Neverwinter Nights Expansion Pack
Manual Interior Front Cover

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INTRODUCTION

Neverwinter Nights™ continues the epic role-playing game revolution with the *Shadows of Undrentide* expansion pack, featuring all-new prestige classes, monsters, weapons, feats, skills and spells! Engage in a brand new single-player adventure with more than 20 hours of gameplay. Dungeon masters can create richer experiences with three new tilesets, plus enhancements that bring even more depth to the originals. Construct the plot, set projectile traps and develop non-player character conversations with new Neverwinter Aurora Toolset Wizards.

What's Included in this Manual

This manual calls out 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 or the ***Dungeons & Dragons***® *Player's Handbook*, *Dungeon Master's Guide* or the *Monster Manual*, which are available at book and game stores.

The Story So Far

Deep within the frozen wilds of the Silver Marches, nestled on this frontier and far from the reach of the City of Neverwinter, resides the revered Master Drogan. Sharpened by decades of quests and exploits of lore, this dwarven mage imparts his wisdom to those students willing to challenge themselves.

The riddles of wisdom and tales of fierce monsters grow with every lesson, seemingly embellished by the anticipation of some type of initiation. What kernel of wisdom will you derive from the next enigmatic lesson? What daring adventures will you begin with your next quest?

THE GAME

The ReadMe File

The *Neverwinter Nights Shadows of Undrentide* 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 take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the *Neverwinter Nights* directory found on your hard drive (usually C:\NeverwinterNights\NWN\docs\SoUReadMe). 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*, then on the SoUReadMe file.

Setup and Installation

Start Windows® 98/Me/2000SP2/XP. Exit all other applications.

Note: You must have *Neverwinter Nights* installed on your computer in order to install and play *Shadows of Undrentide*.

Insert the *Shadows of Undrentide* CD-ROM game disc into your CD-ROM drive.

If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD drive is assigned to a letter other than D, substitute that letter.

Follow the remainder of the on-screen instructions to finish installing *Shadows of Undrentide*.

After installing the game you will be offered the choice to view the ReadMe and play the game.

Note: As with the original product, you must insert the *Neverwinter Nights* Play Disc into your CD-ROM drive in order to play the game.

System Requirements

Operating System:	Windows® 98/Me/2000SP2/XP
Processor:	Pentium® II 450 MHz or AMD K6-450 MHz (Pentium® III 800 MHz/Athlon 800 MHz recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	1.2 GB Free
CD-ROM Drive:	8X Speed
Video:	32 MB TNT2-class OpenGL 1.2-compliant video card (NVIDIA GeForce 2/ATI Radeon 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 8.1 or higher

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

Saving and Loading

Saving and loading while playing *Shadows of Undrentide* is exactly the same as saving and loading while playing *Neverwinter Nights*.

PLACES AND PEOPLE

Cities and Towns

Your journeys will take you through many lands of the *Forgotten Realms*, from the Sword Coast North to the Savage Frontier. Below are listed some of the more prominent cities and areas in the game.

The Silver Marches

The Marches is a vast region of northern wilderness more commonly called the Savage Frontier. It is home to a small number of large, well-defended cities and many smaller, but no less well-defended, towns and villages. Citizens of more "civilized" lands in the south consider it a wild land of barbarians and monsters. Those who call it home consider it a land of great promise and beauty, but even they do not deny the hazards posed by the harsh climate and countless monsters.

Hilltop

Hilltop is one of the "Free Towns" in the Silver Marches. Recently founded by ex-soldiers from the Zhentarim armies, the towns are looked upon with suspicion by neighbors familiar with Zhent's expansionist history. The inhabitants of the Free Towns maintain that they are happy to be rid of the yoke of Zhentarim control, and wish to make a new life for themselves. In addition to former Zhent soldiers, the Free Towns tend to attract folk who are drawn to the local "live and let live" attitude, and neighbors who don't ask too many questions.

Anauroch

Known as The Great Waste, this tremendous desert was the result of foul magics being leveled upon the lands of the Netheril, who dwelt above then-grassy plains in floating cities raised by magic. Now, few make it their home. Among them are the nomadic Bedine and the Zhentarim, who seek to forge a permanent trade route through the desert.

