

NWN2 Toolset Guide

Volume II – Appendices

Edition 6.1

If you find any corrections or have suggestions, edits and additions that would improve this document, I would enjoy hearing from you. Please send me a friendly e-mail. Thank you for taking the time to look through this work, and I

hope you find it of some use.

—[Bob Hall](#)

September 1, 2013

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Creature Tags

Creature Tags

The following table lists the creatures in the base NWN2 Toolset. Highlighted rows show races with a CR rated one level higher in the Monster Manual (with a character class). The values in parentheses are the total number of different appearance variations, based on body types, head variations, hair variations and genders. Creatures in blue text do not have tintable body parts.

Name	Tag	CR	Class
Bat	c_bat	1/10	Animal 1
Bird	c_bird	1/10	Animal 1
Chicken	c_chicken	1/10	Animal 1
Cow	c_cow	1/10	Animal 1
Deer{female}	c_deerfemale	1/10	Animal 1
Rabbit	c_rabbit	1/10	Animal 1
Stag	c_deermale	1/10	Animal 1
Rat	c_rat	1/8	Animal 1
Cat	c_cat	1/4	Animal 1
Kobold	c_kobold	1/4	Humanoid 1
Pig	c_pig	1/4	Animal 2
Weasel	c_weasel	1/4	Animal 1
Dire Rat	c_ratdire	1/3	Beast 1
Fire Beetle	c_beetlefire	1/3	Vermin 1
Goblin	c_goblin	1/3	Humanoid 1
Skeleton (×2)	c_skeleton	1/3	Undead 1
Badger	c_badger	1/2	Animal 1
Orc	c_orc	1/2	Humanoid 1
Zombie (×5)	c_zombie	1/2	Undead 2
Batiri	c_batiri	1	Humanoid 1
Bladeling	c_bladeling	1	Fighter 1
Clockroach	c_clockroach	1	Construct 1
Deep Gnome (×360)	c_deepgnome	1	Fighter 1
Drow (×324)	c_drow	1	Fighter 1
Duergar (×280)	c_duergar	1	Fighter 1
Dwarf (×280)	c_dwarf	1	Fighter 1
Elf (×324)	c_elf	1	Fighter 1
Fire Newt	c_firenewt	1	Monstrous 2
Ghoul	c_ghoul	1	Undead 1
Githyanki female	c_githf	1	Fighter 1
Githyanki male	c_githm	1	Fighter 1

Name	Tag	CR	Class
Gnoll (×2)	c_gnoll	1	Humanoid 2
Hagspawn (×3)	c_hagspawn	1	Barbarian 3
Half-Elf	c_halfelf	1	Fighter 1
Half-Orc	c_halforc	1	Fighter 1
Halfling	c_halfling	1	Fighter 1
Human	c_human	1	Fighter 1
Homonoculus	c_homonoculus	1	Construct 2
Horse (×5)	c_horse	1	Animal 3
Lizardfolk	c_lizman	1	Humanoid 2
Lizardfolk Warrior	c_lizman_le	1	Humanoid 2
Skeleton Warrior	c_skeletonwarrior	1	Undead 3
Small Water Elem.	c_elmwatersmall	1	Elemental 2
Wolf	c_dogwolf	1	Beast 2
Boar	c_boar	2	Beast 3
Bombardier Beetle	c_beetlebomb	2	Vermin 2
Bugbear	c_bugbear	2	Humanoid 3
Celestial Leopard	c_celestial_leopard	2	Magic. Beast 3
Giant Spider	c_spidgiant	2	Vermin 4
Glow Spider	c_spidglow	2	Magic. Beast 6
Imp	c_imp	2	Outsider 3
Lizardfolk Shaman	c_lizmansh	2	Cleric 2
Panther	c_panther	2	Beast 3
Dire Badger	c_badgerdire	2	Beast 3
Snow Leopard	c_snowleopard	2	Beast 3
Wolverine	c_wolverine	2	Beast 3
Worg	c_worg	2	Magic. Beast 4
Air Elemental	c_elmair	3	Elemental 4
Deinonychus	c_deinonychus	3	Beast 4
Dire Wolf	c_dogwolfdire	3	Beast 6
Dryad	c_dryad	3	Fey 4
Earth Elemental	c_elmearth	3	Elemental 4
Fire Elemental	c_elmfire	3	Elemental 4
Ghast	c_ghast	3	Undead 4
Hell Hound	c_doghell	3	Outsider 3
Ice Mephit	c_impice	3	Outsider 3
Lizardman Chieftain	c_lizman_pf	3	Barbarian 2

Creature Tags

Name	Tag	CR	Class
Ogre	c_ogre	3	Giant 4
Orc Cleric	c_orccleric	3	Cleric 3
Shadow	c_shadow	3	Undead 3
Uthraki	c_uthraki	3	Monstrous 5
Water Elemental	c_elmwater	3	Elemental 4
Werewolf	c_werewolf	3	Shapechang. 3
Yuan-ti Pureblood	c_yuanti_pureblood	3	Monstrous 4
Blade Spider ¹	c_spidsword	4	Vermin 5
Brown Bear	c_bear	4	Beast 6
Celestial Wolf	c_celestialwolf	4	Magic. Beast 5
Dire Boar	c_boardire	4	Beast 7
Dire Wolverine	c_wolverinedire	4	Beast 5
Fire Mephit	c_impfire	4	Outsider 3
Gargoyle	c_gargoyle	4	Monstrous 4
Pixie	c_floatpixie	4	Fey 1
Stag Beetle	c_beetlestag	4	Vermin 4
Djinni	c_djinni	5	Outsider 7
Fiendish Mon. Spider	c_fiendish_spider	5	Magic Beast 7
Green Hag	c_greenhag	5	Monstrous 9
Large Water Elem.	c_elmwaterlarge	5	Elemental 8
Mummy	c_mummy	5	Undead 8
Orc Chieftain	c_orcchief	5	Barbarian 5
Phase Spider	c_spidphase	5	Magic. Beast 5
Shadow Mastiff	c_dogshado	5	Outsider 4
Sylph	c_sylph	5	Outsider 3
Troll	c_troll	5	Giant 6
Winter Wolf	c_dogwolfwin	5	Magic. Beast 6
Wraith	c_wraith	5	Undead 5
Annis	c_annis	6	Monstrous 7
Celestial Bear	c_celestialbear	6	Mag. Beast 8
Megaraptor	c_megaraptor	6	Beast 8
Sea Monster	c_seamonster	6	Animal 1
Shambling Mound	c_shamblingmound	6	Plant 8
Will-O'-Wisp	c_wisp	6	Aberration 9
Wyvern	c_wyvern	6	Dragon 7
Bone Spider	c_spidbone	7	Construct 8

Name	Tag	CR	Class
Dire Bear	c_beardire	7	Beast 12
Fiendish Dire Rat	c_fiendrat7	7	Magic. Beast 7
Huge Air Element.	c_elmairhuge	7	Elemental 16
Huge Earth Element.	c_elmearthhuge	7	Elemental 16
Huge Fire Element.	c_elmfirehuge	7	Elemental 16
Huge Water Element.	c_elmwaterhuge	7	Elemental 16
Mummy Lord	c_mummylord	7	Und 8, Clr 2
Shadow summ 1	c_shadow7	7	Undead 7
Succubus	c_succubus	7	Outsider 6
Mindflayer	c_mindflayer	7	Aberration 8
Umber Hulk	c_umber	7	Aberration 8
Vampire female	c_vampiref	7	Fighter 5
Vampire male	c_vampirem	7	Fighter 5
Yuan-ti Abomination	c_yuanti_abomination	7	Monstrous 9
Celestial Dire Bear	c_celestialdbear	8	Mag. Beast 12
Drowned	c_drowned	8	Undead 20
Erinyes	c_erinyes	8	Outsider 9
Greater Shadow	c_greater_shadow	8	Undead 9
Ogre Mage	c_ogremagi	8	Giant 5
Thayan Golem	c_thayangolem	8	Construct 7
Treant	c_treant	8	Plant 7
Yuan-ti Holy Guardian	c_yaunti_guardian	8	Monstrous 8
Fiendish Dire Rat	c_fiendrat9	9	Magic. Beast 9
Frost Giant	c_giantfrost	9	Giant 14
Greater Air Element.	c_elmairgreater	9	Elemental 20
Greater Earth Elem.	c_elmearthgreater	9	Elemental 20
Greater Fire Element.	c_elmfiregreater	9	Elemental 20
Greater Water Elem.	c_elmwatergreater	9	Elemental 20
Night Hag	c_night_hag	9	Outsider 8
Shadow summ 2	c_shadow9	9	Undead 9
Clay Golem	c_claygolem	10	Construct 11
Fire Giant	c_giantfire	10	Giant 15
Skeleton BG 7	c_skeleton 7	10	Fighter 10
Dread Wraith	c_dreadwraith	11	Undead 16
Elder Air Element.	c_elmairelder	11	Elemental 20
Elder Earth Elem.	c_elmearthelder	11	Elemental 20
Elder Fire Element.	c_elmfireelder	11	Elemental 20

¹ Categorized under Constructs.

Creature Tags

Name	Tag	CR	Class
Elder Water Elem.	c_elmwaterelder	11	Elemental 20
Elite Vampire	c_vampireelite	11	Undead 9
Hezrou	c_hezrou	11	Outsider 10
Imaskari Golem	c_stonegolem	11	Construct 14
Mord's Sword	c_msword	12	Fighter 12
Blade Golem	c_bladegol	13	Construct 16
Iron Golem	c_irongol	13	Construct 18
Lich	c_lich	13	Wizard 11
Fell Troll	c_felltroll	14	Giant 16
Bronze Dragon	c_bronzedragon	15	Dragon 21
Skeleton BG 9	c_skeleton9	15	Fighter 15
Blue Dragon	c_bluedragon	16	Dragon 24
Horned Devil	c_devilhorn	16	Outsider 15

Name	Tag	CR	Class
Nightwalker	c_night	16	Undead 20
Planetar	c_planetar	16	Outsider 14
Shadow Reaver	c_reaver	17	Wizard 17
Black Dragon	c_blackdragon	19	Dragon 20
Balor	c_balor	20	Outsider 20
Pit Fiend	c_fiend	20	Outsider 18
Red Dragon	c_reddragon	20	Dragon 20
Solar	c_solar	23	Outsider 20
Death Knight	c_deathknight	25	Ftr 10, BG 10
Orglash	c_orglash	25	Elemental 20
Demilich	c_demilich	29	Wizard 21
Ravenous Incarnat.	c_ravenousinc	30	Fighter 30

Mundane Gear Resource References

Mundane Gear Resource References

These items do not have significant magical properties and are not crafted. Highlighted entries have a tag name that is different from the resource reference.

Name	Resource Reference
Armor	
Adventurer's Outfit	nw_cloth004
Banded Mail	nw_aarcl011
Breastplate	nw_aarcl010
Chain Shirt	nw_aarcl012
Chainmail	nw_aarcl004
Chainmail cleric	nw_armor_cleric
Chainmail greycloak	nw_armor_greycloak
Full Plate	nw_aarcl007
Greycloak Armor basic	grey_basic
Greycloak Armor decent	grey_decent
Greycloak Armor good	grey_good
Greycloak Armor best	grey_best
Half Plate	nw_aarcl006
Hide Armor	nw_aarcl008
Hide Armor barbarian	nw_armor_barb
Kana's Armor	n2_armor_kana
Leather Armor	nw_aarcl001
Leather Armor druid	nw_armor_druid
Leather Armor rogue	nw_armor_rogue
Leather Armor swachbuckler	nx2_armor_swash
Leather Armor warlock	nw_armor_warlock
Padded Armor	nw_aarcl009
Rashemi Berserker Chainmail	nx1_berserker_chain
Scale Mail	nw_aarcl003
Scale Mail fighter	nw_armor_fighter
Scale Mail paladin	nw_armor_paladin
Studded Leather Armor	nw_aarcl002
Woodsman Outfit	nw_cloth001
Boots	
Chain Boots	boots_chain
Chain Boots greycloak	nw_boots_greycloak

Name	Resource Reference
Hide Boots	boots_hide
Leather Boots	boots_leather
Plate Boots	n2_boots_plate
Scale Boots	boots_scale
Scale Boots paladin	paladinboots
Clothing	
Adept's Tunic	nw_cloth027
Assassin's Garb	nw_cloth017
Barbarian's Outfit	nw_cloth015
Bard's Tunic	nw_cloth021
Cleric's Outfit	nw_cloth007
Cleric's Robe	x2_cloth008
Commoner's Outfit	nw_cloth022
Commoner's Tunic	nw_cloth024
Conjurer's Robe	nw_cloth012
Gladiator's Outfit	nw_cloth011
Illusionist's Robe	nw_cloth020
Jester Outfit	nw_cloth014
Militia Outfit	nw_cloth019
Monk's Outfit	nw_cloth016
Necromancer's Robe	nw_cloth026
Noble Guardsman Tunic	nw_cloth018
Noble's Tunic	nw_cloth028
Paladin's Tunic	nw_cloth010
Performer's Outfit	nw_cloth002
Plain Shirt cleric	shirt_monk
...	
Plain Shirt sorcerer	shirt_druid
Sorcerer's Robe	nw_cloth008
Squire's Tunic	nw_cloth013
Urchin Rags	nw_cloth009
Vagabond Rags	nw_cloth023
Veteran's Outfit	nw_cloth006
Warlock's Outfit	nw_cloth029
Warrior's Tunic	nw_cloth025

Mundane Gear Resource References

Name	Resource Reference
Wizard's Robe	nw_cloth005
Gloves	
Chain Gloves	gloves_chain
Hide Gloves	gloves_hide
Leather Gloves	gloves_leather
Scale Gloves	gloves_scale
Helms	
Chain Helm	helm_chain
City Watch Helm	n2_it_arhelmcw
Fighter Helmet	x2_it_arhelm03
Horse Hair Helmet	nw_arhe004
Laborer's Shade	n2_helm_laborer
Leather Helm	helm_leather
Paladin Helmet	x2_it_arheml01
Pot Helmet	nw_arhe001
Royal Guard Helmet	n2_it_arhelmroyal
Scale Helm	helm_scale
Spike Helmet	nw_arhe002
Stag Helmet	nw_arhe005
Winged Helmet	nw_arhe003
Kits	
Healer's Kit +1	nw_it_medkit001
Healer's Kit +3	nw_it_medkit002
Healer's Kit +6	nw_it_medkit003
Healer's Kit +10	nw_it_medkit004
Thieves' Tools +1	nw_it_picks001
Thieves' Tools +3	nw_it_picks002
Thieves' Tools +6	nw_it_picks003
Thieves' Tools +10	nw_it_picks004
Munitions	
Arrow	nw_wamar001
Bolt	nw_wambo001
Bullet	nw_wambu001
Dart	nw_wthdt001
Shuriken	nw_wthsh001
Throwing Axe	nw_wthax001
Odds & Ends	

Name	Resource Reference
Ale	nw_it_mption021
Broken Item	n2_it_brokenitem
Drum	n2_it_drum
Empty Ale Stein	nw_it_thnmisc002
Empty Bottle	nw_it_thnmisc001
Empty Spirits Bottle	nw_it_thnmisc003
Empty Wine Bottle	nw_it_thnmisc004
Flute	n2_it_flute
Gold Piece	nw_it_gold001
Lute	n2_it_lute
Rags	nw_it_msmlmisc21
Spirits	nw_it_mption022
Spoon	n2_it_spoon
Stein	n2_it_stein
Torch	nw_it_torch001
Wine	nw_it_mption023
Shields	
Heavy Shield	nw_ashlw001
Light Shield	nw_ashsw001
Tower Shield	nw_ashto001
Weapons	
Bastard Sword	nw_wswbs001
Battleaxe	nw_waxbt001
Club	nw_wbcl001
Dagger	nw_wswdg001
Dwarven Waraxe	x2_wdwraxe001
Falchion	n2_wswfl001
Flail	nw_wbfl001
Greataxe	nw_waxgr001
Greatsword	nw_wswgs001
Halberd	nw_wplhb001
Handaxe	nw_waxhn001
Heavy Crossbow	nw_wbwXH001
Kama	nw_wspka001
Katana	nw_wswka001
Kukri	nw_wspku001
Light Crossbow	nw_wbwXl001

Mundane Gear Resource References

Name	Resource Reference
Light Hammer	nw_wblhl001
Longbow	nw_wbwln001
Longsword	nw_wswls001
Mace	nw_wblml001
Morningstar	nw_wblms001
Quarterstaff	nw_wdbqs001
Rapier	nw_wswrp001
Scimitar	nw_wswsc001

Name	Resource Reference
Scythe	nw_wplsc001
Short Sword	nw_wswss001
Shortbow	nw_wbwsh001
Sickle	nw_wspsc001
Sling	nw_wbwsl001
Spear	nw_wplss001
Warhammer	nw_wblhw001
Warmace	nw_wdbma001

Named Items.

Named Items.

The following lists give a quick, compact summary of the named magic items that are available with the toolset. Since item properties or costs are not visible in an inventory list, this list can be useful for picking appropriate items.

Within the toolset, the main categories of magic items are Armor, Miscellaneous and Weapons. The 'k' value in parentheses is the approximate cost rounded to the nearest 1,000 gp (or 100 gp when below 1,000). Bonus feats and skills are capitalized, while spells are in *italics*.

The following abbreviations are used: AC = armor class, Cha = charisma, Con = constitution, Dex = dexterity, dmg = damage, DR = damage resistance, enhance = magical enhancement, Int = intelligence, lgt = light effect, LN/TN/CN = lawful/true/chaotic neutral, regen = regeneration, SR = spell resistance, Str = strength, SV = saving throw, wgt = weight, Wis = wisdom and wiz = wizard.

The item names are color coded based upon their value range according to the following table:

Level	Value	Color
1-5	0-2k	Gray
6-10	3-8k	Blue
11-15	9-30k	Green
16-20	31-125k	Orange
21-25	126-500k	Red
26+	501k+	Violet

Some or all of the items shaded with a pale yellow background can be crafted using recipes from the appropriate [recipe book](#).

Armor

These items are found under the armor category. Armor or shields with a magic AC bonus but no additional benefits costs an additional 1,000 gp times the square of the AC bonus. Thus +4 armor costs an additional 16,000 gp. In a store these will appear under the Armor tab.

Boots

There are no magical boots in this item category. Instead, see Miscellaneous-Clothing-Boots below.

Clothing

These items use the Armor base item type with an armor type of Cloth.

Robes of the Shining Hand +X (0.8/4/8/15/24k) +X AC. Suffer -1 Listen. For monk.

Adventurer's Robe (2k) DR 5. (For sorcerer or wiz.)

Robe of Light (0.2k) 15m lgt.

Robes of the Old Order (2k) DR 5. For monk.

Mage's Battle Robe (5k) +2 Concentration; +2 Spellcraft; SR 10; 10m lgt. For sorcerer or wiz.

Robe of Acid Resistance (3k) DR acid 15.

Robe of Blending (4k) +15 Hide.

Robe of Cold Resistance (4k) DR cold 15.

Robe of Electrical Resistance (5k) DR electric 15.

Robe of Fire Resistance (6k) DR fire 15.

Arcane Scholar Robe (15k) +2 AC; Spell Penetration; Combat Casting; +10 Concentration. For arcane scholar.

Dragon Disciple's Robe (27k) +2 AC; bard 2+3 slots; sorcerer 3 slot; wiz 3 slot. For red dragon disciple.

Greater Battle Robe (21k) +2 AC vs. evil; +3 Concentration, +3 Spellcraft; SR 14; 10m lgt. For sorcerer or wiz.

Improved Robes of the Old Order (12k) +2 AC; DR 5. For monk.

Master Adventurer's Robe (9k) DR 10; For sorcerer or wiz.

Palemaster's Robe (22k) +2 AC; Arcane Defense; Spell Penetration. For pale master.

Red Wizard Garb (28k) +3 AC; SR 10; wiz 3 slot. For red wiz.

Red Wizard Robes (13k) +2 AC; +1 SV all; +5 Concentration. For human red wiz.

Robe of Energy (16k) Immune to *magic missile*; *magic missile* (9) 1/day; +7 Concentration; 15m lgt. For sorcerer or wiz.

Robe of Scintillating Colors (20k) *daze* unlimited uses; *displacement* (9) 1/day; 10m lgt.

Robes of the Dark Moon (12k) *haste* (5) 1/day. Suffer Concentration -1. For monk.

Safiya's Disguise (11k) +3 AC; +3 Concentration. For human red wiz.

Vest of Escape (20k) Freedom of Movement; +4 Open Lock.

Black Robe of the Archmagi (68k) +5 AC; Spell Penetration; +1

Armor

SV all; SR 10. For evil sorcerer or wiz.

Duelist Garb (36k) +3 AC; Power Attack; *haste* 2/day. For duelist.

Greater Robe of Eyes (75k) +10 Search; +10 Spot; True Seeing.

Gray Robe of the Archmagi (68k) +5 AC; Spell Penetration; +1 SV all; SR 10. For LN/TN/CN sorcerer or wiz.

Invisible Blade Tunic (66k) +3 AC; +4 Int; Power Attack. For invisible blade.

Lesser Robe of Eyes (46k) Darkvision; *true seeing* 1/day; +10 Search; +10 Spot.

Robe of Laroch (48k) +1 AC; Spell Focus (Abj, Con, Ench, Evoc, Ill and Necro); SR 10. For sorcerer or wiz.

Robes of the Sacred Fist (104k) +3 AC; Knockdown; +3 regen. For sacred fist.

Safiya's Robes (40k) +3 AC; +2 SV all; +8 Concentration. For human red wiz.

White Robe of the Archmagi (68k) +5 AC; Spell Penetration; +1 SV all; SR 10. For good sorcerer or wiz.

Binder's Robes (226k) +8 AC; bard 6 slot; sorcerer 7 slot; wiz 7 slot; *polymorph self* (7) 2/day.

Dread Wraps (340k) +10 AC; DR 15; immune to sneak attack or paralysis. Suffer: +50% fire dmg; -8 SV disease; -2 to Con.

Skin of Shadow (276k) +5 AC; SR 24; *shadow shield* (13) 3/day.

Will of the Wychlaran (300k) +7 AC; bard 6 slot; sorcerer 6 slot; wiz 6 slot; +10 Spellcraft; SR 18.

Robe of the Archmagi (584k) +5 AC; sorcerer 5+6+7 slots; wiz 5+6+7 slots; Spell Penetration; +3 SV all; SR 20. For sorcerer or wiz.

Gloves

There are no magical gloves in this item category. Instead, see Miscellaneous-Clothing-Gauntlets below.

Heavy Armor

These items use the Armor base item type with an armor type of Banded Mail, Full Plate or Half-Plate.

Banded Mail +X (1/4/9/15/24) +X AC.

