	
28	4	4	378,000	31		7th
29	4	5	406,000	32		
30	5	5	435,000	33	11th	
+1	*	*	+1,000 x currently level	+1	+1 per 3	+1 per 4

* *Epic Saves Bonus and Epic Attack Bonus continue past level 30 at a rate of +1 every 2 levels*

Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Arcane Archer	Assassin	Shadow- dancer	Black- guard	Harper Scout	Champion of Torm	Weapon Master	Dwarven Defender	Shifter	Pale Master	Dragon Disciple
Animal Emp	x	x	x	•	x	x	x	•	x	x	x	x	x	x	x	x	x	x	x	•	x	x
Concentration	c	•	•	•	•	•	•	•	c	•	•	c	c	c	•	c	c	c	c	•	•	•
Disable Trap	c	c	c	c	c	c	c	c	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Discipline	•	•	c	c	•	c	•	•	c	c	c	c	c	c	•	•	•	•	•	c	c	•
Heal	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Hide	c	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	c	c	•	•	c
Listen	•	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	•	•	•	•	•
Lore	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Move Silently	c	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	c	c	c	•	c
Open Lock	c	c	c	c	c	c	c	c	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Parry	•	•	•	•	•	•	•	•	•	c	c	c	c	c	•	c	•	c	c	c	c	•
Perform	x	•	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Persuade	c	•	•	•	c	•	•	c	•	c	c	c	c	•	•	•	c	c	c	•	•	•
Pick Pocket	c	•	c	c	c	c	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Search	c	c	c	c	c	c	c	•	•	c	c	c	•	•	c	c	c	c	c	c	c	•
Set Trap	c	c	c	c	c	c	c	•	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Spellcraft	c	•	•	•	c	c	c	c	c	•	•	c	c	c	c	c	c	c	c	c	•	•
Spot	c	c	c	c	c	c	c	•	•	c	c	•	•	•	c	c	•	•	•	•	c	•
Taunt, Diplomacy	•	•	c	c	c	c	•	c	c	c	c	c	c	c	•	c	c	c	c	c	c	c
Use Magic Device	x	•	x	x	x	x	x	x	•	x	x	x	•	x	x	x	x	x	x	x	x	x
Introduced in Shadows of Undrentide																						
Appraise	c	•	c	c	c	c	c	c	•	c	c	c	•	c	c	•	c	c	c	c	c	c
Tumble	c	•	c	c	c	•	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Craft Trap	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•
Introduced in Hordes of the Underdark																						
Bluff	c	•	c	c	c	c	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Intimidate	•	c	c	c	c	c	c	c	•	c	c	c	•	c	•	c	c	•	c	c	c	c
Craft Weapon	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•
Craft Armor	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•

Legend

• - Class Skill

c - Cross Class Skill

x - forbidden

Base Saves and Base Attacks for All Classes

Class Level	Base Saves Lower/Higher	Fighter, Barbarian, Paladin, Ranger, Arcane Archer, Blackguard, Dwarfven Defender, Weapon Master, Champion of Form	Cleric, Druid, Rogue, Bard, Monk, Assassin, Shadowdancer, Shifter, Dragon Disciple, Harper Scout	Wizard, Sorcerer, Pale Master	Experience Points Required	Class Skill Max	Ability Increases	Feats
		Base Attack	Base Attack					
1	+0/+2	+1	+0	+0	0	4		1st
2	+0/+3	+2	+1	+1	1,000	5		2nd
3	+1/+3	+3	+2	+1	3,000	6		
4	+1/+4	+4	+3	+2	6,000	7	1st	
5	+1/+4	+5	+3	+2	10,000	8		3rd
6	+2/+5	+6/+1	+4	+3	15,000	9		
7	+2/+5	+7/+2	+5	+3	21,000	10		
8	+2/+6	+8/+3	+6/+1	+4	28,000	11	2nd	
9	+3/+6	+9/+4	+6/+1	+4	36,000	12		4th
10	+3/+7	+10/+5	+7/+2	+5	45,000	13		
11	+3/+7	+11/+6/+1	+8/+3	+5	55,000	14		
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	66,000	15	3rd	5th
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	78,000	16		
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	91,000	17		
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	105,000	18		6th
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	120,000	19	4th	
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3	136,000	20		
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4	153,000	21		7th
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4	171,000	22		
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	190,000	23	5th	

SPELL ICONS



Acid Splash



Amplify



Aura of Glory



Balagarn's Iron Horn



Ball Lightning



Bane



Banishment



Battletide



Bigby's Clenched Fist



Bigby's Crushing Hand



Bigby's Forceful Hand



Bigby's Grasping Hand



Bigby's Interposing Hand



Black Blade of Disaster



Blackstaff



Blade Thirst



Bless Weapon



Blood Frenzy



Bombardment



Camouflage



Circle of Doom



Cloud of Bewilderment



Combust



Continual Flame



Crumble



Darkfire



Deafening Clang



Death Armor



Dirge



Displacement



Divine Favor



Dragon Knight



Drown



Earthquake



Electric Jolt



Endure Elements



Entropic Shield



Epic Mage Armor



Epic Warding



Expeditionous Retreat



Firebrand



Flame Weapon



Flare



Gedlee's Electric Loop



Glyph of Warding



Great Thunderclap



Greater Magic Fang



Greater Magic Weapon



Greater Ruin



Greater Sanctuary



Gust of Wind



Healing Sting



Hellball



Holy Sword



Horizikaul's Boom



Ice Dagger



Inferno



Infestation of Maggots



Inflict Critical Wounds



Inflict Light Wounds



Inflict Minor Wounds



Inflict Moderate Wounds



Inflict Serious Wounds



Iron Guts



Isaac's Greater Missile Storm



Isaac's Lesser Missile Storm



Keen Edge



Magic Fang



Magic Vestment



Magic Weapon



Mass Camouflage



Mestil's Acid Sheath



Monstrous Regeneration



Mummy Dust



One With the Land



Owl's Insight



Planar Ally



Quillfire



Scintillating Sphere



Shelgarn's Persistent Blade



Shield



Shield of Faith



Spike Growth



Stone Bones



Stonehold



Sunburst



Tasha's Hideous Laughter



True Strike



Undeath to Death



Undeath's Eternal Foe



Vine Mine



Wounding Whispers

Credits

BioWare

Art

Lead Artist

Sung Kim

Artists:

Alex Scott

Mike Leonard

Nolan Cunningham

Trent Oster

Animation

Larry Stevens

John Santos

Carman Cheung

Jim Jagger

Additional Art

Jono Lee

Tom Ohle

Audio

Audio Producer

Dave Chan

Audio Design and Implementation

Dave Chan

Steve Sim

Design

Lead Designer

Brent Knowles

Lead Writer

David Gaider

Designers

Brad Prince

Drew Karpyszyn

Georg Zoeller

Keith Warner

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Andrew "Colonel Bob" Nobbs

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James Ohlen

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Darcy Pajak

Product Director/ Producer

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Noel Borstad

Lead Tools programmer

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Craig Welburn

Derek Beland

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Caroline Livingstone
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Grant Wiens
Jana O'Connor
Jerry Firman
Jocelyn Ahl
John Ulyatt
Josh Dean
Keith James
Krista Nebloch
Leona Brausen
Mark Meer
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11

Robert Corness
Serena H. Clark
Shelton Shannon
Tim Koslo
Wes Borg

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www.jeremysoule.com

Cinematic

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Entertainment and Courtesy of
Rustmonkey

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