The Floating Cities of Netheril

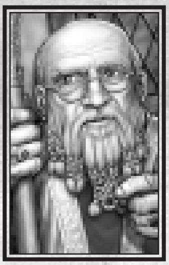
The mages of the ancient Netherese Empire worked spells far beyond the reach of the mages of these latter days. Perhaps chief among their creations was the mythallar, the wondrous magical device that enabled the Netherese to raise their fabled floating cities. High above Faerun, the floating cities were mighty citadels safe from virtually all enemies.

The cities were eventually brought low not by any outside force, but by the pride and folly of the Netherese archmage Karsus, who attempted to seize the power of the goddess of magic. He instead managed to shatter the mythallars, sending all the cities of Netheril plummeting to the ground.

The sands of the Anauroch desert swallowed the ruins, and Netheril passed into history, then into legend. Now only the bravest of explorers and adventurers dare to seek the lost cities, for the rewards granted by magical treasures hidden within are easily matched by the dangers of long-lost magic traps and the twisted creatures that lurk in the buried chambers.

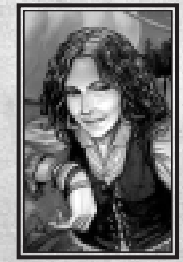
Characters in the Tale

Master Drogan



After a long career as adventurer and explorer, Drogan has retired and set up shop in the village of Hilltop as an instructor. He teaches lessons learned from years of close calls and narrow escapes to a group of young hopefuls who are anxious to start their own lives of adventure. Aside from his stories and lessons of adventure, Drogan speaks little of his past, though he exhibits all the hardened pragmatism typical of the northern Shield Dwarves.

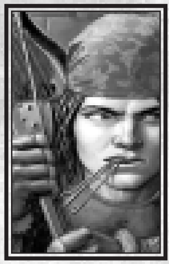
Katriana Dorovnia



One of the few non-Zhents allowed to traverse the Zhentarim's Black Road freely, Katriana is a halfling who has earned a reputation as a hard-nosed but fair bargainer. She's always looking for people who can help expand her trading company, either by dealing with it or by keeping it from harm as it travels through dangerous regions.

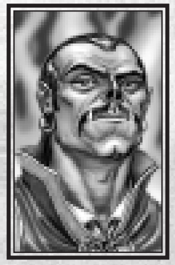
Adventurers

Dorna Trapspringer



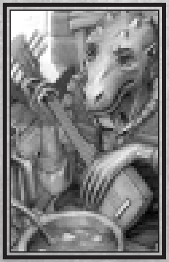
When she heard Drogan had established a school for adventurers and was taking on apprentices in Hilltop, Dorna was one of the first to arrive and apply. She traveled nearly 200 miles alone across the wilds of the Silver Marches from her clan home in the moutains, which many would consider proof enough that she needed no instruction in survival. Still, she seems convinced that she is destined to face even greater danger, and it's unlikely that she's wrong.

Xanos Messarmos



Born to the upper middle class of Chessenta, Xanos found his razor-sharp wit a strong counter to the barbs of his schoolmates in his youth. While no longer young, Xanos still has an acerbic nature, but now it masks his desire to fulfill the role of a true adventurer and gain renown throughout the Realms.

Deekin Scalesinger



Deekin is a rather remarkable member of the Dripping Fang clan of kobolds. Unlike other kobolds, Deekin aspires to something "bigger" than mining, marauding and looting. He aspires to be a skald, a noble northern bard of legend. His goal is to write a heroic saga that will rival any of the classics… his chief problem is that his fellow kobolds are anything but heroic. Deekin has recently decided that he'll have to look a little further afoot if he is going to find a hero befitting his saga.

FOES

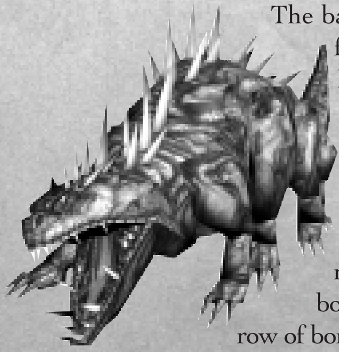
The creatures listed below are found in the wilds and dungeons around the *Forgotten Realms*. **Note:** You can immediately see how difficult a creature is to defeat by selecting the "Examine" option from the radial menu while playing.