Full Plate +X (2/5/10/17/26) +X AC.

Half Plate +X (1/4/9/16/25) +X AC.

Darksteel Banded Mail (0.8k) banded mail; DR acid 5.

Darksteel Full Plate (2k) full plate; DR acid 5.

Darksteel Half Plate (1k) half-plate; DR acid 5.

Royal Guard Armor (1.5k) full plate.

Sir Grayson's Full Plate (1.5k) .

Armor of Comfort (7k) banded mail; +2 AC; 20% wgt; +2 Heal.

Scales of Truth +1 (7k) banded mail; +1 AC; *see invisibility* (3)

1/day; +1 Fort.

Adamantine Banded Mail (15k) DR 3.

Adamantine Full Plate (16k) DR 3.

Adamantine Field Plate (16k) DR 3.

Armor of the Divine Champion (16k) half-plate; +3 AC; *protection from alignment* (5) 1/day; *cure light wounds* (5) 2/day. For divine champion.

Blackguard's Plate (16k) full plate; +2 AC; *protection from alignment* (5) 2/day; *inflict light wounds* (5) 1/day. For blackguard.

Delver's Armor (19k) half-plate; +2 AC; +2 SV all.

Dwarven Defender Plate (26k) half-plate; +3 AC; +2 Str; +10 hp. For dwarven defenders.

Elven Ceremonial Armor (17k) full plate; +1 AC; Spell Focus (Conj, Div, Ench and Evoc).

Gnomish Magnetic Armor (9k) half-plate; +1 AC; SR 12.

Mithral Banded Mail (9k).

Mithral Full Plate (11k).

Mithral Half Plate (10k).

Scales of Truth +3 (26k) banded mail; +3 AC; *see invisibility* (3) 2/day; +2 Fort.

Silverbone Armor +2 (20k) half-plate; +2 AC; DR 15.

Umbur Hulk Hide Half Plate (22k) half-plate; +2 AC; immune to mind-affect spells.

Warpriest Half Plate (28k) half-plate; +2 AC; Extra Turning, +2 Constitution. For warpriest.

Wyvern Hide Full Plate (17k) full plate; +2 AC; 80% wgt; +4 SV poison.

Wyvern Hide Half Plate (16k) half-plate; +2 AC; 80% wgt; +4 SV poison.

Armor of Faith (79k) banded mail; +5 AC; +8 AC vs. evil. For paladin or divine champion.

Armor of Freedom (49k) full plate; +3 AC; Freedom of Movement.

Balduran's Armor (48k) half-plate; +2 AC; +1 regen; +3 Charisma.

Blue Dragon Armor (53k) full plate; +4 AC; 80% wgt; DR electric 20.

Copper Dragon Armor (32k) full plate; +3 AC; 60% wgt; DR acid 20.

Enkidu's Armor (44k) full plate; +1 AC; DR pierce, slash 5.

Laeral's Storm Armor (29k) full plate; +2 AC; DR electric, fire 10.

Rainbow Armor (42k) banded mail; +1 AC; DR cold, electric and fire 10.

Red Dragon Armor (74k) full plate; +5 AC; 80% wgt; DR fire 20.

Armor

Red Dragon Hide Half Armor (43k) half-plate; +3 AC; 80% wgt; DR fire 20.

Storm Armor of the Earth's Children (33k) full plate; AC =1; DR cold, electric and fire 10. For dwarf, gnome or halfling.

White Dragon Armor (34k) banded Mail; +3 AC; 80% wgt; DR cold 20.

Whitebone Armor +2 (40k) half-plate; +2 AC; DR bludgeon 10.

Blessings of Bhalla (226k) full plate; +7 AC; *aura vs. alignment* (15) 2/day; immune to level/ability drain.

Deep Guardian's Plate (126k) half-plate; +5 AC; SR 18; immune to paralysis.

Grasp of Earth (169k) banded mail; +6 AC; *stoneskin* (11) 2/day; *stonehold* (11) 1/day; DR fire 10. Suffer +25% sonic dmg.

Greater Storm Armor of the Earth's Children (140k) full plate; +7 AC; DR electric/fire 15. For dwarf, gnome or halfling.

Thayan Knight Halfplate (150k) half-plate; +8 AC; +5 Ref; +8 Intimidate. Suffer SV -5 Will; -5 Diplomacy.

Sey'ryu's Scales (833k) full plate; +1 AC; *chain lightning* (20) 3/day; 75% electric immunity.

Helmet

These items use the Helmet base item type.

Headband of Intellect +2/4/6/8 (4/18/40/71k) +2/4/6/8 Int.

Finch's Fine Chapeau (2k) +4 Diplomacy; +4 Bluff; +2 Perform; +2 Sleight of Hand.

Headband of the Binder (1k) +4 Lore; +4 Spellcraft.

Noble's Cap (1k) +1 Cha.

Adamantine Helmet (4k) +2 AC; +1 Concentration.

Mask of Persuasion (3k) +1 Cha; +1 Concentration; +3 Diplomacy; 10m lgt.

Shukenja Helm (5k) sorcerer 0+1+2+3 slots; +1 Concentration.

Thieves' Hood (6k) Immune to knockdown and poison; +1 Concentration; +2 Open Lock; +2 Search. Rogue only.

Golden Circlet (25k) Immunity to mind-affect spells; +1 Will; +1 Concentration; SR 10.

Greater Mask of Persuasion (10k) +2 Cha; +1 Concentration; +5 Diplomacy; 10m lgt.

Major Circlet of Blasting (29k) *searing light* (5) 2/day.

Mask of the Betrayer – NX1 (20k) immunity to death magic and level/ability drain.

Minor Circlet of Blasting (12k) *searing light* (5) 1/day.

Moonstone Mask (9k) +1 Concentration; +5 Listen; +5 Search; +5 Spot.

Thayvian Circlet (11k) +2 Int; +1 SV all; +1 Concentration.

The Laurel Crown (25k) +1 AC; bard 3+4+5 slots; +4 Perform. For bard.

Watchman's Helm (11k) +8 Listen; +8 Search; +8 Spot; 10m lgt.

Beholder Crown (84k) *finger of death* (13) 1/day; *flesh to stone* (5) 1/day; 5m lgt.

Chromatic Crown (120k) DR acid, cold, electric and fire 15; +5 SV poison.

Cowl of Warding (46k) Freedom of Movement; immune to mind-affect spells.

Deathless Diadem (97k) Immunity to death magic; 75% immunity to negative energy. Suffer +25% dmg from positive energy.

Finch's Finest Hat (60k) +2 Dex; +2 Cha; +8 Bluff; +8 Diplomacy; +6 Perform; +6 Sleight of Hand.

Helm of Brilliance (36k) *fireball* (10) 2 charges/use; *prismatic spray* (13) 5 charges/use; *wall of fire* (9) 3 charges/use; *greater fireburst* 2 charges/use; DR fire 20; 10m lgt.

Helm of Darkness (77k) *darkness* (3) 1 charge/use; DR cold 20; immune to death magic, fear and *darkness*.

Helm of the Stranger (42k) *cone of cold* (9) 5 charges/use; *ice storm* (9) 4 charges/use; *ray of frost* (1) unlimited; DR fire 30; 15m lgt. Suffer +50% cold dmg.

Ice Troll Helmet (67k) +2 AC; +15 hp; DR bludgeon 10; +3 Will. Suffer -3 Reflex.

Lichskull (47k) +12 Concentration; +12 Spellcraft; SR 18. Suffer -2 Cha. For pale master, red dragon disciple, sorcerer or wiz.

Mask of Death (76k) *death armor* (3) 1/day; *finger of death* (13) 1/day; *vampiric touch* (5) 1/day.

Mask of the Skull (66k) *finger of death* (13) 1/day.

Snow Tiger Helm (85k) +2 AC; +6 Con; immune to fear.

The Regal (40k) DR 5; DR acid and fire 10. Suffer -5 Search, -5 Spot.

Tragedian (82k) +8 Diplomacy; +10 Intimidate; +10 Taunt; *crushing despair* 5/day.

Efrem's Stag Helm – NX1 (188k) +4 AC; +4 Con; Freedom of Movement; 50% wgt; DR divine 10.

Lesser Eyes of the Coven (189k) +4 Int; +4 Wis; +4 Cha; *deep slumber* 1/day; *phantasmal killer* 1/day.

Eyes of the Coven (996k) +9 Int; +9 Wis; +9 Cha; *true seeing* (9) 1/day; *premonition* (15) 1/day; *weird* (17) 1/day/

Light Armor

These items use the Armor base item type with an armor type of Chain Shirt, Leather, Padded or Studded Leather.

Chain Shirt +X (0.9/4/9/15/24k) +X AC.

Leather Armor +X (0.8/4/8/15/24k) +X AC.

Padded Armor +X (0.8/4/9/15/24k) +X AC.

Studded Leather Armor +X (0.8/4/9/15/24k) +X AC.

Darksteel Chain Shirt (0.7k) chain shirt; DR acid 5.

Mithral Chain Shirt (1k).

Adamantine Chain Shirt (5k) DR 1.

Armor

Armor of Loyalty (8k) studded leather; +1 AC; immune to *charm person* and *dominate person*.

Salamander Hide Leather Armor (8k) leather; +1 AC; 60% wgt; DR fire 10.

Salamander Hide Studded Leather Armor (8k) studded leather; +1 AC; 60% wgt; DR fire 10.

Skin of the Forest (8k) leather; +1 AC; +3 Hide; +3 Move Silently; *camouflage* (5) 1/day. For druid or ranger.

Arcane Archer Chain Shirt (17k) chain shirt; +2 AC; *true strike* (5) 3/day.

Armor of Thorns (15k) studded leather; +2 AC; vampiric touch (5) 1/day.

Aslyferund Elven Chain (19k) chain shirt; +3 AC; DR 5. For elf or half-elf.

Assassin's Leathers (22k) studded leather; AC +2; cat's grace (3) 3/day; Weapon Finesse. For assassin.

Benzo's Luck (15k) chain shirt; +1 AC; +3 AC vs. chaotic; +3 AC vs. evil.

Calurdan Smoothhand's Armor (20k) leather; +1 AC; +2 AC vs. evil; SR 14.

Hair Shirt of Ilmater (14k) leather; +3 AC; *cure serious wounds* (5) 1/day. Suffer -2 Dex.

Harper Agent Leathers (30k) leather; +2 AC; *protection from alignment* (5) 2/day; *displacement* (9) 1/day. For harper agent.

Hellfire Warlock Trappings (11k) leather; +2 AC; +15 hp; +3 AC vs. Lawful. For Hellfire Warlock.

Mirrored Armor (30k) chain shirt; +3 AC; SR 14.

Rogue Links (20k) chain shirt; +3 AC; +6 Hide; +6 Move Silently. For rogue.

Shadow Legion Armor (27k) studded leather; +4 AC; +5 Hide; +5 Move Silently.

Shadow Thief Leather Armor (24k) leather; +2 AC; +6 Bluff; +6 Intimidate; fear (5) 1/day. For shadow thief of Amn.

Squire's Defense (26k) chain shirt; +2 AC; +3 Str.

The Great Oak (15k) studded leather; +2 AC; +4 AC vs. giant.

Arcane Trickster Gear (33k) leather; +2 AC; bard 3 slot; sorcerer 3 slot; wiz 3 slot; *invisibility* (3) 3/day.

Armor of Fleetness (75k) chain shirt; +3 AC; *haste* 4/day.

Armor of the Stars (40k) chain shirt; +3 AC; DR electric 20; 10m lgt.

Armor of the Wolf (31k) leather; +3 AC; +5 AC vs. shapechanger; +2 Move Silently.

Aurumvorax Armor (57k) leather; +2 AC; DR pierce and slash 5.

Black Flame Armor (119k) studded leather; +5 AC; DR fire 30.

Broewende Family Armor (31k) chain shirt; +1 AC; DR acid and fire 5; immune to mind-affect spells.

Efrem's Chain Shirt/Eldritch Knight Chain Shirt (91k) chain short; +2 AC; bard 3 slot; sorcerer 3 slot; wiz 3 slot; -20% arcane spell failure; Power Attack. For eldritch knight.

Greenleaf (31k) leather; +5 AC; +5 Hide.

Jared Widomaker's Armor (44k) leather; +2 AC; Alertness; Freedom of Movement.

Mithral Chain of Greater Frost Resistance (76k) chain shirt; +4 AC; DR cold 30.

Neverwinter Nine Tunic (81k) chain shirt; +2 AC; +2 Con; Expert Tactician; -10% arcane spell failure. For Neverwinter nine.

Shadowdancer Outfit (59k) leather; +2 AC; Weapon Finesse; +2 Dex; -5% arcane spell failure. For shadowdancer.

Stormlord's Leathers (51k) leather; +2 AC; cleric 3 slot; druid 3 slot; ranger 3 slot; *haste* (1) 1/day. For stormlord.

Bristlebeard's Gift (276k) studded leather; +8 AC; greater bull's strength (11) 1/day.

Eveningchain (196k) chain shirt; +7 AC; -20% arcane spell failure; immune to death magic.

Shroud of the Leopard (170k) masterwork leather; +5 AC; +8 Spot; +8 Listen; *greater cat's grace* (11) 3/day.

Medium Armor

These items use the Armor base item type with an armor type of Breastplate, Chainmail, Hide Armor or Scale Mail.

Breastplate +X (1/4/9/15/24k) +X AC.

Chainmail +X (1/4/9/15/24k) +X AC.

Hide Armor +X (0.8/4/8/15/24k) +X AC.

Scale Mail +X (0.9/4/8/15/24k) +X AC.

Darksteel Breastplate (0.8k) DR acid 5.

Darksteel Chainmail (0.8k) DR acid 5.

Darksteel Scale Mail (0.7k) DR acid 5.

Mithral Breastplate (4k).

Mithral Chain Mail (4k).

Mithral Scale Mail (4k).

Salamander Hide Armor (8k) scale mail; +3 AC; 60% wgt; DR fire 20.

Adamantine Breastplate (10k) DR 2.

Adamantine Chainmail (10k) DR 2.

Adamantine Scale Mail (10k) DR 2.

Chainmail of Speed (29k) +2 AC; *haste*.

Doomguide Garb (23k) chainmail; +2 AC; *cure critical wounds* (12) 1/day; *detect undead* unlimited. For doomguide. (In NX2.)

Doron's Mistake (15k) chainmail; +2 AC; 80% wgt; +3 Fort.

Elven Chainmail (20k) mithral; +3 AC; +1 SV all.

Umbur Hulk Hide Breastplate (22k) +2 AC; immune to mind-affect spells.

Armor

Weapon Master's Scale (29k) Scale mail; +2 AC; Improved Initiative; Knockdown. For weapon master.

Wyvern Hide Breastplate (16k) +2 AC; 80% wgt; +4 SV poison.

Wyvern Hide Scale Mail (16k) +2 AC; 80% wgt; +4 SV poison.

Armor of Command (32k) scale mail; +3 AC; +2 Cha; +5 Diplomacy.

Armor of Horus-Re (39k) breastplate; +3 AC; DR electric and sonic 10.

Breastplate of Hidden Imaskar (87k) +6 AC; immune to poison; 10% immune to acid.

Chromatic Breastplate +1/3 (32/58k) +1/3 AC; DR cold, electric and fire 10.

Dragon Armor (73k) scale mail; +5 AC; +3 SV all.

Frenzied Berserker Hide (35k) hide; +2 AC; Dash; Improved Power Attack. For frenzied berserker.

Imaskari Battlemage Armor (39k) mithral; +3 AC; -10% arcane spell failure.

Kumakawa (35k) hide; +3 AC; Improved Evasion

Lesser Golem Armor (113k) breastplate; +5 AC; +4 Str, immune to level/ability drain.

Red Dragon Hide Breastplate (42k) +3 AC; 80% wgt; DR fire 20.

Red Dragon Hide Scale Mail (42k) +3 AC; 80% wgt; DR fire 20.

Spellchain (67k) Chainmail; +4 AC; -20% arcane spell failure; 40% wgt.

Storm Armor (63k) breastplate; +3 AC; DR fire and sonic 10; SR 10.

Berserker Hauberk (379k) chainmail; +8 AC; +6 Con; 50% immune to cold. Suffer -2 Int.

Thasunta Hide (248k) +7 Str; +8 Con. Suffer -4 Int; -2 AC.

Steadfast Chain (768k) mithral; +7 AC; +4 Fort; +6 regen; immune to necromancy.

Shields

Heavy Shields

These items use the Heavy Shield base item type with an armor type of Heavy Shield.

Heavy Shield +X (0.9/4/8/15/24k) +X AC.

Darksteel Heavy Shield (0.7k) DR acid 5.

Duskwood Heavy Shield (0.1k) 40% wgt.

Heavy Ironwood Shield (8k) 80% wgt; -5% arcane spell failure.

Zalantar Heavy Shield (6k) -5% arcane spell failure.

Adamantine Heavy Shield (10k) DR 2.

Laeral's Spell Shield (17k) +1 AC; SR 16.

Mirror Shield (24k) +3 AC; SR 12.

Mithral Heavy Shield (14k) 60% wgt; -15% arcane spell failure.

Shield of the Holy (27k) +4 AC; Extra Turning.

Shield of the Sun (14k) +3 AC; *searing light* (5) 3 charges/use; 20m lgt.

Silver Shield (29k) +2 AC; DR 10; immune to fear.

Umber Hulk Heavy Hide Shield (22k) +2 AC; immune to mind-affect spells.

Uthgardt Holy Shield (18k) +2 AC; +2 Str; +2 Taunt. Suffer -2 Cha.

Dragon Shield (62k) +2 AC; DR acid, cold, electric and fire 10.

Dented Platter (149k) +5 AC; +6 Fort; 25% slash immunity. Suffer 10% dmg weakness to bludgeon.

Kepeturi Crest (481k) +6 AC; +8 Wis; *starburst* (20) 3/day.

Shield of Prator (400k) +5 AC; +4 Wis; DR acid, cold, electric, fire and sonic 10; SR 14.

Triune Shield (174k) +7 AC; SR 16; immune to disease; 10% arcane spell failure.

Sey'ryu's Scale (591k) +6 AC; immune to electric dmg; SR 28.

Light Shields

These items use the Light Shield base item type with an armor type of Light Shield.

Light Shield +X (0.8/4/8/15/24k) +X AC.

Darksteel Light Shield (0.6k) DR acid 5.

Duskwood Light Shield (0.1k) 40% wgt.

Shield of the Watch (0.9k) +2 AC vs. human.

Shield of Dawn (2k) +2 AC vs. Undead; 10m lgt.

Adamantine Light Shield (5k) DR 1.

Light Ironwood Shield (8k) 40% wgt; -5% arcane spell failure.

Mithral Light Shield (7k) 60% wgt; -5% arcane spell failure.

Dwarven Mirth (9k) +1 AC; +2 Cha.

Hearth Shield (29k) +3 AC; DR fire 15.

Protector (12k) +2 AC; DR 5.

Shield of the Wisp Hunter (12k) +2 AC; DR electric 10.

Umber Hulk Hide Light Shield (22k) +2 AC; immune to mind-affect spells.

Zalantar Light Shield (24k) +2 AC; -10% arcane spell failure.

Mithral Shield (35k) +2 AC; Freedom of Movement.

Shield of the Void (98k) +4 AC; immune to spells of 2nd level or lower.

The Frostmaiden's Bane (71k) +3 AC; -5% arcane spell failure; 60% wgt; DR cold 20.

Foxheart Buckler (156k) +5 AC; +6 Int; +10 Bluff.

Shield of the Magi (214k) +6 AC; -5% arcane spell failure; bard 4 slot; sorcerer 4 slot; wiz 4 slot; *minor globe of invulnerability* (15) 1/day; *greater magic weapon* (15) 1/day.

Witchblessed (231k) +8 AC; immune to spells of 3rd level or lower.

Armor

Tower Shields

These items use the Tower Shield base item type with an armor type of Tower Shield.

Tower Shield +X (0.9/4/9/15/24k) +X AC.

Darksteel Tower Shield (0.7k) DR acid 5.

Duskwood Tower Shield (0.2k) 40% wgt

Ironwood Tower Shield (8k) 40% wgt; -5% arcane spell protection.

Adamantine Tower Shield (15k) DR 3.

Goblin Shield of Nulbish (11k) +1 AC; +3 AC vs. Goblinoid.

Greater Shield of Dawn (14k) +1 AC; +5 AC vs. undead; 15m lgt.

Greater Shield of the Watch (19k) +2 AC; +5 AC vs. human.

Hastsenzi's Shield (24k) +5 AC. For lawful.

Imaskari Shield (12k) +2 AC; SR 10.

Mithral Tower Shield (18k) 60% wgt; -20% arcane spell failure.

Shield of Darksteel Tower (15k) +2 AC; +4 AC vs. Good.

Shield of the Dragonslayer (29k) +3 AC; +5 AC vs. Dragon.

Umbur Hulk Hide Tower Shield (22k) +2 AC; immune to mind-affect spells.

Zalantar Tower Shield (24k) +2 AC; -10% arcane spell failure.

Forgotten Shield (74k) +4 AC; 25% slash immunity; +2 Will.

Mage Protector (200k) +5 AC; +6 Str; +4 mind affect. Suffer -4 Int.

Blightguard (202k) +4 AC; +8 AC vs. Plant; +6 Str.

Brown Dragon Shield (202k) +5 AC; 75% immune to acid; *disintegrate* 1/day.

Miscellaneous

These items are found under the miscellaneous category. In a store they should be placed under the Miscellaneous, Potion or Ring sections, as appropriate.

Books

These items use the Book or Miscellaneous Small Item base item type.

Book of the Waves (18k) -10% arcane spell failure; *extract water elemental* 3 charges/use; *mass drown* 4 charges/use; *summon water elemental* 2 charges/use.

Prayer to the Overgod (30k) *light* unlimited; *prayer* (5) 3/day; 5 lbs. For cleric or paladin.

Libram of Sonorous Detestation – NX1 (88k) *mass curse of impending blades* 1/day; *mass inflict critical wounds* 1/day.

Clothing

Belts

These items use the Belt base item type.

Belt of Agility +X (26/37/51/67/86/106k/129/154k) +X Dex; Freedom of Movement.

Archer's Belt (8k) DR pierce 5.

Brawler's Belt (8k) DR bludgeon 5.

Encircling Scale (6k) *poison* (5) 3 charges/use; Darkvision; immune to poison.

Lesser Belt of Guiding Light (3k) +2 Lore; immune to fear; 15m lgt.

Sash of Shimmering (4k) SR 12.

Swordman's Belt (8k) DR slash 5.

Belt of Fire Giant Strength (28k) +5 Str

Belt of Frost Giant Strength (18k) +4 Str

Belt of Hill Giant Strength (10k) +3 Str

Belt of Guiding Light (11k) Immune to death magic; 10m lgt.