Medusa

The medusa is a hateful, repulsive creature that turns living beings into stone with its gaze. It prizes art objects, fine jewelry, and wealth. A medusa is indistinguishable from a normal human at distances greater than 30 feet. Once the creature is clearly visible, its true nature is revealed. Its hideous face is crowned with a mass of writhing, hissing snakes instead of hair and its eyes glow a deep red. In contrast, its body is perfectly proportioned and exceptionally attractive, although scaly and earthen colored.

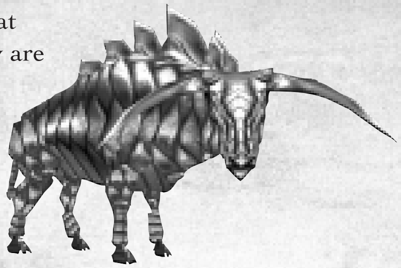
Medusas are found in nearly every climate. Some dwell in large cities, becoming active in the criminal underworld to gain what they desire.

Basilisk



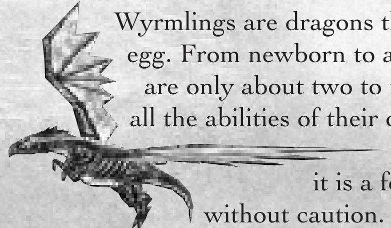
The basilisk is a reptilian monster that petrifies living creatures with a mere gaze. Fighting a basilisk requires either careful preparation or considerable good fortune. Basilisks are found in nearly every climate, and tend to build lairs in sheltered subterranean areas, such as caves and shallow burrows. A basilisk usually has a dull brown body with a yellowish underbelly. A single row of bony spines lines its back, and some specimens sport a short, curved horn atop the nose. An adult basilisk grows to about six feet long, not including its tail, which can reach an additional five to seven feet.

Gorgon



Gorgons are bull-like creatures that guard their territory fiercely. They are fond of rocky areas, especially underground labyrinths. A typical gorgon stands over six feet tall at the shoulder and measures eight feet from snout to tail. Although built like a bull, the gorgon is covered with metallic black scales and has silver horns. Its eyes burn red, giving the impression of two hot coals set beneath its heavy brow.

Wyrmlings



Wyrmlings are dragons that have just hatched from the egg. From newborn to about five years old, wyrmlings are only about two to five feet long. Wyrmlings have all the abilities of their older brothers and sisters, but are far less powerful. Nevertheless, it is a fool who approaches a wyrmling without caution.

Faerie Dragons and Pseudodragons

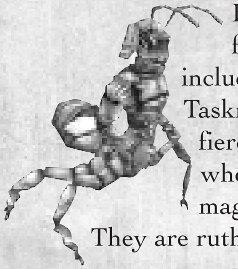
Pseudodragons are tiny, playful members of the dragon family, red-brown in color with fine scales, short horns and sharp teeth. While capable of delivering vicious bites, the pseudodragon's main weapon is its flexible tail, which is about two feet long and barbed.

Faerie dragons have emerald-green scales and brightly colored butterfly wings. Some faerie dragons and pseudodragons may seek humanoid companionship, and often serve as familiars to wizards.

Sphinx

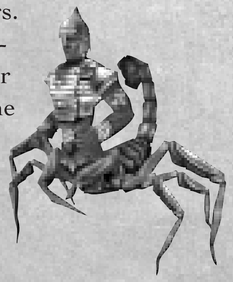
A sphinx is an enigmatic creature with great, feathery wings and the body of a lion. Often very intelligent, they constantly seek out challenges for their staggering intellects. Riddles, puzzles, and other such things delight them to no end.

Formians



Formians are dimensional travelers that come from a plane devoted to law. Their colonies include: Workers, who make up most of a population; Taskmasters, who drive the Workers; Soldiers, who fiercely protect the colony and queen; Mymarchs, who are intelligent enough to have learned to use magic; and the Queen, who leads the whole colony. They are ruthlessly expansionist, though not actually evil.

Stingers



Stingers are a warlike race of scorpion-centaurs. They have a complex society that seems incomprehensible to other races. They are known for divining the future through the vibrations of the earth. Witnesses have also seen them scuttle by in strange, aggressive "races" that have no clear purpose. Both male and female stingers fight in service to their chieftain, and even small tribes will contain a powerful shaman. Stingers live in twisting colonies dug out of the sand or rock.

PLAYER'S HANDBOOK

The *Shadows of Undrentide* is an adventure featuring all-new skills and feats with which your characters may grow, as well as five new prestige classes. For this reason, *Shadows of Undrentide* has been created as a campaign that works best starting with a new, 1st-level character. However, those who prefer to use a pre-existing character may do so.

Note: There are certain places in *Shadows of Undrentide* where you will not be able to rest as you could in the original game. Some dungeons or caves are not suitable for a character to lay his or her head down to recuperate, as they are damp, noisy, rocky, or too dangerous.

Note: In hardcore mode, petrification is permanent.

Prestige Classes

Shadows of Undrentide adds a new option for character development called prestige classes. Prestige classes are like regular classes, except that they have requirements that must be met before one can attain the class. These powerful classes grant characters unique new abilities unavailable to the base classes. Some classes may require a certain number of ranks in one or more skills, others may require the ability to cast arcane or divine spells.

Each class has a range of abilities that make it substantially different from the other classes. These abilities are an integral part of your character's class, and mastering them will aid you.

Arcane Archer

Master of the elven war bands, the arcane archer is a warrior skilled in using magic to supplement his combat prowess. Fighters, rangers, paladins and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may adopt this prestige class to add combat capabilities to their repertoires.

- **Hit Dice:** d8
- **Proficiencies:** All simple and martial weapons, light and medium armor, and shields
- **Skill Points:** 4 + Int. modifier

Requirements

To qualify as an arcane archer, a character must fulfill all of the following criteria:

- **Race:** Elf or half-elf
- **Base Attack Bonus:** +6
- **Feats:** Weapon Focus Longbow or Weapon Focus Shortbow, Point Blank Shot
- **Spellcasting:** Ability to cast arcane spells

Abilities

- **Enchant Arrow:** The arcane archer is able to shoot arrows with increased precision and damage. This ability is automatically applied to all arrows fired and increases with experience: +1 at 1st level; +2 at 3rd level; +3 at 5th level; +4 at 7th level; and +5 at 9th level.
- **Imbue Arrow:** Beginning at 2nd level, the arcane archer is able to shoot a fireball arrow three times a day.
- **Seeker Arrow:** At 4th level the arcane archer can fire one arrow per day that cannot miss. At 6th level he can fire two Seeker Arrows per day.
- **Hail of Arrows:** – At 8th level and beyond, the arcane archer is able to fire an arrow at each and every target within range.
- **Arrow of Death:** This ability, gained at the 10th level, allows the arcane archer to, once per day, fire an arrow that can instantly kill an opponent.

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. Rogues, monks and bards are ideal candidates for training as assassins.

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. These ruthless and avaricious killers have but one requirement other than a predisposition for evil and a penchant for stealth. They must kill another intelligent being for no other reason than pay.

- **Hit Dice:** d6
- **Proficiencies:** simple weapons, light armor
- **Skill Points:** 4 + Int. Modifier

Requirements

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

- **Alignment:** Any evil
- **Skills:** Hide 8 ranks, Move Silently 8 ranks

Abilities

- **Death Attack:** This special sneak attack has a chance of paralyzing the opponent. Death Attack damage increases with experience: +1d6 at 1st level; +2d6 at 3rd level; +3d6 at 5th level; +4d6 at 7th level; and +5d6 at 9th level.
- **Uncanny Dodge:** The assassin is able to avoid and deflect incoming attacks. At 2nd level, the assassin retains his or her dexterity bonus to armor class, even if flat-footed. At 5th level, the assassin gains a +1 to Reflex saving throws. At 10th level, the assassin gains a +2 to Reflex saving throws.
- **Spells:** At 2nd level, the assassin gains the ability to cast Ghostly Visage once per day. At 5th level, the assassin gains the ability to cast Darkness once per day. At 6th level, the assassin gains the ability to cast Invisibility once per day. At 9th level, the assassin gains the ability to cast Improved Invisibility once per day.
- **Poison Resist:** The assassin's expertise with deadly toxins gives the assassin an unnatural resistance to poisons of all types. This ability improves with experience: +1 Fortitude save vs. poison at 2nd level; +2 at 4th level; +3 at 6th level; +4 at 8th level; and +5 at 10th level.