Girdle of Holy Might (28k) Cleric bonus slot 5+6+7. For cleric.

Kossuth's Belt of Priestly Might (26k) +3 Str; +2 AC. For neutral alignment.

Monk's Belt (26k) Improved Critical (Unarmed Strike); Weapon Specialization (Unarmed Strike); *haste* (10) 1/day. Monk only.

Belt of Cloud Giant Strength (71k) +8 Str

Belt of Stone Giant Strength (40k) +6 Str

Belt of Storm Giant Strength (110k) +10 Str

Belt of Inertial Barrier (36k) +1 AC; DR bludgeon and slash 5. Suffer 25% pierce vulnerability.

Belt of Lions (42k) Darkvision; +10 Move Silently; +10 Tumble; *charm monster* (10) 1/day; *charm person* (10) 1/day.

Ceremonial Uthgardt Belt (52k) Immune to disease and death magic; +3 Fort.

Greater Archer's Belt (77k) DR pierce 20.

Greater Belt of Guiding Light (41k) Immune to fear and death magic; +4 Listen; +4 Search; +4 Spot; 15m lgt.

Greater Brawler's Belt (77k) DR bludgeon 20.

Greater Swordsman's Belt (77k) DR slash 20.

Kossuth's Belt of Priestly Might and Warding (49k) +4 Str; +2 AC; *magic circle against alignment* (5) 1/day. For neutral alignment.

Lathar's Last Belt (41k) Immune to *finger of death* and *power word kill*.

Mystran Belt of Priestly Might (37k) +4 Str; +2 AC. For good alignment.

Mystran Belt of Priestly Might and Warding (49k) +4 Str; *magic circle against alignment* (5) 1/day. For good alignment.

Relli's Belt of Mischief (86k) +1 AC vs. lawful; *power word*

Miscellaneous

blind 1/day; *feeblemind* (9) 1/day; *confusion* (10) 1/day; *greater spell breach* (11) 1/day.

Shar's Belt of Priestly Might (37k) +4 Str; +2 AC. For evil alignment.

Shar's Belt of Priestly Might and Warding (49k) +2 AC; +4 Str; *magic circle against alignment* (50) 1/day. For evil alignment.

Belt of Raumathar (194k) Spell Focus (Evocation); Spell Penetration; *greater fireburst* 1/day; *magic missile* (9) 3/day; *prismatic spray* (13) 1/day; *sunburst* (20) 1/day.

Belt of the Avowed (257k) +7 Wis; +6 Dex; Improved Critical (Unarmed Strike); *legend lore* (5) 1/day. Suffer -4 Cha.

Belted Quiver of Supreme Skill (284k) +7 Dex; Rapid Shot; Rapid Reload; Manyshot; Improved Critical (light crossbow); Improved Critical (heavy crossbow).

Construct Girdle (390k) +12 Str; immune to sneak attack and paralysis. Suffer -6 Dex; +50% vulnerability to bludgeon.

Faraneith's Scale (503k) +4 AC; +8 regen; +4 Will.

Boots

These items use the Boots base item type.

Boots of Reflexes +X (0.3/2/4/6/10/15/21/27k) +X Reflex.

Boots of Striding +X (1/4/9/18/28/40/54/71k) +X Con.

Boots of the Sun Soul +X (0.8/4/8/36/65k) +X AC; +X-2 Dex (X>3). For monk.

Boots of Elvenkind (0.4k) +5 Move Silently.

Boots of the Winterlands (0.8k) DR cold 5.

Boots of Tumbling (1k) +8 Tumbling.

Greater Boots of Tumbling (2k) +12 Tumble.

Lesser Boots of Tumbling (0.3k) +4 Tumble

Boots of Hardiness +X (4/16/36k) +X AC; +X Con.

Boots of the Stalwart Defender (7k) Knockdown; +20 hp; +1 regen.

Dragon Slippers (29k) +2 Dex; immune to fear; Knockdown; SR 10.

Gargoyle Boots (17k) +2 AC; *stoneskin* (7) 5 charges/use; +3 Fort.

Nasher's Nimble Boots (10k) +3 Dex.

Boots of Speed (67k) *haste* (10) 3/day.

Boots of the Shifting Sands (143k) *earthquake* (20) 1/day; *haste* (10) 4/day. Suffer -1 Dex.

Forest Walkers (232k) +6 Dex; freedom of movement (7) 3/day.

Kitten Slippers (219k) +6 Dex; Freedom of Movement; +16 Move Silently; *haste* (10) 4/day; power word: petrify 1/day.

Longstrider's Steps (152k) +3 Con; Freedom of Movement; Improved Evasion; *mass haste* (11) 1/day.

Resilient Trodders (165k) +1 AC; +5 Con; +4 SV all; immune to fear and knockdown; *greater visage of the deity* 2/day.

Bracers

These items use the Bracer base item type.

Bracers of Armor +X (0.8/4/8/15/24/36/49/64/81/100k) +X AC.

Bracers of Dexterity +X (1/4/10/18/28/40/54/71k) +X Dex.

Bracers of Archery (7k) +1 Dex; Point Blank Shot.

Bracers of the Blinding Strike (81k) +4 AC; *haste* (10) 4/day.

Gnarlthorn's Sacrifice (78k) +4 AC; immune to level/ability drain; *heal* (11) 1/day.

Simbulmyn Bracers (81k) +2 AC; Improved Initiative; Iron Will; Toughness; DR negative energy 5. For human, half-elf or elf.

Bracers of Artifice (127k) +6 AC; sorcerer slot 8; wiz slot 8; DR magic 5.

Bracers of the Inner Planes (333k) Darkvision; 20% immunity to acid, cold, electric, fire, negative energy and positive energy.

Clasps of the Devoted (267k) +10 hp; *mass heal* (15) 1/day; *protection from spells* (20) 2/day; *resurrection* (13) 1/day.

Imaskari Bracers of Immortality (149k) +8 Con; +2 regen.

Red Guard (156k) 25% immunity to magic and level/ability drain; *greater dispelling* (15) 3/day.

Cloaks

These items use the Cloak base item type.

Cloak of Protection +X (0.8/4/8/15/24k) +X AC

Cloak of Resistance +X (1/6/13/24/38k) +X SV all.

Cloak of Fortification +X (4/18/43/77/122k) +X AC; +X SV all.

Nymph Cloak +X (1/4/10/18/28/40/-/71) +X Charisma.

Cloak of Blackflame (2k) Immune to level/ability drain.

Cloak of Elvenkind (0.4k) +5 Hide.

Cloak of Protection vs Chaos/Evil/Good/Law (0.9k) +2 AC vs alignment group.

Cloak of Arachnida (8k) Immune to *web*; *web* (3) 1/day; SV +2 poison.

Cloak of the High Forest (6k) +2 AC; +1 Fort. For druid.

Greater Cloak of Protection vs Chaos/Evil/Good/Law (6k) +5 AC vs. alignment group.

Nasher's Cloak of Protection (8k) +3 AC.

Cape of the Fire Bath (17k) DR fire 10; SV +2 all.

Cape of Winter (14k) DR cold 10; SV +2 all.

Cloak of Movement (16k) Freedom of Movement

Cloak of the Bat (25k) +2 AC; Darkvision; immune to darkness; +10 Hide.

Finch's Comforting Cloak (16k) +15 hp; DR acid and fire 10; immune to fear.

Greater Mantle of Spell Resistance (19k) SR 20. For sorcerer or wiz.

Vestments of Faith (9k) DR 5; Good only.

Cloak of Displacement (49k) *displacement* (9) 3/day.

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Cloak of Etherealness (103k) *ethereal jaunt* 1/day.

Drow Piwafi Cloak (75k) darkness (3) 1/day; DR pierce and slash 5; immune to *web*; +4 SV poison.

Planar Hunter's Cloak (64k) +6 AC vs magical beast; +6 AC vs outsider; +10 Search; immune to knockdown.

Shroud of the Elder Doom (125k) Immune to death magic; finger of death (13) 2/day.

Skin of the Manticore (32k) +1 AC; +1 Fort; *quillfire* (8) 2/day. For druid or ranger.

Forestqueen's Blessing (275k) +4 SV all; +10 SV disease; barkskin (12) 5/day; +4 Cha.

Durthan Cloak (1,110k) +3 AC; 25% immune to acid, electric, fire and sonic; bard 3+5 slots; cleric 3+5 slots; druid 3+5 slots; favored soul 3+5 slots; sorcerer 3+5 slots; spirit shaman 3+5 slots; wiz 3+5 slots. Suffer 25% cold dmg.

Gauntlet

These items use the Gauntlet base item type.

Gloves of the Hin Fist +X (1/3/5/9/18k) +X attack; +1/+2/+2/+1d4/+1d6 sonic dmg. Monk only.

Gloves of the Long Death +X (1/3/5/9/18k) +X attack; +1/2/2/1d4/1d6 cold dmg. Monk only.

Gloves of the Yellow Rose +X (1/2/4/6/9k) +X Attack bonus; +1 electric dmg. Monk only.

Gloves of Appraisal (0.1k) +3 Appraise.

Gloves of Concentration (0.1k) +3 Concentration.

Gloves of Spellcraft (0.1k) +3 Spellcraft. For cleric, druid, sorcerer or wiz.

Gloves of Swordplay (0.1k) +3 Parry.

Gloves of the Artificer (2k) +3 Craft Trap; +3 Craft Alchemy; +3 Craft Armor; +3 Craft Weapon.

Gloves of the Minstrel (0.1k) +3 Perform. Bard only.

Gloves of the Rogue (1k) +2 Disable Device; +2 Open Lock; +2 Sleight of Hand; +2 Set Trap.

Greater Gloves of Appraisal (0.6k) +6 Appraise.

Greater Gloves of Concentration (0.6k) +6 Concentration.

Greater Gloves of Spellcraft (0.6k) +6 Spellcraft. For cleric, druid, sorcerer or wiz.

Greater Gloves of Swordplay (0.6k) +6 Parry.

Greater Gloves of the Minstrel (0.6k) +6 Perform. Bard only.

Lesser Gauntlets of Ogre Power (1k) +1 Str.

Nasher's Gloves of Combat (0.4k) +5 Parry.

Gauntlets of Ogre Power (4k) +2 Str.

Gloves of the Balanced Hands (3k) +2 Parry; Two-Weapon Fighting.

Wondrous Gloves (4k) bard slot 0+1+2+3. Suffer -1 Wis. Bard only.

Elder Oak Gloves (16k) +2 Wis; druid slots 1+2+3. Druid only.

Flaming Gloves +2 (16k) +2 Atk; +2 fire dmg; *fireburst* 2/day. Monk only.

Greater Gloves of the Artificer (9k) +6 Craft Trap; +6 Craft

Gauntlet of Fury (67k) +2 Atk; *Isaac's greater missile storm* (15) 1/day; *magic missile* (3) 1/day.

Gauntlets of Crushing (50k) +6 Atk; +1d10 bludgeon; +1d10 vs construct. Monk only.

Great Wurm Gauntlets (54k) +6 Attack; +2d6 fire dmg. Suffer -4 Dex. Alchemy; +6 Craft Armor; +6 Craft Weapon.

Grips of Gond (37k) +12 Alchemy; +12 Craft Armor; +12 Craft Trap; +12 Craft Weapon.

Sacred Hands (75k) +5 Attack; +1d8 magic dmg; mass heal (15) 1 charge/use; Greater Weapon Focus (unarmed); Weapon Specialization (unarmed strike).

Cat Queen's Claws (412k) +8 AC; +6 Dex; dmg +1d12; *mass charm* (15) 3/day. Suffer -4 Mind affect.

Claws of the Spirit Wolf (254k) +5 Atk; +3 Str; *rage* (20) 3/day; *wounding* (DC 20, pierce).

Fists of Balance (150k) +5 Atk; *flame arrow* (12) 1/day; *ice storm* (9) 1/day; +1d6 cold dmg; +1d6 fire dmg; DR cold and fire 15. Monk only.

Thicketfavors (451k) +6 Wis; +3 regen; +2 SV all; druid slot 9; ranger slot 4; spirit shaman slot 9. For druid, ranger and spirit shaman.

Crafting

If the crafting table placeables are available in your module, you should also allow the appropriate items below to be discovered or purchased by the player.

Alchemy

Listed below are alchemical ingredients, along with the items they are used to build.

Belladonna – choking powder, tanglefoot bag.

Diamond Dust – thunderstone.

Distilled Alcohol – alchemist's fire.

Fairy Dust – alchemist's fire.

Garlic – choking powder.

Powdered Silver – holy water.

Quicksilver – acid flask, tanglefoot bag.

Venom Gland – acid flask.

Basic

Listed below are crafting ingredients, along with the items they are used to build.

Iron Ingot *amulet of natural armor*; *bracers of armor*; *medallion*

Miscellaneous

of thought; periapt of wisdom; ring of divine power; ring of wizardry; scarab of greater protection.

Leather Hide *belt of agility; belt of frost giant strength; belt of stone giant strength; boots of elvenkind; boots of striding; cloak of displacement; cloak of elvenkind; cloak of resistance; greater mantle of spell resistance; headband of intellect; nymph cloak.*

Wooden Plank *scabbard of keen edges.*

There are a few items defined:

Mortar and Pestle activate item (touch).

Shaper's Alembic (0.8k) *divide essence; convert essence; combine essence.*

Smith Hammer activate item (touch).

Hulmarra's Emerald (112k) +3 Int; *lesser spell mantle* 1/day; *improved mage armor* 1/day; *weapon of impact* 1/day.

Recipe Books

NWN2 game includes a system for players to craft their own items. (See the Crafting Items section of the first volume.) The recipes for these items came in the form of book items that were discovered during the adventure. The local description property for each book lists the specific items that can be crafted.

The recipes for the magical items require one or more elemental essences. These come in air, earth, fire, power and water varieties, and are rated by strength as follows:

- Faint Essence – 150 gp
- Weak Essence (= 2 × Faint) – 350 gp
- Glowing Essence (= 2 × Weak) – 900 gp
- Radiant Essence (= 2 × Glowing) – 2000 gp

Listed below are the available recipe books along with the items they can be used to build. Note that many of these constructed items are not available as blueprints.

A Study of the Fantastical Vestments of the Priests of the Realms (50) *ring of divine power* (1/2/3/4); *periapt of wisdom* (+2/+4). CL 8.

Abjorative Enchantments (50) *improved armor of* {acid, cold, electricity, fire, sonic} *resistance*; +3 *armor*. CL 7.

Accountrements of Masterful Wizardry and Their Construction (50) *ring of wizardry* (1/2/3/4); *headband of intellect* (+2/+4). CL 8.

Advanced Abjuratives (50) *greater armor of* {acid, cold, electricity, fire, sonic} *resistance*; +4/+5 *armor*. CL 11–15.

Advanced Arcanery of Personal Defense (50) *amulet of natural armor* (+4/+5); *bracers of armor* (+5/+6/+7/+8); *cloak of*

displacement. CL 3–16.

Alazzabner's Grand Ensorcelments of the Mind (50) *periapt of wisdom* (+4/+6); *headband of intellect* (+4/+6); *nymph cloak* (+4/+6); *medallion of thought*. CL 8.

Codex Necromantica (50) *weapon of life stealing; weapon of improved life stealing; weapon of greater life stealing; fortified armor*. CL 7–15.

Deflections and Dispellings (50) *armor of spell resistance; improved armor of spell resistance; armor of arrow deflection; invulnerable armor*. CL 5–15.

Formulae of the Learned Scholars of Halruua (50) *greater acid flask; greater alchemist's fire; greater choking powder; greater holy water; greater tanglefoot bag; greater thunderstone.*

Fundamentals of Abjorative Enchantment (50) *armor of* {acid, cold, electricity, fire, sonic} *resistance*; +1/+2 *armor*. CL 3–6.

Fundamentals of Protections for the Self (50) *amulet of natural armor* (+1/+2/+3); *bracers of armor* (+1/+2/+3/+4). CL 5–9.

Fundamentals of Terrible Destruction (50) *weapon enchantment* (+1/+2/+3/+4/+5); *scabbard of keen edges.*

Liber Occultatum (50) *shadowy armor; improved shadowy armor; greater shadowy armor; silent armor; improved silent armor; greater silent armor; quick armor*. CL 5–15.

Marvellous Artefacts for the Resistance of Sorcery (50) *greater mantle of spell resistance; armor of spell resistance; improved armor of spell resistance; greater armor of spell resistance; cloak of resistance* (+4/+5). CL 9–15.

Of Healthful Enchantments for the Body (50) *belt of agility* (+4/+6); *belt of frost giant strength; belt of stone giant strength; boots of striding* (+4/+6). CL 8.

On the Crafting of Mystical Garb for All Climes (50) *cloak of resistance* (+1/+2/+3); *scarab of greater protection; armor of cold resistance; armor of fire resistance*. CL 3–18.

On the Refinement of the Alchemist's Craft (50) *improved acid flask; improved alchemist's fire; improved choking powder; improved holy water; improved tanglefoot bag; improved thunderstone.*

The Book of All Elements (50) +1d6 *flaming weapon; +1d6 frost weapon; +1d6 shock weapon; poison weapon; +1d6 acid weapon*. CL 10.

The Book of Banes (50) +2d6 *anarchic weapon; +2d6 axiomatic weapon; +2d6 holy weapon; +2d6 unholy weapon; +2d6 hunting weapon; weapon of disruption.*

The Book of Fire (50) *armor of fire resistance; improved armor of fire resistance; greater armor of fire resistance; +1d6 flaming weapon*. CL 3–11.

The Book of Ice (50) *armor of cold resistance; improved armor of cold resistance; greater armor of cold resistance; +1d6 frost*

Miscellaneous

weapon. CL 3–11.

The Book of Seeing (50) *gem of seeing; periapt of wisdom* (+2/+4). CL 8–10.

The Crafts-Work of Evermeet (50) *cloak of elvenkind; boots of elvenkind; belt of agility +2; ring of wizardry 1*. CL 3–8.

The Lore of the Master Alchemist (50) perfected acid flask; perfected alchemist's fire; perfected choking powder; perfected holy water; perfected tanglefoot bag; perfected thunderstone.

The Quiet Deaths of the Brotherhood of Assassins (50) giant centipede venom; giant bee venom; giant scorpion venom.

The Tome of Alchemy (50) acid flask; alchemist's fire; choking powder.

The Wondrous Potions of the Brothers of Ilmater (50) holy water; tanglefoot bag; thunderstone.

Hidden Recipes

The 'crafting.2da' file contains several recipes that are not documented in the above books (at least not in MotB):²

- #55 – *brooch of shielding* (12k) Craft Wondrous Items; level 1; cast *mage armor*; faint power essence, sapphire, 2 iron ingots.
- #56/112 – *robe of the archmagi* (584k) Craft Wondrous Items; level 14; cast *mage armor* or *shield of faith*; radiant air essence, radiant earth essence, radiant fire essence, radiant water essence, glowing power essence, king's tear, leather hide, iron ingot.
- #213 – *boots of striding +2* (2k) Craft Wondrous Items; level 8; cast *bear's endurance*; faint earth essence, diamond, leather hide.
- #216 – *boots of striding +8* (71k) Craft Wondrous Items; level 8; cast *bear's endurance*; radiant earth essence, beljuril, leather hide.
- #242 – *nymph cloak +8* (71k) Craft Wondrous Items; level 14; cast *eagle's splendor*; radiant water essence, beljuril, 2 leather hides.
- #234 – *belt of cloud giant strength* (71k) Craft Wondrous Items; level 8; cast *bull's strength*; radiant fire essence, king's tear, leather hide.
- #235 – *gauntlets of ogre power* (4k) Craft Wondrous Items; level 6; cast *bull's strength*; faint fire essence, ruby, 2 iron ingots.
- #251 – *belt of agility +8* (154k) Craft Wondrous Items; level 8; cast *cat's grace*; radiant air essence, beljuril, leather hide.
- #258 – *headband of intellect +8* (71k) Craft Wondrous

Items; level 8; cast *fox's cunning*; radiant fire essence, beljuril, leather hide.

- #263 – *ring of wizardry* (5) (25k) Craft Wondrous Items; level 11; cast *fox's cunning*; radiant air essence, glowing power essence, blue diamond, iron ingot.
- #276 – *ring of divine power* (5) (45k) Craft Wondrous Items; level 11; cast *owl's wisdom*; radiant fire essence, glowing power essence, blue diamond, iron ingot.
- #280 – *periapt of wisdom +8* (78k) Craft Wondrous Items; level 8; cast *owl's wisdom*; radiant water essence, beljuril, iron ingot.
- #288/291 – *lesser amulet of health* (4k) Craft Wondrous Items; level 5; cast *remove disease* or *neutralize poison*; weak power essence, weak water essence, obsidian, iron ingot.
- #289/292 – *amulet of health* (13k) Craft Wondrous Items; level 5; cast *remove disease* or *neutralize poison*; glowing power essence, glowing water essence, canary diamond, iron ingot.
- #290/293 – *greater amulet of health* (31k) Craft Wondrous Items; level 5; cast *remove disease* or *neutralize poison*; radiant power essence, radiant water essence, blue diamond, iron ingot.
- #620 – *orb of elemental summoning*: (111k) Craft Wondrous Items; level 24; cast *summon creature VII*; pristine air essence, pristine earth essence, pristine fire essence, pristine water essence.

These are campaign specific:

- #297–304 – 31_mephasm_*
- #387–388 – *amulet of betrayal personified*.
- #390–394 – *amulet of pure love*.
- #395 – *ring of the founder*.
- #396 – *ring of the red wizards*.
- #398 – *ring of the uthraki*.
- #401 – *staff of ashenwood*.
- #402 – *gnarlthorn bow*.
- #405 – *lesser eyes of the coven*.
- #406 – *eyes of the coven*.

Gems

Listed below are gems that are used in crafting recipes, along with the items they are used to build.

Amethyst (0.1) greater holy water, greater thunderstone.

Beljuril (3.1k) *amulet of natural armor +5; belt of agility +8; belt of stone giant strength; bracers of armor +7; bracers of the*

2 I've tested each of the listed recipes to make sure they work.

Miscellaneous

blinding strike; greater armor of spell resistance; headband of intellect +8; periapt of wisdom +8; weapon of greater life stealing.

Blue Diamond (4.5k) +5 armor; amulet of natural armor +4; amulet of power; belt of frost giant strength; bracers of armor +5; cloak of displacement; cloak of resistance +5; fortified armor; greater amulet of health; greater shadowy armor; greater silent armor; quick armor; improved armor of spell resistance; invulnerable armor; scarab of greater protection; +5 weapon enchantment.

Canary Diamond (3k) amulet of health; +2d6 anarchic weapon; bracers of armor +3; cloak of resistance +3; medallion of thought; ring of divine power 3; ring of wizardry 3; +1d6 shock weapon; weapon of improved life stealing.

Diamond (1k) +2 armor; belt of agility +2; boots of striding +2; bracers of armor +2; cloak of resistance +2; headband of intellect +2; +2d6 holy weapon; periapt of wisdom +2; ring of divine power 2; ring of wizardry 2; +2 weapon enchantment.

Emerald (0.9k) +1d6 acid weapon; +3 armor; amulet of natural armor +2; poison weapon; +3 weapon enchantment.

Fire Opal (0.8k) boots of elvenkind; cloak of elvenkind; shadowy armor; silent armor.

Jacinth (1.8k) amulet of natural armor +3; armor of arrow deflection; armor of {acid, cold, electricity, fire, sonic} resistance; +2d6 axiomatic weapon; boots of striding +4; bracers of armor +4; cloak of resistance +4; scabbard of keen edges; weapon of disruption.

King's Tear (4k) bracers of armor +8; gem of seeing; greater armor of {acid, cold, electricity, fire, sonic} resistance; greater mantle of spell resistance; robe of the archmagi, rogue links, nymph cloak +8.

Obsidian (-) +1 armor; bracers of armor +1; cloak of resistance +1; lesser amulet of health; ring of divine power 1; ring of wizardry 1; +1 weapon enchantment.

Rogue Stone (5k) boots of striding +6; bracers of armor +6; headband of intellect +6; improved armor of {acid, cold, electricity, fire, sonic} resistance; nymph cloak +6; periapt of wisdom +6.

Ruby (0.7k) +1d6 flaming weapon; gauntlets of ogre power; weapon of life stealing.

Sapphire (0.9k) amulet of natural armor +1; brooch of shielding.

Star Sapphire (3.6k) +4 armor; armor of spell resistance; boots of striding +4; +1d6 frost weapon; headband of intellect +4; +2d6 hunting weapon; improved shadowy armor; improved silent armor; nymph cloak +4; periapt of wisdom +4; ring of divine power 4; ring of wizardry 4; +2d6 unholy weapon; +4 weapon enchantment.

Jewelry

Amulets

These items use the Amulet base item type.

Amulet of Natural Armor +X (0.9/4/9/17/26k) +X AC.

Amulet of Will +X (0.4/1.7/4/7/11/17/23/30k) +X Will.

Amulet of Vitality +X (5/19/44k) +2/+4/+6 Concentration.

Periapt of Wisdom +X (1/5/11/19/30/44/59/78k) +X Wis.

Scarab of Protection +X (1.4/6/14/26/41) +X SV all.

Avoreen's Amulet of Aid (0.4k) aid 1/day. For any non-evil.

Glittering Necklace (0.2k) 15m lgt.

Lesser Ice Necklace of the Ulutiun (1.3k) ice storm (9) 1 charge/use.

Amulet of Acid Resistance (7k) DR acid 20.

Amulet of Undead Turning (3k) Extra Turning; 20m lgt. For cleric or paladin; any non-evil.

Greater Necklace of Fireballs (3k) fireball (5) 5 charges/use; flame strike (7) 2 charges/use.

Lesser Amulet of Health (4k) Immune to disease and poison.

Necklace of Fireballs (4k) fireball (5) 2 charges/use.

Amulet of Cold Resistance (9k) DR cold 20.

Amulet of Electrical Resistance (11k) DR electric 20.

Amulet of Fire Resistance (13k) DR fire 20.

Amulet of Health (14k) Immune to disease, level/ability drain and poison.

Amulet of Power (21k) Spell Penetration; wiz slot 3+4+5. For wiz.

Amulet of the Harpers (28k) DR electric 5; immune to magic missile; +5 SV mind affect. For good or neutral harper agent.

Lesser Amulet of the Master (12k) +2 Disable Device; +2 Lore; +2 Open Lock; +2 Diplomacy; +2 Search; SR 12.

Luckstone (15k) +1 SV all; +1 Appraise; +1 Concentration; +1 Craft Trap; +1 Diplomacy; +1 Disable Device; +1 Heal; +1 Hide; +1 Listen; +1 Lore; +1 Move Silently; +1 Open Lock; +1 Parry; +1 Perform; +1 Set Trap; +1 Sleight of Hand; +1 Spellcraft; +1 Spot; +1 Taunt; +1 Tumble; +1 Use Magic Device.

Medallion of Thought (18k) Immune to mind-affect spells; +5 Bluff; +5 Diplomacy.

Necklace of Prayer Beads (11k) bless (2) 0 charges; cure serious wounds (5) 3 charges/use; remove blindness/deafness (5) 3 charges/use; remove disease (5) 3 charges/use. For cleric, druid, paladin or ranger.

The Ancient Sermon (25k) +3 AC; cleric slot 1+2+3. For cleric.

Amulet of Divine Radiance (71k) +6 Cha; Extra Turning; 20m lgt. For cleric or paladin.

Amulet of Protected Dalliaces (77k) Immune to mind-affect spells; +5 AC vs. Fey; +3 Cha.

Miscellaneous

Amulet of Pure Love (117k) Immune to level/ability drain and fear; +2 regen; *greater restoration* (13) 1/day.

Amulet of the Master (54k) +6 Disable Device; +6 Lore; +6 Open Lock; +6 Diplomacy; +6 Search; SR 16.

Amulet of Unyielding Will (111k) +5 AC vs. Fey; immune to *charm person*, *charm person or animal*, *charm monster*, *dominate person* or *dominate monster*.

Eldritch Charm (63k) +4 AC; 30% immune to fire. For warlock.

Greater Amulet of Health (31k) Immune to disease, level/ability drain and poison; +1 regen.

Hilairyreen (97k) +4 AC; +20 hp; +2 SV all; *heal* (11) 1/day.

Scarab of Greater Protection (87k) Immune to death magic and level/ability drain; SR 20.

Talisman of Pure Evil (76k) +3 Cha; +3 Wis; SR 12. For evil.

Talisman of Pure Good (76k) +3 Cha; +3 Wis; SR 12. For good.

Periapt of the Lost Witch (281k) SR 30; immune to critical hits; *avascular* 1/day; *bestow curse* (11) unlimited.

The Likely Amulet (337k) +5 AC; +6 Wis; +6 Con.

The Unlikely Amulet (183k) +3 Str; +3 Reflex; *Tenser's transformation* (11) 1/day, *Bigby's forceful hand* (15) 1/day, *spiderskin* 1/day, *weapon of impact* 1/day, *legend lore* (5) 1/day, *quillfire* (8) 1/day, *virtue* (1) 1/day, *find traps* (3) 1/day.

Amulet of Betrayal Personified (8,017k) +12 Str; +12 Dex; +12 Con; +12 Int; +12 Wis; +50 hp; immune to level/ability drain and negative energy. Suffer -15 SV all; 100% divine dmg weakness; 100% positive energy dmg weakness.

Rings

These items use the Ring base item type. In a shop they should be placed under the Ring section.

Ring of Clear Thought +X (1/6/12/22/34/50/68/88k) +X Int.

Ring of Fortitude +X (0.4/2/4/8/13/19/26/34k) +X Fort.

Ring of Protection +X (1/5/11/19/30k) +X AC.

Ring of Wizardry (X) (2/4/9/18/25k) bard X slot; sorcerer X slot; wiz X slot.

Ring of Crimson (0.2k) 15m lgt.

Ring of Cyan (0.2k) 15m lgt.

Ring of Disease Immunity (1k) Immune to disease.

Ring of Hiding (0.7k) +6 Hide.

Ring of Insight (0.5k) +5 Lore.

Ring of Jade (0.2k) 15m lgt.

Ring of Scholars (1k) +5 Lore; 15m lgt.

Bone Ring (3k) Immune to level/ability drain.

Purple Dragon Ring (3k) Immune to poison; *light* (5) unlimited.

Ring of Divine Power (X) (3/8/15/31/45k) cleric X slot; druid X slot; favored soul X slot; spirit shaman X slot.

Ring of Force Shield (5k) +2 AC; For barbarian, bard, cleric,

druid, fighter, harper agent, paladin or ranger.

Ring of Might (5k) Improved Critical (unarmed strike); Weapon Specialization (unarmed strike).

Ring of Nine Lives (7k) *heal* (11) 1 charge/use.

Ring of Resistance +X (3/10/20k) +X SV all; 15m lgt.

Ring of the Ram (7k) Knockdown; *knock* (3) 1 charge/use.

Aribeth's Ring (18k) SR 18.

Lesser Ring of Power (29k) DR cold, electric and fire 5; +1 regen.

Nasher's Ring of Strength (12k) +3 Str.

Ring of Freedom of Movement (20k) Freedom of Movement.

Ring of Holiness (13k) Cleric 0+1+2+3+4 slot. For cleric.

Ring of Improved Evasion (11k) Improved Evasion

Ring of Invisibility (16k) *invisibility* (3) 3/day.

Ring of Magic Defenses (25k) +2 Spellcraft; SR 14; *dispel magic* (5) 1/day.

Ring of Major Acid Resistance (22k) DR acid 30.

Ring of Major Cold Resistance (29k) DR cold 30.

Ring of Spell Battle (30k) +10 Spellcraft; *dispel magic* (10) 1/day.

Ring of the Wood Elves (13k) SR 16.

The Nomad's Ring (17k) sorcerer 1+2+3+4 slot; 20m lgt.

The Wanderer's Ring (13k) wiz 1+2+3+4 slot; 20m lgt.

Commander's Ring (34k) +2 AC; SV +1 all; *knock* (3) 1/day; 15m lgt.

Imaedril's Respite (91k) +5 AC vs. shapechanger; immune to transmutation spells.

Ironskin Ring (40k) DR pierce and slash 5.

Nentyarch's Band (67k) +6 Wis; Augment Summoning; druid 7 slot; spirit shaman 7 slot; *banishment* (15) 1/day.

Ring of Elemental Resistance (90k) DR acid, cold, electric and fire 15.

Ring of Major Electrical Resistance (36k) DR electric 30.

Ring of Major Fire Resistance (45k) DR fire 30.

Ring of Major Sonic Resistance (45k) DR sonic 30.

Ring of Regeneration (76k) +4 regen.

Ring of Sorcerous Power (45k) SR 10; +2 Cha; sorcerer 3+5 slot. For sorcerer.

Ring of the Untherite Generals (122k) +4 Cha; Expert Tactician; *war cry* (7) 1/day; *battletide* (9) 1/day; *mass cure moderate wounds* 1/day.

Ashenring (255k) +4 regen; +5 Con; *mass cure light wounds* 1/day.

Bone Dancer's Ring (219k) DR pierce and slash 10; immune to death magic and level/ability drain.

Lyonsbane Ring (366k) +15 SV death; *resurrection* (13) 3/day.

Mourningring (257k) +6 SV all; *create greater undead* (18)

Miscellaneous

1/day; *healing circle* (16) 2/day.

Ring of Changing (138k) *shapechange* (17) 1/day.

Ring of Power (197k) DR cold, electric and fire 15; Freedom of Movement; +1 regen.

Ring of Seething Hatred (253k) SR 20; *haste* (10) 3/day; *rage* (20) 3/day.

Ring of the Frozen Falls (126k) 25% cold immunity; *hypothermia* 3/day; *polar ray* 1/day.

Ring of the Uthraki (222k) +5 AC vs. shapechanger; Freedom of Movement; *eagle's splendor* (15) 1/day; *shapechange* (17) 1/day.

Ring of Universal Energy Resistance (296k) DR acid, cold, electric, fire and sonic 20.

Stoneeater's Ring (44k) stone to flesh (5) 1/day.

Heart of Rashemen (525k) +5 regen; Haste; Improved Evasion; Freedom of Movement; 5m lgt.

Ring of Leeched Abjuration (505k) Immune to spells up to 2nd level and evocation spells; SR 24; spell mantle (13) 1/day; globe of invulnerability (11) 1/day. Suffer -3 Str, -3 Dex and -3 Con.

Ring of the Founder (1,328k) +8 Int; +8 Wis; +2 regen; wiz 7+8+9 slot.

Ring of the Red Wizards (538k) +7 Int; +7 Wis; +1 regen; wiz 7+8 slots.

Other

These items use the Container, Drum, Flute, Gold Piece, Mandolin, Miscellaneous Item, Miscellaneous Stackable, Spoon, Stein, Thieves' Tools or Torch base item types. In a shop they should be placed under the Ring section.

Dust of Appearance (0.4k) *invisibility purge* (5) 1 use.

Dust of Disappearance (0.6k) *greater invisibility* (7) 1 use.

Elixir of Horus-Re (2k) *sunbeam* (13) 1 use.

Fochluchan Bandore (0.4k) *light* (5) 1/day.

Golden Chalice of Lathander (2k) *light* (5) unlimited; *mass cure serious wounds* 5 charges/use.

Heart of the Beast (0.6k) *divine power* (7) 1 use.

Lesser Magic Bag (1k) -40% wgt.

Magic Bag (2k) -60% reduced wgt.

Magic Pouch (0.6k) -20% reduced wgt.

Bag of Holding (5k) Enhanced container: -100% reduced wgt.

Bowl of Commanding Water Elemental (4k) *summon water elemental* 1 charge/use.

Brazier of Commanding Fire Elementals (4k) *summon fire elemental* 1 charge/use.

Censer of Controlling Air Elementals (4k) *summon air elemental* 1 charge/use.

Chime of Opening (3k) *knock* (3) 1 charge/use.

Drum of Haunting (8k) *animate dead* (5) 3 charges/use; *fear* (5) 2 charges/use; *cause fear* 1 charge/use. For bard.

Fife of Blasting (5k) *sound burst* (3) 1/day.

Gem of Brightness (8k) *blindness/deafness* (3) 1 use; *light* (5) 1 charge/use; *sunbeam* (13) 5 charges/use.

Greater Magic Bag (4k) -80% reduced wgt.

Mac-Fuirmidh Cithern (3k) *cure light wounds* (2) 1/day; *mage armor* (2) 1/day; *sleep* (2) 1/day. For bard.

Saintsblood Pearl (5k) *restoration* (7) 5 charges/use; *cure critical wounds* (7) 4 charges/use; *cure serious wounds* (5) 3 charges/use; *cure moderate wounds* (3) 2 charges/use; *cure light wounds* (2) 1 charge/use.

Stone of Controlling Earth Elementals (4k) *summon earth elemental* 1 charge/use.

Astral Rodent Charm (26k) +4 Str; +1 AC. Suffer -2 Int.

Brooch of Shielding (12k) *shield* (5) 3/day.

Canaiith Mandolin (22k) *cure serious wounds* (5) 1/day; *dispel magic* (5) 1/day; *summon creature III* (5) 1/day. For bard.

Doss Lute (18k) *visage* (3) 1/day; *hold person* (3) 1/day; *neutralize poison* (5) 1/day. For bard.

Lens of Detection (13k) *find traps* (3) 3/day.

Malarite Totem (9k) *avascular* 3 charges/use; *summon creature VI* (11) 2 charges/use. Suffer -8 Diplomacy.

Scabbard of Blessing (15k) *bless* (2) 3/day; *aid* (3) 3/day.

Austruth Flute (70k) *greater dispelling* (7) 1/day; *mind fog* (9) 1/day; *mass cure moderate wounds* 1/day. For bard, harper agent or shadowdancer.

Deea Pouch (33k) +4 Str; +12 Intimidate. Suffer -4 Wis; -10 Diplomacy.

Gem of Seeing (34k) *true seeing* (9) 1/day.

Lantern of Revealing (47k) *invisibility purge* (5) unlimited.

Orb of Elemental Summoning (111k) *elemental swarm* (17) 1/day.

Scabbard of Keen Edges (29k) *keen edges* (5) 3/day.

Telthori Totem (31k) +3 Will; +5 SV mind-affect.

Doldrum (220k) +5 Vampiric; *Tasha's hideous laughter* (7) 3/day; *wail of the banshee* (17) 2/day. For bard or harper agent.

Finch's Subtle Lute (265k) Spell Penetration; Spell Focus (Enchantment); *confusion* (10) 5/day; *creeping doom* (13) 3/day; *greater eagle's splendor* (11) 2/day. For bard.

Orglash Crystal – NX1 (165k) 100% cold immunity; 50% fire vulnerability; *summon orglash* 1/day.

The Silent Mandolin – NX1 (417k) +5 Cha; -10% arcane spell failure; *create undead* (16) 2/day; *crushing despair* 2/day; *energy drain* (17) 2/day; *greater shadow conjuration* (9) 4/day. For bard or harper's agent.

Dire Totem of the Beastlands – NX1 (635k) +4 Str; +4 Dex; +4

Miscellaneous

Con; +4 Int; +4 Wis; +4 Cha.

Potions

These items use the Potion base item type. In a shop they should be placed under the Potion section. Most potions are under 200gp.

Potion of Greater Heroism (0.7k)

Potion of Heal (0.7k)

Scrolls

Scroll are not listed because the value and appropriateness is evident from the spell level. They use the Scroll base item type with an armor type of Cloth.

Other

These are found under the NX1 Items, NX2 Campaign Items, and Plot Item categories.

Silver Shard: Combat Bonus (1k) misc.; +1 atk; +1 dmg. (Plot item.)

Silver Shard: Acid and Electricity Resistance (3k) misc.; DR acid 5; DR electric 5. (Plot item.)

Silver Shard: Fire and Cold Resistance (4k) misc.; DR fire 5; DR cold 5. (Plot item.)

Silver Shard: Paralysis Immunity (4k) misc.; immunity to paralysis. (Plot item.)

Gauntlets of Ironfist (27k) gauntlet; +1 Atk; +3 Str; +1d4 bludgeon; +1d8 vs. giant. (Plot item.)

Silver Shard: Death Magic Immunity (9k) misc.; immunity to death magic. (Plot item.)

Silver Shard: Mental Bonuses (9k) misc.; +1 Int; +1 Wis; +1 Cha. (Plot item.)

Silver Shard: Physical Bonuses (9k) misc.; +1 Str; +1 Dex; +1 Con. (Plot item.)

Belt of Ironfist (86k) belt; DR 5/mithral; +1 SV; +3 Con. (Plot item.)

Neverwinter Knight's Cloak (104k) cloak; +3 AC; +1 Cha; +2 Diplomacy; Freedom of Movement; +1 regen; +9 hp; lgt 5 m. (Plot item.)

Silver Sword of Gith (17k) universal sword; +3.

Blue Dragonscale Shield (269k) heavy shield; +5 AC; 100% immunity to electric. (In NX1 items.)

Hammer of Ironfist (422k) warhammer; +4; +6 Str; +1d8 electric dmg; unique power 1 charge; on hit: unique power; DR 10 electric. For dwarf.

Silver Sword of Gith (746k) universal sword; spell-like ability 2

charges/use; on hit: unique power; *sword forms* 2/day; Keen; +1d12 slashing; +1d12 dmg. vs. outsider; immunity to mind-affecting; immunity to paralysis.

Special Edition

These items are found under the special edition category.

Item Sets

Barbarian

- **Graena's Fortune** (13k) hide armor; +3 AC; +5 Move Silently.
- **Graena's Triumph** (18k) belt; +2 Str, +2 Con.
- **Graena's Bond** (61k) ring; *inflict serious wounds* (3/day).

Bard

- **Ysridian's Soul** (0.6k) amulet; +15 hp; +2 Concentration; +4 Perform.
- **Ysridian's Touch** (11k) gauntlet; +3 AC; +3 Diplomacy; -3 Bluff.
- **Ysridian's Muse** (55k) mandolin; *confusion* (3/day).

Cleric

- **A Mad Gent's Boots** (29k) boots; *remove blindness/deafness* (3/day).
- **A Mad Gent's Cloak** (16k) cloak; +2 AC; +2 Charisma.
- **A Mad Gent's Gloves** (22k) gauntlet; *cure moderate wounds* (3/day)

Druid

- **Scattertrail Boots** (21k) boots; *freedom of movement* (1/day); +2 Move Silently.
- **Scattertrail Helm** (30k) helmet; *entangle* (3/day); *summon creature IV* (1/day).
- **Scattertrail Hide** (10k) hide armor; +2 AC; +2 Hide; immunity: poison.

Fighter

- **The Industrious Hands of Pim** (26k) gauntlet; +2 Dex, *haste* (1/day).
- **The Sturdy Feet of Pim** (0.6k) boots; +15 hp; immunity: knockdown.
- **The Watchful Mind of Pim** (13k) helmet; *invisibility purge* (1/day); +4 Search; +4 Spot.

Monk

- **Grainstone Gloves** (0k) gauntlet; on hit: daze.
- **Grainstone Belt** (111k) belt; +2 Str; DR 5.

Special Edition

- **Grainstone Boots** (34k) boots; +2 Dex; *haste* (1/day).

Paladin

- **Armor of Gram the Mouse** (8.7k) full plate; +2 AC; DR 5.
- **Mantle of Gram the Mouse** (18k) cloak; Wisdom +2; Charisma +2.
- **Helm of Gram the Mouse** (36k) helmet; DR 5 piercing.

Ranger

- **Heart of Ilum Lura** (7k) ring; +2 SV.
- **The Breast of Ilum Lura** (6k) chain shirt; +2 AC; +2 Listen, +2 Spot.
- **Favor of Ilum Lura** (18k) gauntlet; +4 Dex.

Rogue

- **Balhodrie's Constant Hearth** (4k) cloak; DR cold and fire 5.
- **Balhodrie's Softer Skin** (33k) leather armor; +3 AC; DR 5 piercing.
- **Balhodrie's Eelskin Boots** (66k) boots; *haste* (4/day).

Sorcerer

- **Heirloom of Asenath** (9k) ring; Cha +2; Concentration +4.
- **Shackles of Asenath** (36k) bracer; +4 AC; +2 Str.
- **Vengeance of Asenath** (733k) spear; +2 enhance; Keen; on hit: Mordenkainen's disjunction.

Warlock

- **Foot of the Lame Kobold** (18k) amulet; *magic missile* (5/day)
- **Finger of the Lame Kobold** (42k) ring; +3 regen.
- **Head of the Lame Kobold** (34k) helmet; +2 Cha; -2 Int; *fear* (5/day).

Wizard

- **Anagry's Slave-Collar** (4k) amulet; Wizard spell slot: 1/2/3.
- **Anagry's Mindmaze** (24k) helmet; +2 Int; immunity: mind-affecting.
- **Anagry's Shackle-Breaker** (91k) ring; *greater dispelling* (3/day).

Unique Weapons

- Giant Feller** (6k) sling; +2 attack; +5 vs. giant.
- Gruumsh's Other Eye** (6k) sling; +2 attack; +2d6 critical.
- Horseman's Bow** (4k) shortbow; +3 attack; +15 hp.
- Athame** (29k) sickle; +2 enhance; Druid slot: 1/2/3.
- Churchman's Cudgel** (22k) club; +3 enhance; Cleric slot: 1.
- Clangeddin's Beard** (21k) dwarven waraxe; +2 enhance; Keen; +1d6 criticals.
- Crescent Moon** (16k) sickle; +2 enhance; +2d6 vs. shapechanger.
- Golden Sickle** (27k) sickle; +2 enhance; +1d6 fire.