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. No one class makes the best blackguard — all that is required is a willingness to serve the forces of darkness.

- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, all types of armor and shields
- **Skill Points:** 2 + Int Modifier

Requirements

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

- **Feats:** Hide 5 ranks
- **Skills:** Cleave
- **Alignment:** Any evil
- **Base Attack Bonus:** +6

Abilities

- **Smite Good:** Beginning at 2nd level, the blackguard adds Charisma modifier to attack roll vs. good.
- **Dark Blessing:** Beginning at 2nd level, the blackguard adds Charisma modifier to saving throws.
- **Turn Undead:** Beginning at 3rd level, the blackguard can make undead flee.
- **Create Undead:** Beginning at 3rd level, the blackguard can summon an undead ally.
- **Summon Fiend:** Beginning at 5th level, the blackguard can summon a fiendish ally.
- **Sneak Attack:** The blackguard gets a damage bonus that increases with experience: +1d6 at 4th level; +2d6 at 7th level; and +3d6 at 10th level.
- **Spells:** At 2nd level, the blackguard gains the ability to cast Bull's Strength once per day. At 6th level, the blackguard gains the ability to cast Inflict Serious Wounds once per day. At 7th level, the blackguard gains the ability to cast Contagion once per day. At 8th level, the blackguard gains the ability to cast Inflict Critical Wounds once per day.

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 arcane spells and many skills to help them in their duties of espionage, stealth and reporting information.

Many Harpers are bards, but by no means all. Ranger, rogue, sorcerer and wizard are common vocations for Harpers, as these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend upon a character's level in this or any other class. However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

The highest-ranked Harpers are called the High Harpers, and they are responsible for most of the long-term planning for the organization. The High Harpers are voted into their position by a secret ballot among the other High Harpers, with the criteria being experience, exceptional service, and discretion in implementing the Harpers' plans.

- **Hit Die:** d6
- **Proficiencies:** simple weapons, light armor
- **Skill Points:** 4 + Int modifier

Requirements

To qualify to become a Harper scout, a character must fulfill all of the following criteria:

- **Feats:** Alertness, Iron Will
- **Skills:** Search 4 ranks, Persuade 8 ranks, Lore 6 ranks, Discipline 4 ranks
- **Alignment:** Any non-evil

Abilities

- **Harper Knowledge:** Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper scout has bard levels, the character's Harper scout levels and bard levels stack for bardic knowledge.
- **Favored Enemy:** A Harper scout selects a favored enemy just as a ranger does. Upon reaching 4th level as a Harper scout, the bonus against the Harper scout's first favored enemy increases to +2, and she gains a new favored enemy at +1.

- **Deneir's Eye:** At 2nd level, the Harper scout gains a +2 holy bonus to saving throws against traps. This is a supernatural ability.
- **Tymora's Smile:** At 3rd level, once per day, the Harper scout or a target receives a +2 saving throw bonus on all saving throws for 5 turns. This is a supernatural ability.
- **Lliira's Heart:** At 4th level, the Harper scout gains a +2 holy bonus to saving throws against mind-affecting spells. This is a supernatural ability.
- **Spells:** These spells are cast as arcane spells, so they are subject to arcane spell failure if the Harper scout is wearing armor: At 2nd level, the Harper scout gains the ability to cast the spell Sleep once per day. At 3rd level, the Harper scout gains the ability to cast the spell Cat's Grace once per day. At 4th level, the Harper scout gains the ability to cast Eagle's Splendor once per day. At 5th level, the Harper scout gains the ability to cast the spell Invisibility once per day.
- **Craft Harper Item:** At 5th level, the Harper scout gains the ability to create two types of potions. The Harper scout can create one potion per day, either a Cat's Grace potion or Eagle's Splendor. To create either potion, the Harper scout must spend 60 gold and 5 experience points. These potions allow a Harper scout to better support her agents and allies.

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.

Rogues, bards and monks make excellent shadowdancers, but fighters, barbarians, rangers and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. 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.