Grimstone Blade (15k) bastard sword; +2 enhance; +2d6 criticals.
Hallowed Redeemer (30k) bastard sword; +3 enhance; +2d6 vs. undead.

Hammer & Nails (10k) light crossbow; +2 attack; +2d6 criticals.
Huntsman's Spear (29k) spear; +2 enhance; +2d6 vs. animal; +2d6 vs. beast.

Ice Axe (28k) handaxe; +2 enhance; +1d6 cold; *ray of frost* (unlimited)

Kharash Dur (27k) dwarven waraxe; +2 enhance; +1d6 fire.

Little Death (25k) handaxe; +3 enhance; *ray of enfeeblement* (3/day).

Longcutter (25k) halberd; *blindness/deafness* (3/day).

Longshot (24k) heavy crossbow; +3 attack; +1 AC; +1 SV.

Mockery of Mail (18k) warhammer; +2 enhance; +2d8 criticals.

Nagendra (27k) light hammer; +2 enhance; +1d6 sonic.

Needles (30k) rapier; +3 enhance; keen.

Pins (10k) dagger; +2 enhance; +1d6 criticals.

Plate-Piercer (9k) heavy crossbow; +2 attack; +2d8 criticals.

Silk and Iron (30k) scimitar; +3 enhance; Cleave.

St. Solloars' Mace (15k) mace; +2 enhance; +10 hp; spell slot: cleric 1, paladin 1.

Sun from the West (95k) scimitar; +2 enhance; +1d6 fire; *flame strike* (1/day).

Sword of Wrath Raven (27k) longsword; +2 enhance; +1d6 fire.

The Bloody Hand (22k) falchion; +1 enhance; +1 vampiric; on hit: wounding.

The Dark Blade (11k) longsword; +2 enhance; +1d8 criticals.

The Left Hand (22k) dagger; +1 enhance; +2 AC; +4 Parry.

The Mower (23k) scythe; +2 enhance; +1d8 criticals; Cleave.

The Sun's Rays (27k) morningstar; +2 enhance; +1d6 fire.

Acandar (67k) bastard sword; +3 enhance; +1d6 electrical; *call lightning* (1/day).

Alacrity (70k) rapier; +3 enhance; +3 AC; +2 Int.

Arn Kerym (43k) longsword; +2 enhance; +1d6 electrical; keen.

Arvoreniad (46k) short sword; +3 enhance; *cure moderate wounds* (5/day).

Axe of the Surly Woodsman (50k) greataxe; +2 enhance; +2 Str; Cleave.

Balance in All Things (64k) kama; +2 enhance; +2d6 vs. lawful; +2d6 vs. chaotic.

Black Stag Axe (113k) greataxe; +3 enhance; *cure serious wounds* (3/day).

Blindstriker (41k) greatsword; +2 enhance; +2d6 vs. Evil; Alertness.

Bone Breaker (39k) morningstar; +3 enhance; Knockdown.

Bow of the Black Archer (51k) longbow; +2 enhance; +4 vs. Elf; unlimited +2 ammo.

Special Edition

Bruiser (48k) warmace; +3 enhance; on hit: stun.
Caput Mortuum (114k) scythe; +2 enhance; Keen; *circle of death* (1/day).
Chuk (33k) greataxe; +3 enhance; +2d8 criticals.
Coldheart (62k) longbow; +2 attack; +1d6 cold unlimited ammo; +1d10 criticals.
Dervish Sword (98k) scimitar; +2 enhance; +2 Dex; Whirlwind Attack.
Devil's Right Hand (43k) kukri; +3 enhance; +1d6 fire; evil only.
Dragonsblood Katana (58k) katana; +2 enhance; +1d6 fire; DR 10 vs. fire.
Falling Star (49k) longbow; +2 attack; +1d6 fire unlimited ammo.
Falling Thunder Storm (58k) katana; +2 enhance; +1d6 electrical; +1d6 sonic.
Feybane (62k) short sword; +3 enhance; +5 vs. Fey; +2d6 vs. Fey.
Gaharu (74k) club; +2 enhance; +4 Str.
Gladius (125k) short sword; +2 enhance; Keen; on hit: ability drain.
Goblinsplitter (35k) battleaxe; +2 enhance; +4 vs. goblinoid; +2d6 dmg. vs. goblinoid.
Gungne (43k) spear; +3 enhance; +1d6 electrical.
Gutspiller (48k) kukri; +2 enhance; on hit: slay human.
Hammer of Marish (51k) warhammer; +2 enhance; +1d6 sonic; *shield of faith* (3/day).
Ha'Ra'Kor (77k) battleaxe; +2 enhance; +5 vampiric regeneration; *inflict serious wounds* (1/day).
Hedge Trimmer (43k) halberd; +2 enhance; +1d6 cold; Cleave.
Honor's Edge (89k) kama; +3 enhance; Keen; *magic circle against alignment* (3/day); only lawful.
Iron Helm, Iron Boot (43k) warmace; +3 enhance; Keen; immunity: knockdown.
Kossuth's Hand (101k) flail; +3 enhance; +1d8 fire; DR fire 10.
Locust Crossbow (60k) heavy crossbow; +3 enhance; unlimited +3 ammo.
Mage Shield (35k) quarterstaff; +1 enhance; +3 AC; wiz slot 1.
Might Makes Right (32k) warhammer; +2 enhance; +2 Str.
Mithral Mirror (61k) dwarven waraxe; +3 enhance; SR 14.
Monk's Friend (74k) quarterstaff; +2 enhance; +4 Wis.
Old Bones (83k) club; +2 enhance; +2 vampiric regen.; slay living (1/day).
Old Hickory (41k) quarterstaff; +3 enhance; *entangle* (3/day).
Orccrusher (85k) mace; +2 enhance; +4 vs. orc and half-orc; +2d6 damage vs. orc and half-orc.
Peasant Blade (50k) kama; +3 enhance; +2 Con.
Shishi-O (84k) katana; +2 enhance; Keen; *summon creature V* (1/day).
Starbright (64k) flail; +2 enhance; +2d6 vs. chaotic or evil; Only

for lawful good.
Stirge (38k) rapier; +2 enhance; +5 vampiric.
Storm of the Steppes (50k) falchion; +2 enhance; +1d6 electrical; *call lightning* (1/day).
Swift Flier (40k) light crossbow; +2 attack; Haste.
Talon Blade (38k) kukri; +2 enhance; +1d8 slashing.
Tapper (57k) light hammer; +3 enhance; *knock* (unlimited).
Tempest-Caller (105k) greatsword; +2 enhance; -2 Con; *chain lightning* (1/day).
The Dove (88k) shortbow; +3 attack; *charm person* (2/day); *charm monster* (2/day).
The Good Day (39k) morningstar; +2 enhance; on hit: ability drain (Con).
The Slow Blade (46k) dagger; +3 enhance; on hit: poison (Con).
Thunderer (88k) light hammer; +2 enhance; +1d6 electrical; on hit: deafness.
True Crossbow (88k) light crossbow; +2 attack +3 regenerate.
Vendetta (99k) handaxe; +3 enhance; +5 enhance vs. humans; +2d6 vs. humans; Two-Weapon Fighting.
Verdant Crescent (39k) scythe; +2 enhance; on hit: poison (Str).
Vile Drinker (63k) greatsword; +2 enhance; +5 vampiric; *death armor* (3/day).
Waves Along the Shore (39k) halberd; +3 enhance; Knockdown.
Whistling Sling (39k) sling; +3 attack; unlimited ammo: +1d6 cold.
White Dragon Bow (49k) shortbow; +2 attack; unlimited ammo: +1d6 cold.
Wolfsbane (40k) warmace; +3 enhance; *summon creature III* (1/day).
Alrec (248k) battleaxe; +2 enhance; +1d6 fire; *dominate monster* (1/day).
Headman (474k) falchion; +3 enhance; on hit: vorpal.
Lichbreaker (173k) flail; +2 enhance; DR cold 10; on hit: slay undead.
Pharaoh's Mace (295k) mace; +2 enhance; Extra Turning; on hit: slay undead.
Spear of Death (150k) spear; +3 enhance; *finger of death* (1/day).

Weapons

In a store these will appear under the Weapon tab.

Ammunition

Unless stated otherwise, bonuses are to damage. Where there is an item multiplier prefix, the cost is for the entire multiple of that item. Otherwise it is for a single copy.

Weapons

Arrows

These items use the Arrow base item type.

- 99 × **Arrow** +X (0.1/0.3/1/2/4k) +X pierce.
- 99 × **Acid Arrow** (1.4k) +1d6 acid.
- 5 × **Arrow of Detonation** (2k) *fireball* (10) on hit.
- 99 × **Arrow of the Vampire** (0.4k) +2 vampiric regen.
- Dream Element** (0.7k) +6 pierce; +1d6 positive energy; +1d6 vs. incorporeal; *sleep* [hit, DC 22, 25% of 2 rounds].
- 99 × **Fire Arrows** (1.5k) +1d6 fire.
- 99 × **Ice Arrows** (1.5k) +1d6 cold.
- 99 × **Lightning Arrows** (1.5k) +1d6 electric.
- Lost Hin's Fury** (0.5k) +8 pierce; +2d6 fire.
- 99 × **Mild Poison Arrows** (0.7k) poison [DC 14, 1d2 Con]
- Nature's Rage** (0.2k) +4 pierce, +3d6 vs. outsider; +3d6 vs. planetouched; +3d6 vs. elemental.
- 99 × **Piercing Arrow** (1.5k) +1d6 pierce.
- Reverberating Shot** (1k) +6 pierce; +4d6 sonic.
- Shou Lung Wall Fragment** (0.1k) +6 pierce; 1d6 sonic.
- 5 × **Arrows of Petrification** (4k) *flesh to stone* (7) on hit.
- 99 × **Poison Arrow** (3k) poison [DC 14, 1d2 Con; DC 14, 1d2 Str]

Bolts

These items use the Bolt base item type.

- 99 × **Bolt** +X (0.1/0.3/1/2/4k) +X pierce.
- 99 × **Bolt of Fire** (1.3k) +1d6 fire.
- 99 × **Bolt of Frostbite** (0.4k) +1d4 cold.
- 99 × **Bolt of Lightning** (1.3k) +1d6 electric.
- 99 × **Bolt of Piercing** (1.3k) +1d6 pierce.
- Dream Element** (0.6k) +6 pierce; +1d6 positive energy; +1d6 vs. incorporeal; *sleep* [DC 22, 25% of 2 rounds].
- Lost Hin's Fury** (0.4k) +8 pierce; +2d6 fire.
- 99 × **Mild Poison Bolt** (0.7k) poison [DC 14, 1d2 Con].
- Nature's Rage** (0.2k) +4 pierce; +3d6 vs. outsider; +3d6 vs. planetouched; +3d6 vs. elemental.
- 99 × **Paralytic Bolt** (0.4k) stun [DC 14, 50% of 2 rounds].
- 99 × **Poison Bolt** (2.8k) poison [DC 14, 1d2 Con]; poison [DC 14, 1d2 Str].
- Reverberating Shot** (0.9k) +6 pierce; +4d6 sonic.
- Shou Lung Wall Fragment** (0.1k) +6 pierce; +1d6 sonic.

Bullets

These items use the Bullet base item type with an armor type of Cloth.

- 99 × **Bullet** +X (0.1/0.3/0.9/2/3.5k) +X bludgeon
- 99 × **Bullet of Screaming** (1.6k) +1d4 sonic; *silence* [DC 14, 50% of 2 rounds].
- 99 × **Bullet of Smiting** (1.2k) +1d6 bludgeon.

- Dream Element** (0.5k) +6 pierce; +1d6 positive energy; +1d6 vs. incorporeal; *sleep* [DC 22, 25% of 2 rounds].
- 99 × **Farel's Gold** (1.6k) +1d4 acid; *slow* [DC 14, 50% of 2 rounds]
- 99 × **Fire Bullet** (1.2k) +1d6 fire.
- 99 × **Giant 's Bane** (1.8k) +1d6 pierce; +1d6 vs. giant.
- 99 × **Ice Bullet** (1.2k) +1d6 cold.
- 99 × **Lightning Bullet** (1.2k) +1d6 electric.
- Lost Hin's Fury** (0.4k) +8 pierce; +2d6 fire.
- Nature's Rage** (0.2k) +4 pierce; +3d6 vs. outsider; +3d6 vs. planetouched; +3d6 vs. elemental.
- Reverberating Shot** (0.8k) +6 pierce; +4d6 sonic.
- Shou Lung Wall Fragment** (0.1k) +6 pierce; +1d6 sonic.

Axes

Great Axes

These items use the Greataxe base item type.

- Greataxe** +X (1.7/7/17/30/48k) +X enhance.
- Stonefire Axe** +X (6/27k) +X enhance; +2/+1d6 fire dmg.
- Adamantine Greataxe** (1.6k) +2 dmg.
- Darksteel Greataxe** (0.6k) +1 electric dmg.
- Gruumsh Hand** (14k) +2 enhance; +1d6 dmg vs. human; +3 Parry.
- Netherese Axe** (20k) +1 enhance; +3 Listen; +3 Lore; SR 10.
- Axe of the Bear-King** (88k) +4 enhance; +1d6 electric dmg; Keen.
- Axe of the Holy** (56k) +4 enhance; +5 enhance vs. undead. For good.
- Re's Redemption** (32k) +2 enhance; +4 enhance vs. orc; +1d6 dmg vs. evil.
- The Sandstorm** (34k) +2 enhance; *blindness* [hit, DC 16, 10% of 4 rounds]. Suffer -1 dodge AC.
- Axe of the Culling** (133k) +3 enhance; +1d6 fire dmg; *dispel magic* [hit, DC 14].

One-Handed Axes

These items use the Battleaxe, Dwarven Waraxe or Handaxe base item type.

- Battleaxe** +X (1.6/7/17/30/48k) +X enhance.
- Dwarven Waraxe** +X (1.7/7/17/30/48k) +X enhance.
- Handaxe** +X (1.6/7/17/30/48k) +X enhance.
- Adamantine Battleaxe** (1.6k) +2 dmg.
- Adamantine Dwarven Waraxe** (1.6k) +2 dmg.
- Adamantine Handaxe** (1.5k) +2 dmg.
- Darksteel Battleaxe** (0.6k) +1 electric dmg.
- Darksteel Dwarven Waraxe** (0.6k) +1 electric dmg.

Weapons

Darksteel Handaxe (0.6k) +1 electric dmg.

Sentinel +1 (6k) battleaxe; +1 enhance; +2 Listen; +2 Spot; 10m lgt.

Blood Rust Axe (27k) hand axe; +2 enhance; +1d6 vs. good; *slow* [hit, DC 14, 50% of 2 rounds].

Ember's Axe (21k) hand axe; +2 enhance; +4 enhance vs. outsider.

Ice Reaver +1/+3 (23/59k) hand axe; +1/+3 enhance; +1 cold dmg; DR cold 15.

Silvermane's Axe (29k) battleaxe; +1 enhance; +1 regen; Keen; *raise dead* (9) 2 charges/use.

Woodcutter's Axe (17k) hand axe; +2 enhance; +3 enhance vs. shapechanger.

Axe of Dead Illusk (38k) battleaxe; +2 enhance; +3 vampiric regen; *fear* [hit, 50% of 2 rounds].

Clangeddin's Wayward Axe (54k) battleaxe; +3 enhance; +4 electric dmg.

Deepstone Progeny (48k) battleaxe; +2 enhance; immunity to death magic.

Mordan's Withering Axe (48k) battleaxe; +3 enhance; *wounding* [hit, DC 14]

Offhand Axe (76k) hand axe; +3 enhance; +1d6 sonic dmg; Two-Weapon Fighting.

Sentinel +2 (88k) battleaxe; +2 enhance; +4 Listen; +4 Spot; *true seeing* (9) 1/day; 10m lgt.

Terrance's Fell Axe (77k) battleaxe; +4 enhance; +1d4 massive criticals; +2 Str.

Axe of the Broken Plains (143k) handaxe; +4 enhance; +2 electric dmg; *chain lightning* (11) 1/day.

Fatecarver (238k) dwarven waraxe; +7 enhance; +6 AC vs. outsider; DR divine 15.

Ra Bane Blade (154k) battleaxe; +7 enhance; +2d12 massive criticals. Suffer -3 AC.

Dream Battleaxe (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion spells; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Bladed

Bastard Swords

These items use the Bastard Sword base item type.

Bastard Sword +X (1.6/7/17/30/48k) +X enhance.

Adamantine Bastard Sword (1.6k) +2 dmg.

Darksteel Bastard Sword (0.6k) +1 electric dmg.

Dragonslayer (22k) +1 enhance; +5 enhance vs. dragon; +1d10 vs. dragon.

Lawgiver (14k) +1 enhance; +3 vs. chaotic.

Bloodletter (94k) +4 enhance; +2 vampiric regen; *wounding* [hit, DC 14].

Discord (43k) +2 enhance; +1d6 sonic; *confusion* [hit, 50% of 2 rounds]

Nameless Light (63k) +2 enhance; +5 enhance vs. evil; +1d6 vs. evil.

Touch of Death (267k) +6 enhance; +10 dmg vs. undead; +10 dmg vs. chaotic; *greater visage of the deity* 1/day.

Great Swords

These items use the Greatsword base item type.

Greatsword +X (1.7/7/17/30/48k) +X enhance.

Adamantine Greatsword (1.6k) +2 magic dmg.

Darksteel Greatsword (0.7k) +1 electric dmg.

Harbinger Kin +1/+3 (6/43k) +1/+3 enhance; +2/+1d6 fire dmg.

Blade of Chult (9k) +1 enhance; poison [hit, DC 14, 1d2 Con].

Vermin's Blade (10k) +1 enhance; +4 enhance vs. vermin.

Blade of the Rashemi (85k) +3 enhance; SR 16; barkskin (3) 1/day.

Gemsword (43k) +3 enhance; +1d6 electric dmg.

Shining Light of Lathander (34k) +2 enhance; *searing light* (5) 1/day; 15m lgt.

The Dagger of Chaos (38k) +2 enhance; +3 vampiric regen; *confusion* [hit, DC 14, 50% of 2 rounds].

Runescarred Greatsword (421k) +7 enhance; +5 Dex; *heroism* 2/day; +3 Will. Suffer -2 deflection AC.

The Golem's Blade (148k) +3 enhance; +3 Str; +1d6 slash dmg; +2d6 massive criticals.

Dream Greatsword (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion spells; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Light

These items use the Dagger, Kama or Kukri base type.

Dagger +X (1.6/7/17/30/48k) +X enhance.

Kama +X (1.6/7/17/30/48k) +X enhance.

Kukri +X (1.6/7/17/30/48k) +X enhance.

Sickle +X (1.6/7/17/30/48k) +X enhance.

Adamantine Dagger (1.5k) +2 magic dmg.

Adamantine Kama (1.5k) +2 magic dmg.

Adamantine Kukri (1.5k) +2 magic dmg.

Adamantine Sickle (1.5k) +2 magic dmg.

Darksteel Dagger (0.6k) +1 electric dmg.

Darksteel Kama (0.6k) +1 electric dmg.

Darksteel Kukri (0.6k) +1 electric dmg.

Darksteel Sickle (0.6k) +1 electric dmg.

Blacksoul Sickle (4k) +1 enhance; +1 vampiric regen.

Weapons

Golden Sickle +1 (3k) +1 enhance; +2 Survival; druid slot 0.

Sharpshadow Blade (4k) kukri; +1 enhance; +2 Hide; +2 Move Silently.

Tagget's Talon (7k) dagger; +1 enhance; Keen.

Courtesan Blade (30k) dagger; +2 enhance; Keen, *stun* [hit, DC 14, 50% of 2 rounds].

Empty Fields (12k) kama; +1 enhance; *doom* [hit, DC 14, 50% of 2 rounds].

Golden Sickle +2 (16k) +2 enhance; +3 Survival; druid slot 0+1.

Hideo's Kama (9k) +2 enhance; +2 Parry.

Ice Talon (27k) dagger; +2 enhance; +1d6 cold dmg.

Imaskari Kama (9k) +1 enhance; +1d4 acid dmg; +1 Concentration.

Ladymist Talon (20k) kukri; +1 enhance; *stinking cloud* (5) 5 charges/use; immune to *cone of cold*.

Messenger Blade (17k) kukri; +2 enhance; Keen.

Neverwinter Kukri (12k) +2 enhance; +2 Fort.

Pixie Lance (30k) dagger; +2 enhance; *sleep* [hit, DC 14, 50% of 2 rounds]

Teneraard's Sickle (19k) +1 enhance; +2 enhance vs. evil. Suffer -1 dodge AC; -1 natural AC.

The Nightthief's Nimbleknife (14k) dagger; +1 enhance; +2 Tumble; Two-Weapon Fighting.

Thread of Life (20k) kama; +1 enhance; +1 Regen; *cure critical wounds* (7) 5 charge/use; *cure serious wounds* (5) 4 charge/use; *cure moderate wound* (3) 2 charge/use; *cure minor wounds* (1) unlimited.

Cutting Star (53k) kukri; +2 enhance; +1d6 fire dmg; *blindness* [hit, DC 14, 25% of 3 rounds].

Eye of the Sun (31k) kama; +3 enhance; +1 acid dmg; +1 fire dmg.

Kukri of the Eclipse (111k) +4 enhance; +1d6 negative energy dmg; immune to *darkness*; Darkvision.

Leech (81k) dagger; +5 enhance; +3 vampiric regen.

Peasant Dynasty (45k) kama; +1 enhance; DR 5 acid, cold, electric and fire.

Sickle of Holy Mourning (47k) +2 enhance; +5 enhance vs. undead; Extra Turning.

The Finisher (32k) dagger; +1 enhance; +2 Str; Cleave.

Reaper's Despair (496k) sickle; +8 enhance; *fear* [hit, DC 26, 50% of 5 rounds]; *poison* [hit, DC 22, 1d2 Con].

Renewal (163k) sickle; +3 enhance; +2d6 fire dmg; DR 10 fire.

Stormwalker (140k) kukri; +2d6 electric dmg; Freedom of Movement.

The Wizard's Ally (167k) dagger; +2 enhance; SR 14; immune to mind-affecting spells; wizard 1+2+3 slot.

Dream Dagger (830k) dagger; +6 enhance; +1d4 positive energy

dmg; +1d4 dmg vs. incorporeal; immune to illusion; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Myr Styah'be'eh (837k) dagger; +10 enhance; Keen; +2d10 massive criticals; *wounding* [hit, DC 26].

Shadowmaster Kukri (501k) +4 enhance; +2d6 acid dmg; Dex +5; Move Silently +6; Hide +6; Listen +6.

Longswords

These items use the Longsword base item type.

Longsword +X (1.6/7/17/30/48) +X enhance.

Adamantine Longsword (1.6k) +2 magic dmg.

Darksteel Longsword (0.6k) +1 electric dmg.

Astral Blade +1 (8k) +1 enhance; +1d4 sonic dmg.

Angurvadal (Flame Tongue) (27k) +2 enhance; +1d6 fire dmg.

Blade of the Gladiator (27k) +2 enhance; +1d6 acid dmg.

Astral Blade +2 (55k) +2 enhance; +1d10 sonic dmg.

Blessings of the Daystar (58k) +3 enhance; +5 enhance vs. undead; +1d6 dmg vs. evil.

Soulrazor Minion (42k) +3 enhance; +1d6 dmg vs. good; +2 vampiric regen.

The Singing Sword (68k) +5 enhance; +1 sonic dmg; 15m lgt.

Sivlem (359k) +6 enhance; +2 Str; Keen; Freedom of Movement; 10m lgt. Suffer -4 Move Silently.

The Sly Blade (215k) +3 enhance; +1d6 negative energy dmg; *doom* (10) [hit]; *displacement* (9) 3/day.

Dream Longsword (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Holy Avenger (917k) +3 enhance; +5 enhance vs. evil; +2d4 dmg vs. evil; SR 24; *protection from evil* unlimited; *dispel magic* [hit, DC 20, divine]; visual effect: holy. For paladin.

Other

These items use the Falchion, Katana, Rapier or Scimitar base item type.

Falchion +X (1.6/7/17/30/48k) +X enhance.

Katana +X (1.6/7/17/30/48k) +X enhance.

Rapier +X (1.6/7/17/30/48k) +X enhance.

Scimitar +X (1.6/7/17/30/48k) +X enhance.

Adamantine Falchion (1.6k) +2 magic dmg.

Adamantine Katana (1.6k) +2 magic dmg.

Adamantine Rapier (1.6k) +2 magic dmg.

Adamantine Scimitar (1.6k) +2 magic dmg.

Darksteel Falchion (0.6k) +1 electric dmg.

Darksteel Katana (0.6k) +1 electric dmg.

Darksteel Rapier (0.6k) +1 electric dmg.

Darksteel Scimitar (0.6k) +1 electric dmg.

Weapons

Black Rider Quill (7k) rapier; +1 enhance; +4 Lore; +4 Perform.

Kaga-To (6k) katana; +1 enhance; daze [hit, DC 14, 50% of 2 rounds].

Sword Saint Legacy +1/+4 (6/43k) katana; +1/+4 enhance; +1d6 dmg vs. evil.

Bleederkin (30k) rapier; +2 enhance; *wounding* [hit, DC 14].

Decision (27k) falchion; +2 enhance; +1d6 fire dmg.

Desert Wind +1 (14k) scimitar; +1 enhance; +1d6 fire dmg.

Desert Wind +2 (55k) scimitar; +2 enhance; +1d10 fire dmg.

Hierarch's Blade (11k) falchion; +1 enhance; +4 atk vs. outsider; +1 AC.

Laughing Blade (23k) scimitar; +2 enhance; confusion [hit, DC 14, 50% of 2 rounds].

Mercykiller Blade (14k) rapier; +2 enhance; +1d6 dmg vs. evil.

Namarra (Neversleep) +1 (5k) rapier; +1 enhance; *daze* [hit, DC 14, 75% of 1 round].

Namarra (Neversleep) +2 (30k) rapier; +2 enhance; *sleep* [hit, DC 14, 50% of 2 rounds].

Rapier of the High Road (27k) rapier; +1 enhance; +1d6 acid dmg; Keen.

Shimmering Blade (13k) scimitar; +2 enhance; +5 Parry.

The Forsaken Path (27k) scimitar; +3 enhance; +1d6 dmg vs. undead; +1d6 dmg vs. outsider.

Ula's Heart (30k) scimitar; +2 enhance; Keen; fear [hit, DC 14, 50% of two rounds].

Anhur's Favorite Blade (93k) falchion; +3 enhance; +1d8 electric dmg; *bull's strength* (1) 1/day.

Blade of the Elements (70k) katana; +3 enhance; *slay racial group* [DC 14, elemental].

Divine Fury (64k) katana; +3 enhance; +1d6 electric dmg; *stun* [hit, DC 14, 50% of 2 rounds].

Master Li's Way (31k) katana; +2 enhance; +1d4 acid dmg; Keen.

Scimitar of Mielikki (98k) +7 enhance.

Scimitar of Speed (46k) +1 enhance; *haste* (10) 1/day.

The Brute (66k) scimitar; +3 enhance; +3 Con; Keen; +3 Fort.

The Gnomist Slayer (93k) scimitar; +4 enhance; +5d6 dmg vs. giant.

The Waking Dragon (57k) falchion; +4 enhance; +1d8 massive criticals; Keen.

Transcendent Edge (32k) falchion; Spirit's Ruin; sonic visual effect.

Anhur's Hand (417k) falchion; +7 enhance; +3d6 electric dmg.

Elemental's Ruin (185k) rapier; +3 enhance; +5 enhance vs. elemental; Keen; Elemental's Ruin.

Fencer's Blade (225k) rapier; +3 enhance; +3 AC; DR 5 all; +1 regen.

Katana of the Mummylord (150k) +5 enhance; *poison* [hit, DC 22, 1d2 Dex]; acid visual effect. For undead.

Scimitar of Pestilence (243k) +3 enhance; *disease* [hit, DC 20, red ache (1d6 Str)]; *poison* [hit, DC 20, 1d2 Con].

Aromal's Truth (506k) rapier; +5 enhance; +8 AC vs. human; Improved Evasion; Freedom of Movement.

Dream Scimitar (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Enchanted Papyrus Blade (1,237k) katana; +5 enhance; +1d6 fire dmg; +1d10 massive criticals; +3 AC; Balagorn's iron horn (7) 1/day; fear (5) 2/day; haste (5) 1/day; Keen; Dodge; Great Cleave; Greater Weapon Focus (katana); Greater Weapon Specialization (Katana); Improved Critical (katana); visual effect: electric.

Naught Katana (882k) +6 enhance; +4d6 negative energy dmg; +4d6 dmg vs. lawful.

Short Swords

These items use the Short Sword base item type.

Short Sword +X (1.6/7/17/30/48k) +X enhance.

Adamantine Short Sword (1.6k) +2 magic dmg.

Darksteel Short Sword (0.6k) +1 electric dmg.

Feyduster +1 (5k) +1 enhance; *sleep* [hit, DC 14, 75% of 1 round].

Breath of the Maiden (9k) +1 enhance; *poison* [hit, DC 14, 1d2 Con].

Feyduster +2 (30k) +2 enhance; *sleep* [hit, DC 14, 50% of 1 round].

Ichthia's Neck Knife (22k) +2 enhance; +3 vampiric regen.

The Biting Sword (14k) +1 enhance; +1d6 acid dmg.

The Lucky One (30k) +1 enhance; Improved Evasion.

Icy Blade (43k) +3 enhance; +1d6 cold dmg.

Short Sword of Quickness (90k) +1 enhance; +1d6 electric dmg; *haste* (5) 5/day.

The Dark Companion (99k) +4 enhance; +1d10 massive criticals; Keen; Two-Weapon Fighting.

The Nightthief's Claw (59k) +2 enhance; +1d6 electric dmg; Two-Weapon Fighting; 10m lgt.

Fingerbone's Name (642k) +7 enhance; *disease* [hit, DC 24, ghoul fever], *animate dead* (15) 5/day.

Blunt

Clubs

These items use the Club base item type.

Club +X (1.6/7/17/30/48k) +X enhance.

Ironwood Club (1k) +1 attack; 40% wgt.

Weapons

Zalantar Club (0.6k) +1 magical dmg.

Gladiator's Club +1 (5k) +1 enhance; *daze* [hit, DC 14, 70% of 1 round]

Club of Smiting (30k) +1 enhance; *slay racial group* [hit, DC 14, construct].

Tethir-Wood Cudgel (27k) +2 enhance; +1d6 acid dmg.

Watchman's Club (12k) +1 enhance; Alertness; +2 Listen; +2 Spot; 10m lgt.

Will of the Lost (11k) +1 enhance; +3 vampiric regen.

Gladiator's Club (43k) +4 enhance; *daze* [hit, DC 14, 75% of 1 round].

The Angry Soul (64k) +3 enhance; +1d6 electric dmg; *fear* [hit, DC 14, 50% of 2 rounds].

Telthor Leg Bone (187k) +4 enhance; *ethereal jaunt* 1/day.

Club of Submission (578k) +8 enhance; *fear* [hit, DC 18, 70% of 3 rounds]; *disease* [hit, DC 24, red ache (1d6 Str)].

Flails

These items use the Flail base item type.

Flail +X (0.8/4/8/15/24k) +X enhance.

Adamantine Flail (1.5k) +2 magic dmg.

Darksteel Flail (0.6k) +1 electric dmg.

Foundation +1/+4 (7k/48k) +1/+4 enhance; *knock* [hit, DC 14].

Writ of the Vizier (7k) +1 enhance; *fear* [hit, DC 14, 50% of 2 rounds]

Flail of Destruction (27k) +2 enhance; +1d6 Fire dmg.

Heirs of Osiris (10k) +1 enhance; +4 enhance vs. undead.

Eberond's Flail (41k) +2 enhance; SR 14.

Flurry's End (108k) +3 enhance; DR 5 all; +2 Dex; *haste* (5) 1/day.

Hammers

These items use the Light Hammer or Warhammer base item type.

Light Hammer +X (1.6/7/17/30/48k) +X enhance.

Warhammer +X (1.6/7/17/30/48k) +X enhance.

Adamantine Light Hammer (1.5k) +2 magic dmg.

Adamantine Light Warhammer (1.5k) +2 magic dmg.

Darksteel Light Hammer (0.6k) +1 electric dmg.

Darksteel Warhammer (0.6k) +1 electric dmg.

Daraz Hammer (8k) light hammer; +1 enhance; +1 sonic dmg; +1d8 dmg vs. goblinoid.

Hammer of Justice (8k) warhammer; +1 enhance; +2 enhance vs. chaotic.

Storm +1 (8k) light hammer; +1 enhance; +1d4 electric dmg.

Forge Fire (27k) light hammer; +2 enhance; +1d6 fire dmg.

Hammer of the Beast (17k) light hammer; +2 enhance; slow [hit,

DC 14, 50% of 2 rounds]

Hammer of the Wisp (22k) warhammer; +2 enhance; *fear* [hit, DC 14, 50% of 2 rounds]; 15m lgt.

Lesser Rift Hammer (14k) warhammer; +1 enhance; +1d6 sonic dmg.

Rune Hammer +1 (12k) warhammer; +1 enhance; SR 10.

Hammer of Blasting (64k) light hammer; +3 enhance; +1d6 electric dmg; *knock* [hit, DC 14]

Hammer of Light (107k) light hammer; +4 enhance; +1d10 dmg vs. outsider; SR 14; *light* (5) unlimited.

Hammer of Thunderbolts (117k) warhammer; +5 enhance; +1d6 electric dmg; *stun* [hit, DC 14, 75% of 1 round]

Rune Hammer +2 (41k) warhammer; +2 enhance; SR 14.

Storm +2 (55k) light hammer; +2 enhance; +1d6 electric dmg; DC 10 electric.

Hammer of the Lost Empire (146k) warhammer; +3 enhance; +1d6 fire dmg; +2 Str; +1 regen.

Rift Hammer (143k) warhammer; +6 enhance; +1d8 sonic dmg.

Maces

These items use the Mace base item type.

Ironwood Warmace +1/+3 (2/19k) +1/+3 enhance; 60% wgt.

Mace +X (1.6/7/17/30/48k) +X enhance.

Warmace +X (1.6/7/17/30/48k) +X enhance.

Adamantine Mace (1.5k) +2 magic dmg.

Adamantine Warmace (1.6k) +2 magic dmg.

Fist of the Legion (7k) mace; +1 enhance; *stun* [on hit, DC 14, 50% of 2 rounds]

Krotan's Skullcrusher (8k) warmace; +1 enhance; +1d6 dmg vs. goblinoid; +1d6 dmg vs. half-orc; +1d6 dmg vs. orc.

Mace of Disruption +2 (5k) +1 enhance; +2 vs. undead.

Mace of Disruption +5 (20k) +1 enhance; +5 vs. undead; +1d8 dmg vs. undead.

Arduvia's Fall (17k) warmace; +2 enhance; *slow* [hit, DC 14, 25% of 3 rounds]

Ebon Warmace (23k) +1 enhance; Str drain [on hit, DC 14]

Kiss of Sune (17k) mace; +1 enhance; *hold* [hit, DC 14, 50% of 2 rounds]

Lesser Mace of Disruption (25k) *slay undead* [hit, DC 14]; 20m light. For cleric or paladin.

Planar Mace (21k) +2 enhance; +4 vs. outsider.

Stoutcorps Key (18k) warmace; +1 enhance; +2 Str.

Champion's Fist (91k) mace; +3 enhance; +5 attack vs. evil; +2d6 dmg vs. evil.

Petty's Tempest (43k) mace; +2 enhance; +1d6 electric dmg; *slow* [hit, DC 14, 50% of 2 rounds].

Soldier's Might (65k) mace; +2 enhance; +1d4 cold dmg;

Weapons

immunity to mind-affecting spells.

Balafour's Gnashing Rod (356k) warmace; +3 enhance; +1d4 fire dmg; +2 Cha; Greater Spell Penetration; Combat Casting; *hideous blow* unlimited use; *flee the scene* 3/day. For warlock.

Gnollgrip (188k) warmace; +8 enhance; +1d12 massive criticals; +2 vampiric regen.

Loremaster's Mace (202k) +2 enhance; +1d6 divine dmg; +3 Wis; Extra Turning.

Dream Mace (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Morningstars

These items use the Morningstar base item type.

Morningstar +X (1.6/7/17/30/48k) +X enhance.

Adamantine Morningstar (1.5k) +2 dmg.

Darksteel Morningstar (0.6k) +1 electric dmg.

Drone +1 (7k) +1 enhance; *slow* [hit, DC 14, 50% of 2 rounds].

Whyte's Morningstar (7k) +1 enhance; +1 electric dmg; +3 Parry.

Bone Phoenix (14k) +1 enhance; +1d6 fire dmg.

Sleepwalker Kin (30k) +2 enhance; *sleep* [hit, DC 14, 50% of 2 rounds]

Circling Star (35k) +2 enhance; +1d6 electric dmg; +4 Spot.

Drone +4 (88k) +4 enhance; +1d6 sonic dmg, *slow* [hit, DC 14, 50% of 2 rounds].

Double-sided

These items use the Quarterstaff base item type.

Quarterstaff +X (1.6/7/17/30/48k) +X enhance.

Duskwood Quarterstaff (0.6k) +1 magic dmg.

Ironwood Quarterstaff (1k) +1 enhance; 40% weight.

Zalantar Quarterstaff (0.6k) +1 electric dmg.

Staff of Curing (4k) +5 Heal; *cure serious wounds* (5) 2 changes/use.

Aido Wither-Stick (23k) +1 enhance; Str drain [hit, DC 14].

Blackforest Staff (10k) +1 enhance vs. good; +1 vampiric regen; *protection from alignment* (2) 3/day.

Negastaff (12k) +1 enhance; blindness [hit, DC 14, 25% of 3 rounds]

Remembrance (79k) +3 enhance; +2 AC; SR 10.

Staff of Ascension (63k) +2 enhance; +1 AC; druid slot 2; regen +1; *entangle* (2) 3/day. For druid.

Dream Quarterstaff (830k) +6 enhance; +1d4 positive energy dmg; +1d4 dmg vs. incorporeal; immune to illusion; *sleep* [hit, DC 24, 10% of 2 rounds]; unique power, unlimited uses.

Staff of Ashenwood (1,177k) +9 enhance; +3d12 dmg vs. beast;

+3d12 dmg vs. magical beast; +3d12 dmg vs. plant; +20 hp; immune to disease and poison; *storm of vengeance* (17) 1/day.. Suffer -10 Will.

Thornshield (527k) +4 enhance; +4 AC; DR 5 bludgeon, pierce and slash.

Mage-Specific

Rods

These items use the Magic Rod base item type.

Rod of Frost (0.8k) *ray of frost* (1) unlimited.

Rod of Beguiling (7k) *charm person* (2) 1 charge/use; *dominate person* (7) 2 charges/use.

Rod of Resurrection (8k) *resurrection* (13) 5 charges/use.

Rod of Reversal (5k) dispel magic (5) 3 charges/use; *greater dispelling* (7) 5 charges/use.

Rod of Terror (6k) *fear* (5) 3 charges/use; *cause fear* 1 charge/use.

Rod of the Ghost (5k) *ghostly visage* (3) 1 use/day.

Rod of Freedom (28k) *freedom of movement* (7) 2 charges/use; *stone to flesh* (5) 1 charge/use; *remove paralysis* (3) 1 charge/use.

Rod of Thunder and Lightning (91k) *chain lightning* (2) 1 use/day; *sound burst* (3) 3 uses/day.

Staves

These items use the Quarterstaff base item type.

Staff of the Holy (5k) *aid* (3) 2 charges/use; *cure light wounds* (5) 1 charge/use; *cure moderate wounds* (6) 3 charges/use. For cleric.

Staff of Command (23k) immune to mind-affecting spells; *charm monster* (5) 5 charges/use; *charm person* (2) 2 charges/use; *dominate person* (7) 5 charges/use. For sorcerer or wiz.

Staff of Defense (12k) +2 AC; *ghostly visage* (3) 2 charges/use; *protection from alignment* (5) 3 charges/use. For sorcerer or wiz.

Staff of Power (16k) *fireball* (5) 3 charges/use; *magic missile* (5) 2 charges/use; *ray of enfeeblement* (2) 1 charge/use. For sorcerer or wiz.

Staff of Valmaxian (64k) +3 enhance; +2 AC; *chain lightning* (11) 5 charges/use; *ethereal visage* (9) 5 charges/use; *fireball* (5) 3 charges/use. For sorcerer or wiz.

Rakshasa Staff (145k) +1d8 fire dmg; *dominate person* (7) 2 charges/use; *charm person* (10) 4 charges/use; *charm monster* (10) 4 charges/use; sorcerer 4+5 slot; wiz 4+5 slot. For sorcerer or wiz.

Withering (264k) +6 enhance; animate dead (3/day). For pale master.

Staff of Balpheron (692k) +1 enhance; +4 AC; SR 20; *shocking*

Weapons

grasp (3) [on hit]; sorcerer 7+8 slot; wiz 7+8 slot. Suffer -2 Con, -2 Str. For sorcerer or wiz.

Staff of the Magi (520k) +1 enhance; +4 AC; SR 24; *shocking grasp* (1) [hit]; *magic missile* (9) 1 charge/use; *protection from evil* 1 charge/use; *invisibility* (3) 2 charges/use; *web* (3) 2 charges/use; *dispel magic* (10) 3 charges/use; *fireball* (10) 3 charges/use; *improved mage armor* 3 charges/use; *lightning bolt* (10) 3 charges/use; *assay resistance* 4 charges/use; *Is's lesser missile storm* 4 charges/use; *stoneskin* (7) 4 charges/use; *wall of fire* (9) 4 charges/use; *cone of cold* (15) 5 charges/use; *lesser mind blank* (9) 5 charges/use; *lesser spell mantle* (9) 5 charges/use; unique power.

Wand

These items use the Magic Wand base item type.

Wand of Fire (1k) *fireball* (5) 5 charges/use. For bard, sorcerer or wiz.

Wand of Frost (0.1k) *ray of frost* (1) 1 charge/use. For bard, sorcerer or wiz.

Wand of Lesser Summoning (1.5k) *summon creature II* (3) 2 charges/use. For bard, cleric, ranger, sorcerer or wiz.

Wand of Lightning (1k) *lightning bolt* (5) 5 charges/use. For bard, sorcerer or wiz.

Wand of Missiles (1.5k) *magic missile* (3) 1 charge/use. For bard, sorcerer or wiz.

Wand of Sleep (1k) *sleep* (2) 1 charge/use. For bard, druid, ranger, sorcerer or wiz.

Wand of Stinking Cloud (2k) *stinking cloud* (5) 3 charge/use. For bard, sorcerer or wizard.

Wand of Arcane Disjunction (4k) *dispel magic* (5) 2 charges/use. For bard, sorcerer or wiz.

Wand of Fear (2k) *fear* (5) 3 charges/use. For bard, sorcerer or wiz.

Wand of Paralyzation (3k) *hold monster* (7) 5 charges/use. For bard, sorcerer or wiz.

Wand of Summoning (3k) *summon creature IV* (7) 5 charges/use. For bard, druid, sorcerer or wizard.

Wand of the Heavens (3k) *flame strike* (7) 5 charge/use. For cleric, druid or paladin.

Wand of Eternal Decay (184k) *inflict moderate wounds* (7) unlimited; *contagion* (5) 3/day; *crumble* (11) 1/day; *harm* (11) 1/day; *horrid wilting* (15) 1/day.

Polearms

These items use the Halberd, Scythe or Spear base type.

Halberd +X (1.6/7/17/30/48k) +X enhance.

Scythe +X (1.6/7/17/30/48k) +X enhance.

Spear +X (1.6/7/17/30/48k) +X enhance.

Adamantine Halberd (1.6k) +2 magic dmg.

Adamantine Scythe (1.6k) +2 magic dmg.

Darksteel Halberd (0.6k) +1 electric dmg.

Darksteel Scythe (0.6k) +1 electric dmg.

Duskwood Spear (0.1k) 60% weight.

Zalantar Spear (0.6k) +1 magic dmg.

Fey Spear +1 (5k) +1 enhance; *daze* [hit, DC 14, 75% of 1 round].

Sea Reaver +1 (5k) scythe; +1 enhance; *protection from energy* (3) 3 charges/use.

Arc Asunder (24k) halberd; +1 enhance; +1d6 electric dmg; +4 Parry; 10m light.

Black Kumade (23k) spear; +2 enhance; SR 10.

Briarspike (27k) spear; +2 enhance; +1d6 acid dmg.

King's Scythe (30k) +2 enhance; *slow* [hit, DC 14, 50% of 2 rounds].

Nature's Scythe (10k) +1 enhance; +4 enhance vs. human.

Ravager +1 (14k) halberd; +1 enhance; +1d6 sonic dmg.

Sea Reaver +2 (22k) scythe; +2 enhance; +1d6 dmg. vs. elemental; *protection from energy* (3) 1 charge/use.