- **Hit Dice:** d8
- **Proficiencies:** simple weapons, light armor
- **Skill Points:** 6 + Int modifier

Requirements

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

- **Skills:** Move Silently 8 ranks, Hide 10 ranks, Tumble 5 ranks
- **Feats:** Dodge, Mobility

Abilities

- **Hide in Plain Sight:** The shadowdancer is able to use the Hide skill even while being observed.
- **Shadow Daze:** Once per day, the shadowdancer may inflict an illusory daze upon a target. This daze lasts for five rounds.
- **Summon Shadow:** Once per day, the shadowdancer can summon a shadow. This shadow is extremely difficult to turn and becomes more powerful as the shadowdancer gains levels.
- **Shadow Evade:** Three times per day, the shadowdancer can call upon the shadows in the area to help conceal her. The shadowdancer gains a concealment bonus, damage reduction and an AC bonus that improves with experience.

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 clerk, 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. Likewise, for evil-aligned characters who perform good deeds.

New Skills

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

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

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 40).
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 you 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

Tumble

Characters with high tumbling are able to roll away from attacks during combat, postioning 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

New 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

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

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)
Use: Automatic. This feat may be selected multiple times, but the effects do not stack. It applies to a different school of magic in each case. This overlaps (does not stack with) the bonus from Spell Focus.

Greater Spell Penetration

A +4 bonus to caster level checks is granted to the character, when trying to beat a creature's spell resistance.

Type of Feat: General
Prerequisite: Spell Penetration
Use: Automatic. This overlaps (does not stack with) the bonus from Spell Penetration.

Improved Expertise

A character with this feat can make defensive attacks, gaining a +10 bonus to AC but receiving a −10 penalty to attack rolls.

Type of Feat: General
Prerequisite: Intelligence 13+, Expertise
Use: Combat mode

Improved Initiative

The character gains a +4 bonus to initiative.

Type of Feat: General
Prerequisite: None
Use: Automatic

Lingering Song

The effects of the bard's songs will last an additional five rounds.

Type of Feat: General
Prerequisite: Bardic Music
Use: Automatic

Luck of Heroes

Character gains a +1 bonus to all saving throws.

Type of Feat: General
Prerequisite: Can only be taken at 1st level
Use: Automatic

Rapid Reload

The character is able to reload so quickly that he gets the same number of attacks with any crossbow as he would get if he was using a normal bow.

Type of Feat: General
Prerequisite: Base attack bonus +2
Use: Automatic

Resist Disease

Charater gains a +4 bonus to Fortitude saving throws to resist the effects of disease.

Type of Feat: General
Prerequisite: None
Use: Automatic

Resist Poison

Character gains a +4 bonus to Fortitude saving throws against poison.

Type of Feat: General
Prerequisite: None
Use: Automatic

Resistance to Energy

Character gains +5 resistance against the chosen type of energy (first five points of damage of this type of energy is ignored).

Type of Feat: General
Prerequisite: Base Fortitude save bonus +8
Use: Automatic

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 +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

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

New Spells

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

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

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.

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

3rd-Level

Wounding Whispers: The caster is surrounded with whispers that injure any creature that hits the caster for 1d6 +1 per level points of sonic damage.

6th-Level

Dirge: The caster's song draws the energies of death and destruction. Any enemies in the area of effect suffer 2 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 1 point of damage. Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

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.

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, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

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.

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).

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

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, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

3rd-Level

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, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

Continual Flame: This creates a magical flame that burns as bright as a torch until dispelled.

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, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

5th-Level

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.

6th-Level

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

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 Santuary.

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

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

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

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.

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.

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).

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.

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.

4th-Level

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

5th-Level

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

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

6th-Level

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.

8th-Level

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).

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

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

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.

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).

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.

Ranger

1st-Level

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

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

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

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 Spells

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.

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.

1st-Level

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.

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.

2nd-Level

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.

Continual Flame: This creates a magical flame that burns like a torch until dispelled.

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.

3rd-Level

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.

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

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

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).

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 3d6 points of damage.

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.

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.

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).