Spear of Withering (23k) +1 enhance; *Con ability drain* [hit, DC 14].

Venom Halberd (29k) +2 enhance; poison [hit, DC 16, 1d2 Con]; acid visual effect.

Water's Edge (30k) halberd; +1 enhance; *slay elemental* [hit, DC 14].

Wicked Union (22k) scythe; +1 enhance; *stun* [hit, DC 14, 75% of 1 round]; +3 vampiric regen.

Will of Atar (14k) halberd; +1 enhance; +1d6 fire dmg.

Cruel Halberd (36k) +3 enhance; +1d6 massive criticals; Keen.

Death's Handmaiden (81k) scythe; +4 enhance; +3 vampiric regen; Keen.

Dragon's Breath (88k) halberd; +4 enhance; +1d6 fire dmg; *stun* [hit, DC 14, 75% of 1 round].

Fey Spear +3 (88k) +3 enhance; +1d6 electric dmg; *sleep* [hit, DC 14, 50% of 2 rounds].

Heartwood Spear (82k) +4 enhance; +1d6 acid dmg; *daze* [hit, DC 14, 75% of 1 round].

Ravager +4 (82k) halberd; +4 enhance; +1d6 sonic dmg; *daze* [hit, DC 14, 50% of 2 rounds].

Scythe of Chauntea (98k) +7 enhance.

The Captain's Spear (89k) +3 enhance; +2 divine dmg; +1 Str; *stoneskin* (7) 1/day.

The Sowing Fields (41k) scythe; +3 enhance; +2 fire dmg; +1d12 massive criticals.

Frost Harpoon (172k) spear; +4 enhance; +2d6 cold dmg; Keen.

Akachi's Scythe (152k) +10 enhance; +4d6 negative energy dmg.

Weapons

Myrkul's Wrath (570k) *scythe*; +10 enhance; +5d6 negative energy dmg; +2d12 massive criticals; Keen; immunity to death magic; *slay good* [hit, DC 26]; *wounding* [hit, DC 14, slashing]; *gate* (17) 1/day. Suffer -12 AC.

Ranged Weapons

Crossbows

These items use the Light Crossbow or Heavy Crossbow base item type.

Heavy Crossbow +X (0.5/2/4/8/12k) +X attack.

Light Crossbow +X (0.5/2/4/8/12k) +X attack.

Shederran Heavy Crossbow (2k) +2 attack.

Shederran Light Crossbow (2k) +2 attack.

Zalantar Heavy Crossbow (0.5k) +1 attack.

Zalantar Light Crossbow (0.5k) +1 attack.

Duskwood Heavy Crossbow (6k) +3 attack; 60% weight.

Duskwood Light Crossbow (6k) +3 attack; 60% weight.

Feywarden Crossbow (6k) heavy crossbow; +2 attack; +5 attack vs. orc.

Outrider's Flight (8k) light crossbow; +2 attack; +1 Dex.

Crossbow of Accuracy (15k) heavy crossbow; +5 atk; +2 Concentration.

Crossbow of Affliction (12k) light crossbow; +5 attack; +1d6 massive criticals. Suffer +10% damage vulnerability to bludgeoning.

Crossbow of Enchantment (9k) heavy crossbow; +3 attack; *dominate person* (7) 5 charges/use.

Crossbow of Murder (21k) light crossbow; +5 attack; +2d6 massive criticals.

Crossbow of the High Forest (28k) light crossbow; +4 attack; +1 regen.

Nimble Crossbow (13k) heavy crossbow; +1 attack; +2 Dex.

Ruby Crossbow (17k) light crossbow; +3 attack; *cause fear* 1/day.

Crossbow of the Unicorn (83k) light crossbow; +5 attack; *haste* (5) 4/day.

Glorious Revolution (39k) heavy crossbow; +2 attack; +5 attack vs. evil; SR 10.

Graceblood Bow (144k) heavy crossbow; +5 attack; *haste* (10) 4/day.

Reverberating Crossbow of Pain (200k) light crossbow; +6 attack; unlimited ammo. Suffer -5 decreased attack modifier.

Longbows

These items use the Longbow base item type.

Composite Longbow +X (3/8/14/20/27k) +X attack, +X mighty.

Longbow +X (0.5/2/4/8/12k) +X attack.

Shederran Longbow (2k) +4 mighty.

Zalantar Longbow (0.6k) +2 mighty.

Tearsdale Bow (4k) +1 attack; +4 mighty.

Duskwood Longbow (6k) +6 mighty; 60% weight.

Elven Court Bow (10k) +3 attack; +3 mighty.

Longarm (25k) +2 attack; +2 mighty; +2 Str.

Uthgardt Heavy Bow (29k) +4 attack; +6 mighty; +1d6 mighty criticals.

North Wind Bow (50k) +3 attack; +3 mighty; DR 20 cold.

Ripper (54k) +3 attack; +4 mighty; immune to mind-affecting spells.

Gnarlthorn Bow (240k) +4 attack; Improved Critical; unlimited ammo (nature's rage).

Taralash (134k) +4 attack; +4 mighty; +4 Spot; *haste* (10) 3/day.

Dream Longbow (519k) +6 attack; unlimited ammo (dream arrow); immune to illusion; unique power, unlimited uses.

Shortbows

These items use the Shortbow base item type.

Composite Shortbow +X (3/8/14/20/27k) +X attack, +X mighty.

Shortbow +X (0.5/2/4/8/12k) +X attack.

Shederran Shortbow (2k) +4 mighty.

Zalantar Shortbow (0.5k) +2 mighty.

Duskwood Shortbow (6k) +6 mighty, 60% weight.

Eaglebow (8k) +3 attack; +2 Search; +2 Spot.

Lesser Oathbow (11k) +3 attack; +3 mighty; +1d4 massive criticals.

Lilting Note (20k) +3 attack; +3 mighty; +8 Perform.

Strongheart's Arm (9k) +1 attack; +2 mighty; +2 Fort.

Phantom Bow (100k) +3 attack; +3 mighty; *phantasmal killer* (7) 1/day; *haste* (5) 3/day.

Bow of Flaming Wrath (96k) +4 attack; +4 mighty; unlimited ammo (+1d6 fire).

Tansheron's Bow (40k) +1 attack; unlimited ammo (+1d6 electric).

Rage of the Lost Hin (523k) +8 attack; 50% immunity to piercing; unlimited ammo (lost hin's fury). Suffer -3 Will.

Slings

These items use the Sling base item type.

Sling +X (0.4/2/4/8/12k) +X attack.

Sunlight Sling (6k) +2 attack; +3 attack vs. undead; 10m light.

Charming Sling (25k) +3 attack; +2 Cha.

Sling of Avoreen (12k) +4 attack; +4 mighty; Freedom of Movement.

Sling of Seeking (22k) +5 attack; +6 attack vs. goblinoid.

Weapons

Sling of Force (37k) +3 attack; +3 mighty; +2 Str.

Tempertuppin's Ever-Thrower (40k) +1 attack; unlimited ammo (+1d6 fire).

Dragon Pebbles (432k) +6 attack; unlimited ammo (shou lung wall fragment); immunity to *flesh to stone*; 10% immunity to sonic.

Throwing

These items use the Dart, Grenade, Shuriken or Throwing Axe base item type. This category also includes various alchemical grenadelike weapons, but they are not listed here.

Dart +X (0.05/0.4/0.8/1.5/2.4k) +X enhance.

Shuriken +X (0.05/0.3/0.6/1.1/1.8k) +X enhance.

Throwing Axe +X (0.1/0.5/1/2/3k) +X enhance.

Acid Bomb (1.2k) grenade; acidbomb spell.

Acid Dart (0.4k) dart; +1 enhance; +1d4 acid dmg.

Asp's Nest (0.5k) dart; +1 enhance; poison [hit, DC 14, 1d2 Con].

Axe of the Coming Storm (2k) throwing axe; +3 enhance; +1d4 electric dmg.

Black Raven Axe (0.5k) throwing axe; +1 enhance; *fear* [hit, DC 14, 50% of 2 rounds].

Dart of Accuracy (2k) +5 enhance.

Dart of Stunning (0.4k) +1 enhance; stun [hit, DC 14, 50% of 2 rounds].

Dragon's Tail (0.7k) shuriken; +2 enhance; +1d4 fire dmg.

Fire Axe (0.7k) throwing axe; +1 enhance; +2 mighty; +1d4 fire dmg.

Fire Bomb (1.2k) grenade; firebomb spell.

Grains of Sand (0.3k) shuriken; sleep [hit, DC 14, 50% of 2 rounds]

Ice Dart (0.4k) +1 enhance; +1d4 cold dmg.

Many Talons (0.2k) shuriken; +1 enhance; +1d4 dmg vs. good; +1 vampiric regen.

Rifthome Axe (2k) +3 enhance; +3 mighty.

Shining Light (0.5k) shuriken; +2 enhance; *daze* [hit, DC 14, 50% of 2 rounds].

Stars of Ojy-do (0.3k) shuriken; +1 enhance; +1d4 cold dmg.

Thunderbeast Axe (2k) throwing axe; +3 enhance; +1d4 sonic dmg.

Shuriken of Mystra (4k) +7 enhance.

Teeth of Firemane (15k) dart; +5 enhance; +15 dmg vs. animal, beast or magical beast.

Item Properties and Creature Special Abilities.

Non-PC creatures can be configured with special abilities that function as spell-like abilities. Likewise, items can be configured to allow Cast Spell item properties. Both of these types of spell-like abilities correspond to spell rows in the 'spells.2da' file. Within that table, the ImpactScript column lists a script name that details the effect of the spell.

The following list contains brief notes about the item spells and creature special abilities that are *not* documented in the Spells chapter of the game manual. For feat-based spells, the spell number was determined from the SPELLID column of 'feat.2da'. In many cases, the name was searched for in the 'dialog.tlk' file using the TLK Edit utility, then the matching row number was located in the Name column of 'spells.2da'.

Key

- **black** – available as an item property and special ability.
- **brown** – creature ability not available as an item property.
- **gray** – not available as special ability, either as a Spell or an On Hit Cast Spell property.
- **blue** – item-dependent property is listed as a special ability.
- **red** – missing a required script.
- **orange** – no matching spell found.

Equivalent Spells

Abyssal Blast – spell #1134: creates a fireball/flamestrike based on total hit dice. Used by the Death Knight.

Acid Flask – spell #469: depends on *item* tag.

Acidbomb – spell #745: grenade does 10d6 to target, 1 hp splash.

Activate Item – spell #386: short range *item* activation event.

Activate Item (Long Range) – spell #697: long range *item* activation event.

Activate Item (Self) – spell #413: personal effect *item* activation event.

Activate Item (Self 2) – spell #428: range S. Target type 0x29.

Activate Item (Touch) – spell #795: touch attack *item* activation event.

Add Item Property – spell #654: this adds an item property to an item that is based upon the 3-digit tag suffix of the target item.

Air Elemental Appearance – spell #991: runs 'nw_s1_airelemental' script, which doesn't exist.

Akachi's Devour Spirit – spell #1139: target takes damage; caster

healed for the same, but loses spirit energy.

Alchemist's Fire – spell #464: grenade does direct or splash damage that depends on *item* tag.

Alcohol, Beer – spell #406: simulate brief drunkenness.

Alcohol, Spirits – spell #408: simulate brief drunkenness.

Alcohol, Wine – spell #407: simulate brief drunkenness.

Anti-Magic Edge – spell #1144: tries to run the 'nx_s0_ss_aedge' script, which doesn't exist.

Apply Poison – spell #655: applies a poison to a piercing or slashing weapon based on the last three digits of the item tag. These digits should match a row in 'des_craft_poison.2da'.

Arrow – spell #487: fire one or more arrows at a target as a ranged touch attack.

Arrow of Death – spell #604: arrow automatically hits target; requires a longbow or shortbow in right hand.

Aura of Blinding – spell #195: on entering area, enemies must make a Will save or be blinded.

Aura of Cold – spell #196: heartbeat script applies cold damage based on hit dice.

Aura of Courage – spell #314: Paladin special ability.

Aura of Despair – spell #968: Black Guard special ability that causes -2 to save for enemies.

Aura of Electricity – spell #197: heartbeat script applies electric damage based on hit dice.

Aura of Fear – spell #198: cause fear to creatures entering area. Used by the Death Knight, Demilich, Lich, Mummy, Mummy Lord, and Nightwalker.

Aura of Fire – spell #199: heartbeat script applies fire damage based on hit dice. Used by the Mummy.

Aura of Glory – spell #429: charisma bonus and benefits to allies.

Aura of Glory - Cursed – spell #562: same as above.

Aura of Hellfire – spell #761: apply 6d6 fire damage to targets entering the area and on heartbeat.

Aura of Menace – spell #200: creatures entering the area are subjected to a doom effect.

Aura of Stunning – spell #202: on enter, non-friends must make Will save or be stunned. Duration based on hit dice.

Aura of Unearthly Visage – spell #203: enemy entering aura must make Will save or suffer death effect.

Aura of Vitality – spell #372: allies in a sphere gain +4 to Str, Dex and Con for a number of rounds equal to the caster level.

Aura versus Alignment – spell #323: allies get AC and save bonus within aura.

Aura, Dragon Fear – spell #412: on entering aura, make a Will

Item Properties and Creature Special Abilities.

- save or be struck with fear. Used by most dragons.
- Aura, Protective** – spell #201: the area effect applies a save and AC bonus to allies of the caster.
- Aura, Unnatural** – spell #204: same as Aura of Menace. Used by the Wraith and Dread Wraith.
- Aurora Chain** – spell #937: allies get attack and damage bonuses versus evil.
- Bear King's Enduring Spirit** – spell #1113: target gains permanent immunity to fear. Intended for MotB.
- Bear King's Enduring Might** – spell #1115: target gains immunity to fear and mind-affecting spells, plus regeneration. Intended for MotB.
- Bebelith Web** – spell #731: a slightly stronger *web* spell.
- Beholder Antimagic Cone** – spell #727: removes non-petrify effects in a cone.
- Beholder Special Attack** – spells 776–780, 783–787: simulates the various eye rays of a Beholder. See 'x2_s1_beholdray'.
- Berserker Frenzy** – spell #902: frenzy ability of frenzied berserker class.
- Bestow Life Force** – spell #1071: part of the spirit rules.
- Blade Storm** – spell #995: runs 'nw_s0_sswordattack' script, which doesn't exist.
- Blazing Aura** – spell #1066: caster gains 1d6 fire damage shield and does 1d10 fire damage on attacks.
- Blessed Bolt Properties (Slay Rakshasa)** – spell #689: runs 'x2_s3_slayraks' script, which doesn't exist.
- Blessed of Waukeen** – spell #992: conjure a small light.
- Blessing of the Spirits** – spell #1096: permanent protection from spirits ability.
- Blinding Speed** – spell #647: target gains one extra partial action per round for 5 rounds.
- Bolt** – spell #488: intended for trap bolt.
- Bolt, Ability Drain *** – spell #205–210: ranged touch attack causes an ability score drain.
- Bolt, Acid** – spell #211: ranged touch attack causes acid damage.
- Bolt, Charm** – spell #212: ranged touch attack applies a charm effect.
- ...
- Bolt, Shards** – spell #225: ranged touch attack causes piercing damage.
- ...
- Breath, Petrification** – spell #495: targets in cone-shaped area must make Fort save or be petrified.
- Caltrops** – spell #471: when added as an item property, it displays a 'Split' menu pick. It should instead deploy a permanent caltrops area effect with a radius of 5.
- Captivating Song** – spell #686: humanoid targets in a sphere must make a Will save or be charmed.
- Chaos Shield (2% chance to strike on attacker)** – spell #669: a random damage shield item. On hit cast spell property.
- Chaos Spittle** – spell #770: ranged touch attack causes magical damage. For a PC, this is designed for a shifter class.
- Chastise Spirits** – spell #1094: requires shaman class levels.
- Chickenegg** – spell #470: does an alchemists fire effect.
- Chilling Wrath** – spell #1147: runs 'nx_s0_iceattack' script, which doesn't exist.
- Choking Powder** – spell #467: effect depends on *item* tag.
- Cleansing Nova** – spell #934: causes damage to outsiders and undead within a sphere.
- Cloak of Shadows** – spell #939: applies damage resistance vs. good to a selected set of objects. Campaign specific.
- Combine Essences** – spell #1099: effects essences.
- Cone of Acid** – spell #229: cause acid damage in a cone. Used by Bombadier Beetle.
- ...
- Cone, Sonic** – spell #235: cause sonic damage in a cone.
- Convert Essence** – spell #1100: effects essences.
- Cradle of Rime** – spell #940: apply massive (up to 200 hp) damage to targets within a sphere.
- Craft Armor** – spell #657: this is the code run when a PC uses the craft armor or craft weapon skill.
- Craft Armor Component** – spell #743: same as above.
- Create ShadowFiend** – spell #564: Summon a creature with the tag "x2shfiendfriend" 80% of the time, or else "x2shfiendfoe".
- Critical Wounds – Others** – spell #567: applies heal to target but does 4d8 damage to the caster.
- Dark Fire (Immolate)** – spell #703: intended for an on-hit cast spell effect for a flaming weapon.
- Dart** – spell 493: fires a dart at a target.
- Deafening** – spell #790: an on-hit cast spell effect for an item that deafens the target on a failed Fort save.
- Death Domain, Negative Plane Avatar** – spell #383: summons a shadow plane ally.
- Deathless Master's Touch** – spell #628: pale master ability.
- Defensive Edge** – spell #1154: runs 'nw_s0_ss_dedge' script, which doesn't exist.
- Defensive Stance** – spell #641: dwarven defender special ability.
- Devotion of the Menagerie** – spell #1117: target gets immunity to paralysis, entangle, slow and movement speed decrease.
- Devour Soul** – spell #1092: part of the spirit rules.
- Devour Spirit** – spell #1068: part of the spirit rules.
- Divide Essence** – spell #1098: effects essences.
- Dragon Breath** – spell #690: red dragon disciple ability.
- Dragon Breath, Acid** – spell #236: cylinder does acid damage.

Item Properties and Creature Special Abilities.

Use by the Black Dragon.

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Dragon Breath, Fire – spell #797: cylinder does acid damage. Use by the Red Dragon.

Dragon Breath, Lightning – spell #796: cylinder does electrical damage. Used by Blue and Bronze Dragons.

...

Dragon Breath, Weaken – spell #236: cylinder does strength drain.

Dragon Shape – spell #725: randomly polymorph into a red, blue or black dragon.

Dragon Shape, Black Dragon – spell #709: polymorph into a black dragon.

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Dragon Shape, Red Dragon – spell #707: polymorph into a red dragon.

Dragon Tail Sweep – spell #988: enemies in sphere subject to knockdown and disarm.

Dragon Wing Buffet – spell #246: enemies in sphere subject to knockdown.

Dragonbreath, Negative Energy – spell #698: enemies in cone take negative energy damage.

Dread Wrath CON Drain – spell #1155: target must make Con save or take 1d8 Con drain. On hit cast spell property.

Draw one card – spell #500: item property 411 draws a card from the Deck of Many Things. The menu item says "Primary Video Card". See 'x0_s3_deckmany' for the deck implementation.

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Dreamer's Heart – spell #1119: target and caster gain immunity to mind-affecting spells.

Dye: Cloth 1 – spell #648: supposedly changes the color of an armor or helmet item. See 'x2_s2_dyearmor'.

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Eldritch Lore – spell #930: runs 'nw_s0_detctmagc' script, which doesn't exist.

Elemental Shape – spell #319: druid-specific ability.

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Elemental Shape, Water – spell #398: druid-specific ability.

Empty Body – spell #311: monk-specific ability.

Endure Acid – spell #332: tagged as a deleted ability. It runs 'nw_s0_endelm_a' script, which doesn't exist.

...

Endure Sonic – spell #333: tagged as a deleted ability. It runs 'nw_s0_endelm_s' script, which doesn't exist.

Epic Spell: Damnation – spell #1076. Used by epic feat.

Epic Spell: Dragon Knight – spell #638. Used by epic feat.

Epic Spell: Entropic Husk – spell #1077. Used by epic feat.

Epic Spell: Greater Ruin – spell #640. Used by epic feat.

Epic Spell: Hellball – spell #636. Used by epic feat.

Epic Spell: Mass Fowl – spell #1079. Used by epic feat.

Epic Spell: Mummy Dust – spell #637. Used by epic feat.

Epic Spell: Vampiric Feast – spell #1080. Used by epic feat.

Eternal Rest – spell #1093: part of the spirit rules.

Evil Blight – spell #566: enemies within sphere must make Will save or suffer curse (-3 to all abilities).

Extract Brain – spell #716: on a successful melee attack, target gets a Fort save. On a fail, it calls DoSuckBrain.

Eyeball Flame Ray Attack – spell #712: on a ranged touch attack, ray causes fire damage, plus a knockdown on a critical.

Eyeball Frost Ray Attack – spell #710: on a ranged touch attack, ray causes cold damage, plus a freeze on a critical.

Eyeball Inflict Wounds Ray Attack – spell #711: on a ranged touch attack, ray causes cold damage, plus a slow on a critical.

Fascinate – spell #913: bard-specific ability.

Favored of the Spirits – spell #1104: spirit shaman-specific ability.

Fear Aura – spell #962: war priest-specific ability.

Ferocity – spell #247: +3 to Str and Dex for rounds equal to Con modifier.

Ferocity, Improved – spell #248: same as above. (Note: the bonus should be +6.)

Ferocity, Greater – spell #249: +9 to Str and Dex for rounds equal to Con modifier.

Fiendish Resilience – spell #901: requires the feat to work.

Firebomb – spell #744: grenade does 10d6 fireball plus a persistent AOE incendiary cloud for five rounds.

Flame Twin – spell #615: script 'x0_s3_clonefist' creates a duplicate of the caster then applies a fire shield.

Flameberry – spell #618: when given to an animal companion, grant fire-based abilities.

Flaming Hide – spell #721: applies to a melee weapon, causing it to deal fire damage.

Flaming Weapon Properties (Fire Damage) – spell #696: causes fire damage to target. Intended for the 'flaming weapon' spell.

Flying Debris – spell #620: calls 'x0_s3_koboldjump' script, which doesn't exist.

Freeze (Slow Attacker; Fort Save; DC 10 + Casterlevel) – spell #792: on a failed Fort save, target is slowed for 3 rounds.

Furious Assault – spell #958: apply a maximum damage effect to caster for three rounds.

Fury Domain, Battle Master – spell #380: cleric-specific effect.

Gaze, Charm – spell #250: enemies in a cone-shaped volume must make a Will save or be charmed.

Gaze, Confusion – spell #251: enemies in a cone-shaped volume

Item Properties and Creature Special Abilities.

must make a Will save or be confused. Used by Umber Hulk.