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

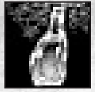
9th-Level

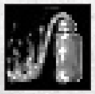
Bigby's Crushing Hand: A giant hand appears and attacks the target. If it hits and succeeds in a grapple check, the target is held fast for the duration of the spell and suffers 2d6+12 points of damage each round.

Weapons

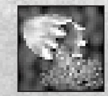
There are several new weapons with varying qualities that you will come across during your adventures.

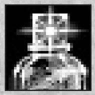
Grenade-like Weapons


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.

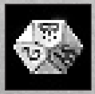

Alchemist's Fire Flask: These flasks contain a volatile mixture that bursts into flame upon contact with air.

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.

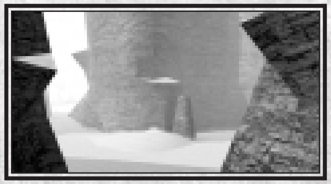

Thunderstone: Thunderstones are multi-sided rocks coated with an alchemical formula that detonate with a deafening boom on contact with a hard surface.

Toolset Additions

In addition to new single-player adventure, *The Shadows of Undrentide* contains new content that you can use to create your own adventures.

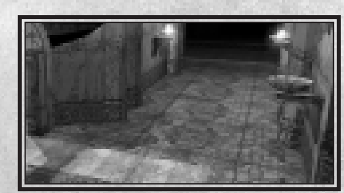
Tilesets

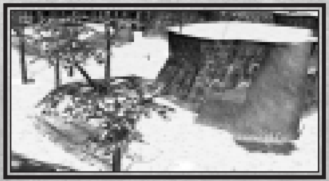
Three new tilesets have been added to the game:



Desert: A wind-swept barren waste, suitable for the Anauroch or any other desert land.

Ruins: The decaying ruins of a once-great city, including buildings, streets and plazas.





Rural Winter: A snow-covered version of the rural tileset for use in the frigid north.

Aurora Toolset — New Wizards & Features

The Toolset also contains new wizards and features:

Plot Wizard: This wizard helps create plots to use in a module or to share among other module creators. Input the cast of characters, the props used and the basic story in a point-by-point format, and the wizard will create all scripts and journal entries automatically. The plot can then be further customized using the toolset to create a truly immersive story.

Store Setup Wizard: This wizard makes setting up stores easy. Input simple data and the wizard does the rest.

Waypoint Walking: Setting up a path for a creature to walk has been streamlined. Simply select the creature and point out where it should walk.

Exporting and Importing: You can export multiple data types at once. You can also now make all the custom data in your module into one ERF file for sharing across modules.

SPELLS APPENDIX

Acid Splash

Amplify

Aura of Glory

Balagarn's Iron Horn

Bane

Banishment

Bigby's Clenched Fist

Bigby's Crushing Hand

Bigby's Forceful Hand

Bigby's Grasping Hand

Bigby's Interposing Hand

Blood Frenzy

Bombardment

Camouflage

Circle of Doom

Continual Flame

Dirge

Displacement

Divine Favor

Drown

Earthquake

Electric Jolt

Endure Elements

Entropic Shield

Etherealness

Expeditious Retreat

Firebrand

Flare

Greater Magic Fang

Gust of Wind

Inferno

Inflict Critical Wounds

Inflict Light Wounds

Inflict Minor Wounds

Inflict Moderate Wounds

Inflict Serious Wounds

Isaac's Greater Missile Storm

Isaac's Lesser Missile Storm

Magic Fang

Mass Camouflage

One With the Land

Owl's Insight

Planar Ally

Quillfire

Shield

Shield of Faith

Spike Growth

Sunburst

Tasha's Hideous Laughter

True Strike

Undeath's Eternal Foe

Wounding Whispers

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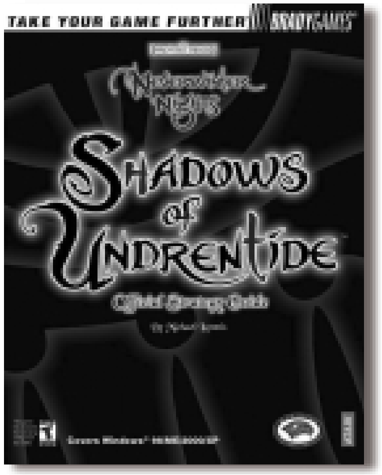

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