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Gaze, Destroy Chaos – spell #254: chaotic-aligned enemies in a cone-shaped region must make a Will save or be killed.

...

Gaze, Fear – spell #260: enemies in a cone-shaped volume are frightened on a failed Will save.

...

Gaze, Stunned – spell #262: enemies in a cone-shaped volume must make a Will save or be stunned.

Ghast Stench – spell #982: area effect causes enemies to make a Fort save or suffer -4 to Str, Dex and Con for 2-5 rounds. Used by the Ghast.

Goblin Ballista Fireball – spell #553: 2d6 damage to enemies in a cubic volume.

Golem Slam – spell #715: ranged attack does 30-60 damage plus a knockdown. On a Reflex save, half damage and no knockdown.

Great Thunderclap – Deleted on hit cast spell property. Targets in a sphere may be deafened, knocked down and stunned.

Greater Negative Aura – spell #1121: target gains regeneration.

Guarding the Lord – spell 929: target gains +1 AC, +1 save, and gains a shared damage effect with the caster.

Hail of Arrows – spell #603: arcane archer special ability

Harm Self (undead) – spell #759: same as the *harm* spell, which causes a *heal* in the case of undead. Used by the Demilich.

Haste (3x/day) – spell #1122: war priest special ability.

Haste-Slow – spell #563: 33% chance to do a slow on the target; 67% chance to do a haste.

Haven Song – spell #914: uses Perform skill.

Hell Hound Fire Breath – spell #264: 2-5 damage to enemies in a cone-shaped volume. Used by Hell Hound.

Hell Inferno – spell #762: apply attack and damage increase, then apply fire and divine damage for five rounds.

Herb, Belladonna – spell #409: gain an AC increase versus shapechangers.

Herb, Garlic – spell #410: gain an attack bonus versus undead, but Charisma lowered by 1.

Holy Water – spell #466: effect depends on item tag.

Horizkaul's Boom – spell #521: deleted spell. Target takes sonic damage and must make a Will save or be deafened.

Howl, Confusion – spell #265: enemies in a sphere become confused on a failed Will save.

...

Howl, Fear – spell #269: enemies in a sphere become frightened on a failed Will save. Used by Shadow Mastiff.

...

Howl, Stunning – spell #272: enemies in a sphere become

stunned on a failed Will save.

Hurl Rocks – spell #775: impact script for tossed boulders, causing bludgeoning damage in a sphere.

Ice Mephit Breath – spell #230: inflicts cold damage to enemies in a cone-shaped volume based on the hit dice of monster. Used by Winter Wolf.

Iceberry – spell #617: when given to an animal companion, grant ice-based abilities.

Illithid Mind Blast – spell #693: enemies in a cone-shaped volume must make a Will save or be stunned. Already stunned targets take damage.

Imbue Arrow – spell #600: arcane archer special ability.

Imbue Item – spell 1081: this is for a 12th-level warlock feat that allows magic item creation.

Immunity to Electricity – spell #1106: 100% immunity to electricity.

Implacable Foe – spell #966: war priest special ability.

Improved Reaction – spell #933: one extra partial action per round.

Infinite Resonance – spell #1148: this runs 'nx_s0_ss_sonicattack' script, which doesn't exist.

Inflame – spell #960: warpriest class spell.

Inspiration – spell #411: bard-specific ability.

Inspire Competence – spell #906: bard-specific ability.

...

Inspire Toughness – spell #909: bard-specific ability.

Intelligent Weapon – spell #768: this is item specific. On a hit it plays a random quote from the intelligent item conversation. See the Intelligent Weapon section in volume I.

Intensity – spell #273: target gains +3 to Dex and Con.

Intensity, Greater – spell #274: target gains +6 to Dex and Con.

Intensity, Improved – spell #275: target gains +9 to Dex and Con.

Ioun Stone Power: Blue – spell #557: +2 Wis for 1 hour.

...

Ioun Stone Power: Scarlet Blue – spell #556: +2 Int for 1 hour.

Ioun Stone: Blue Sphere{Wis +1} – spell #1086: applies ioun stone visual effect.

...

Iron Golem Poison Gas – spell #263: enemies in a cone are poisoned. Used by iron golem.

Ironskin Chant – spell #916: bard-specific ability.

Knockdown (monster only) – spell #791: per the feat: KnockDown

Kobold Jump – spell #511: this runs 'x0_s3_koboldjump' script, which doesn't exist.

Krenshar, Fear Gaze – spell #276:

Item Properties and Creature Special Abilities.

- Last Stand** – spell #1067: caster and allies gain 20d10 temporary hit points.
- Leaps and Bounds** – spell #817: +4 Dex, +4 Tumble for a day.
- Legionnaire's March** – spell #919: bard special ability.
- Lore** – spell #983: +4 lore for five minutes.
- Lurue's Voice** – spell #947: harper agent special ability.
- Lyric's of the Lich** – spell #616: bard-specific ability.
- Magical Beast Wild Shape** – spell #1088: polymorph into a random form (celestial bear, phase spider or winter wolf).
- ...
- Magical Electrifier – Charge** – spell #509: Recharge an item that has charges. It divides a local integer by 1000 to determine how many charges can be restored.
- Magical Electrifier – Destroy** – spell #510: Destroys a non-plot item and adds the gp value to a local integer.
- Malleate Spirit** – spell #1112: part of the spirit rules.
- Manipulate Portal Stone** – spell #472: this generates an activate item event. It is supposed to teleport the owner to an anchor location.
- Meditative Restoration** – spell #999: this runs 'nw_s0_sswordrestore' script, which doesn't exist.
- Mephit, Salt Breath** – spell #278: ranged touch attack causes 1d4 damage, -2 AC and -2 to attacks.
- Mephit, Steam Breath** – spell #279: ranged touch attack causes 1d4 damage, -4 AC and -2 to attacks.
- Mind Flayer Mind Blast** – spell #713: enemies in a radius of 15 must make a Will save or be stunned for 1d3 rounds. Used by the Mindflayer.
- Mold Spirit** – spell #1111: part of the spirit rules.
- Mummy, Bolster Undead** – spell #280: undead in a sphere gain increased turn resistance.
- Negative Aura** – spell #1120: target gains regeneration.
- Negative Energy Ray** – spell #371: deleted item prop.
- Negative Plane Avatar** – spell #383: summon a shadow.
- OnHIT Darkfire** – spell #703: intended for an on-hit cast spell effect for a flaming weapon.
- ONHIT Fire Damage** – spell #696: on hit cast spell property.
- ONHIT Flame Damage** – spell #904: on hit cast spell property.
- ONHIT Planar Rift** – spell #702: on hit cast spell property.
- ONHIT Slay Rakshasa** – on hit cast spell property.
- OnHitDracolichTouch** – spell #760: on hit cast spell property.
- OnHitFreeze** – spell #792: on hit cast spell property.
- OnHitKnockDown** – spell #791: on hit cast spell property.
- OnHitParalyze** – spell #788: on hit cast spell property.
- OnHitRuinArmorBebelith** – spell #756: on hit cast spell property.
- Paralysis (Gelatinous Touch)** – spell #788(?): calls DoCubeParalyze.
- Paralyzing Touch (Demilich)** – spell #758. On hit cast spell property causing paralysis.
- Paralyzing Touch (Dracolich)** – spell #760: target must succeed on a Fort save or be paralyzed.
- Penetrating Edge** – spell #1143: this runs 'nw_s0_ss_pedge' script, which doesn't exist.
- Perfect Rejuvenation** – spell #1151: this runs 'nw_s0_ss_heal' script, which doesn't exist.
- Pilfer Magic** – spell #985: arcane trickster spell-like ability.
- Planar Rift Properties (Black Blade of Disaster)** – spell #702: target must make Fort save or die. PCs using this are slain.
- Planar Turning** – spell #643: the code from this has been cut from the impact script, which runs the turn undead power.
- Plant Wild Shape** – spell #1126: polymorph into a treant or shambling mound.
- ...
- Poison Weapon** – spell #655: applies poison to a slashing or piercing weapon. The last three letters of the item applying the poison will determine the type.
- Polymorph, Blade Spider** – spell #387: polymorph into a sword spider.
- ...
- Polymorph, Umber Hulk** – spell #389: polymorph into an umber hulk.
- Power Stone** – spell #507: item has various powers that depend on the value of a campaign integer with campaign name "dbItems".
- Prayer Box** – Unknown. Related to spell #619?
- Primary Video Card** – spell #500: impact script runs deck of many things.
- Protection Domain, Divine** – spell #382: target gains a sanctuary effect.
- Protection from Acid** – spell #327: deleted spell.
- ...
- Protection from Sonic** – spell #328: deleted spell.
- Protective Aura** – spell #957: allies in area of effect gain bonus to save and AC.
- Provoke Spirits** – spell #1138: part of the spirit rules.
- Psionic Charm Monster** – spell #552: enemies in a cone must make a Will save or be confused. Used by Mindflayer.
- Psionic Inertial Barrier** – spell #741: gain temporary damage reduction. Used by Mindflayer.
- Psionic Mind Blast 10m Radius** – spell #789: enemies in a cone-shaped volume must make a Will save or be stunned. Any stunned targets take damage. Used by Mindflayer.
- Psionic Mind Blast (Paragon)** – spell #714: no impact script.
- Psionic Mass Concussion** – spell #763: enemies in a sphere take

Item Properties and Creature Special Abilities.

damage. On a failed Will save, target is also knocked down. Used by Mindflayer.

Pulse, Ability Drain Charisma – spell #292: enemies in a sphere take Cha damage.

...

Pulse, Ability Drain Wisdom – spell #296: enemies in a sphere take Wis damage.

Pulse, Air Elemental Whirl – spell #283: enemies on a sphere are knocked down and take damage. Used by the Air Elemental.

Pulse, Cold – spell #286: enemies in a sphere take cold damage.

...

Pulse, Poison – spell #297: enemies in a sphere are poison. Type depends on the race and HD of the ability owner.

Pulse, Vrock Spores – spell #282: enemies in a sphere are given a disease: soldier shakes.

Pulse, Water Elemental Drown – spell #281: enemies in a sphere must succeed on a Fort save or die. Constructs, elementals and undead are immune.

Racial Spell (Mass Charm Monster) – spell #1136: as per the mass charm monster spell.

Racial Spell (Summon Planetary) – spell #1137: summon a planetary as per *summon creature IX*.

Racial Spell (Word of Faith) – spell #1135: enemies in a sphere can be blinded, stunned, confused or killed, depending on the HD of the target.

Ravenous Incarnation – spell #1070: part of the spirit rules.

Reach to the Blaze – spell #1049: enemies in area effect take fire damage.

Reform Blade – spell #998: this runs 'nw_s0_ss_stopability' script, which doesn't exist.

Rescue – spell #1075: caster gains DR 2/- and half of damage to allies within 5 ft. is instead taken by caster.

Resist Acid – spell #337: deleted spell.

...

Resist Sonic – spell #338: deleted spell.

Restoration – Other – spell #568: remove negative effects from target, except those from poison, disease or curse.

Ruin Armor (Bebilith) – spell #756: effect can ruin enemy armor or shield.

Sacred Fist Inner Armor – spell #1124: sacred fist special ability.

Sacred Fist Sacred Flames – spell #1123: sacred fist special ability.

Satiate – spell #1073: part of the spirit rules.

Scorching Ray (Many) – spell #1056: rays inflict fire damage.

Scorching Ray (Single) – spell #1055: rays inflict fire damage to a single target.

See the Unseen – spell #818: gain darkvision and see invisibility for a day.

Seeker Arrow I – spell #601: arcane archer special ability.

Seeker Arrow II – spell #602: arcane archer special ability.

Sequencer (1 spell) – spell #717: fires off an object that has multiple spells stored. Cleared with 'Clear Sequencer'.

Sequencer (2 spells) – spell #718. Same as above.

Sequencer (3 spells) – spell #719. Same as above.

Shades (Creature) – spell #971: delayed blast fireball.

Shades (Ground) – spell #972: summon a greater elemental.

Shades (Self) – spell #969: caster gains damage reduction, protection from spells, immunity to magic missile and +4 AC.

Shades, Cone of Cold – spell #340: inflict cold damage to enemies in a cone-shaped region.

...

Shades, Wall of Fire – spell #343: barrier of fire causes 4d6 damage.

Shadow Attack – unknown.

Shadow Daze – spell #475: target must succeed at a Will save or be dazed for several rounds.

Shadow Evade – spell #477: caster gains concealment, damage reduction and an AC bonus.

Shadow Plague – spell #938: intended for a cut scene special ability by the King of Shadows.

Shadowblend – spell #757: gain 90% concealment.

Shapechange, Fire Giant – spell #393: polymorph target into a fire giant for several turns.

....

Shapechange, Nightwalker – spell #395: polymorph target into a nightwalker for several turns.

Shard Barrier – spell #996: this runs 'nw_s0_shardshield', which doesn't exist.

Shard Hail – spell #997: this runs 'nw_s0_shardattack', which doesn't exist.

Shining Shield – spell #935: party gains damage resistance to cold and negative energy.

Shock Weapon – spell #1108: stormlord special ability.

Shocking Burst and Sonic Weapon – spell #1109: stormlord special ability.

Shocking Burst Weapon – spell #1110: stormlord special ability.

Shuriken – spell #494: fire a shuriken at a target.

Soothing Light – spell #936: members of faction are cured of negative effects (except negative levels), then regenerate.

Spell-Like Abilities – spell #1146: no impact script.

Spirit Form (1x day) – spell #1102: spirit shaman special ability.

Spirit Gorge – spell #1069: part of the spirit rules.

Spirit Journey – spell #1103: spirit shaman special ability.

Item Properties and Creature Special Abilities.

- Spiritual Evisceration** – spell #1125: character becomes a spirit eater.
- Storm Avatar** – spell #1007: target weapon gains a damage bonus and character gains movement increase, immunity to knockdown, and 100% concealment vs. ranged.
- Strength Domain, Divine Strength** – spell #381: cleric special ability.
- Summon Gale** – spell #1047: gust of wind surrounding the caster closes doors. Enemies that fail a Fort save are knocked down.
- Summon Greater Undead** – spell #627: pale master special ability.
- Summon Mephit** – spell #378: summon a fire mephit for 10 minutes.
- Summon Orglash** – spell #502: summon an orglash for 10 minutes.
- Summon Slaad** – spell #303: summons a creature with the ResRef "NW_S_SLAADRED" for 24 hours.
- Summon Tanarri** – spell #304: summon a succubus. Used by Balor, Hezrou and Succubus.
- Summon Undead{Palemaster Only}** – spell #624: pale master special ability.
- Summoning Pool** – spell #502: summon an elemental.
- Suppress** – spell #1072: part of the spirit rules.
- Sword Forms** – spell #1142: no impact script defined.
- Talk to** – spell #767: intelligent weapon interactive conversation.
- Tanglefoot Bag** – spell #465: fire a grenade at at target that causes entanglement. Save and duration depend on item tag.
- Teleport Projectile Properties** – spell #668: if hit, the target teleports to the player.
- Tenacious Plague** – spell #835: warlock special ability.
- The Dead Walk** – spell #823: warlock special ability.
- Thunderstone** – spell #468: fire a grenade at at target that causes deafness for 5 rounds. Save and duration depend on item tag.
- Touch, Petrification** – spell #496: petrification touch attack.
- Transmogrifying Wand** – spell #619: handles the Prayer Box.
- Trap Kit** – spell #309? (monk healing).
- Trickery Domain, Divine Trickery** – spell #384: bonus to thief skills for several turns.
- True Name Recitation** – spells #989, 990 and 932: special case spell that removes immortal flag.
- Tyrant Fog Zombie Mist** – spell #306: area of effect spell causes Con damage to enemies who fail a Fort save.
- Unbroken Circle** – spell #1149: tries to run 'nx_s0_ss_defense' script, which doesn't exist.
- Undead Graft I** – spell #625: pale master special ability.
- Undead Graft II** – spell #626: pale master special ability.
- Undeath's Eternal Foe** – spell #444: allies in sphere gain protections against undead.
- Unique Power** – unknown
- Unique Power (OnHit)** – spell #700: run on-hit-cast-spell script.
- Unique Power (Self Only)** – spell #413: run the activate item script.
- Unity of Will** – spell #1145: tries to run 'nx_s0_ss_uwill' script, which doesn't exist.
- Vorpal Edge** – spell #1153: tries to run 'nx_s0_veedge' script, which doesn't exist.
- War Glory** – spell #959: allies entering area gain +1 attack bonus; enemies take a -1 save penalty.
- Warding of the Spirits** – spell #1101: spirit shaman ability.
- Warpriest Spell (Battletide)** – spell #963: warpriest class spell.
- Warpriest Spell (Haste)** – spell #964: warpriest class spell.
- Warpriest Spell (Mass Cure)** – spell #961: warpriest class spell.
- Warpriest Spell (Mass Heal)** – spell #965: warpriest class spell.
- Weakened Spirits** – spell #1105: spirit shaman ability.
- Weakened** – spell #1141: no impact script.
- Web of Purity** – spell #948: paralyze undead enemies near caster.
- Whirlwind Attack** – spell #561: calls DoWhirlwindAttack.
- Wild Shape, Badger** – spell #405: druid class ability.
- ...
- Wild Shape, Wolf** – spell #403: druid class ability.
- Wondrous Gloves** – spell #499: tries to run 'x0_s3_rodwonder' script, which doesn't exist.

Effect Files.

The following are brief descriptions of the various selectable effects. A '...' suffix indicates multiple effects, all having the same prefix. The letters in the square brackets indicate the following:

- C – continuous (not temporary).
- P – personal effect suitable for a creature.
- S – makes a sound.
- T – leaves a trail behind during movement.

Next, the primary hue of the effect is given, followed by a short description. The approximate indoor diameter is listed for area effects, with each grid square equal to 10'. The vertical scale is about 1/3 the horizontal, so a 2' diameter effect will cover a 6' tall creature.

Effects listed in **turquoise** were successfully tested as a Placed Effect. I noted the placed or appearance effects that crashed my toolset with **orange**. These effects should be generated using the EffectNWN2SpecialEffectFile function calls in scripts. Continuous effects in **blue** worked as Appearance (visual effect) for the Attach Spell Node creature type.

Visual Effects

fx_a_akachi: [CPT] White; swirling streaks.

fx_a_akachi_eater_hit_a: White; temporary, streaky, pale radial burst.

fx_a_akachi_eater_hit_b: Color; temporary swirling color blobs in a 2 m. diameter.

fx_a_akachi_eater_hit_b_2: [PT] Prism; swirling lines at joints.

fx_a_akachi_eater_hit_b_bk: [T] Prism; radial effect combined with swirling color blobs.

fx_a_bestow_life: [S] Blue-white; spherical mist in 2-3 m. diameter.

fx_a_bestow_life_hit: [SP] Blue; small glowing light that bursts in a radius cloud and vanishes.

fx_a_devour_spirit: [S] Red; temporary spherical mist in 2-3 m. diameter.

fx_a_devour_spirit_hit: [SP] Red; small glowing light that bursts in a small radius and vanishes.

fx_a_eternal_rest_hit: [SP] Blue; glow contracts to middle and vanishes.

fx_a_evisceration: Yellow; 5 m. diameter glowing cloud above

location fades away after 2-3 seconds.

fx_a_okku_charge01: Blue-white; streams beam upward in a ring. Meanwhile a vertical ring of light expands outward and motes burst from the center. 5 m. radius.

fx_a_okku_death01: White; swirling patterns of light in a 2-3 m. diameter with a rising beam of sparks in the center, lasting 3 seconds.

fx_a_okku_death02: [CPT] White; line patterns at the hands and feet.

fx_a_okku_persistent01: [C] White; sparkling motes rise off the body, while a 5 m. diameter ring of short columns rise out of the ground.

fx_a_ravenous: [CPT] Red; line patterns at the hands and feet.

fx_a_ravenous_2: [CP] Similar to fx_a_ravenous.

fx_a_ravenous_hit_a: [S] Red; a small, brief cloud forms in a 2-3 m. diameter and then fades away after a second.

fx_a_ravenous_hit_b: [SP] Orange-red; swirly lines around the hands and feet that fade after a second.

fx_a_satiate: [CPT] Green; swirly patterns around the joints.

fx_a_satiate_2: [P] White; swirly lights around the hands that dissolve into a small spray of blue lights before fading.

fx_a_spirit_eater_d_2: [CPT] Prism; swirly lines around the joints.

fx_a_spirit_eater_d_3: [CPT] More prominent swirly lines around the body.

fx_a_spirit_eater_death: [SPT] A light show of swirly sparks around the body as the character fades from sight.

fx_a_spirit_emerge: [P] Red; begins with a small cloud, followed by dark red lines along the limbs and diffracting air. Fades after several seconds.

fx_a_spirit_emerge_begin: [PT] Red; like fx_a_spirit_emerge, then ending with whirling white lines at the joints.

fx_a_spirit_emerge_end: [P] Dark orange; swirling lines at joints with diffracting air that fades away after a few seconds.

fx_a_spirit_emerge_good: White; small cloud expands and fades away, followed by swirly lines at joints and diffracting air lasting 8 seconds.

fx_a_spirit_emerge_loop: [CP] Dark orange; swirly lines at joints accompanied by diffracting air.

fx_a_spirit_gorge: [S] Orange; small, temporary cloud with swirling lines at the joints.

fx_a_spirit_gorge_hit: [SP] Orange-yellow; swirling lines at joints.

fx_a_suppress: [CPT] Blue-white; begins with a small burst of

Visual Effects

orange sparks, followed by small swirling lines.

fx_a_suppress_2: [P] Blue-white; temporary version of fx_a-suppress lasting 1-2 seconds.

fx_acid_breath: [CS] Green; 1 m. rays emerge in a 60 degree arc. *Using this in a Placed Effect crashed the toolset.* Used with the visual effect VFX_BEAM_GREEN_DRAGON_ACID. Sort of works with Attach Spell Node.

fx_air_elemental: [CS] Clear; a swirling sphere of air accompanied by a steady rumbling. Used with the visual effect VFX_DUR_CREATURE_AIR_ELEMENTAL.

fx_air_elemental_atk1: Clear; brief rippling air effect.

fx_air_elemental_death: White; 2-3 m. explosion of white streaks, accompanied by a small cloud that quickly fades away.

fx_airgenasi_hair: [CP] White; faint glow about a human head with streamers.

fx_akachi: [CP] White; wisps stream away to a 25 m. radius. The creature has swirling lines at the joints and constantly emits tiny motes that blow away.

fx_akachi_eater_hit: Prism; starts with a brief expanding cloud, followed by prismatic colors that swirl around in a 2-3 m. radius before fading.

fx_akachi_evil_swirls: [C] Orange; an expansive nebulosity in a 30 m. diameter, with drifting motes.

fx_akachi_good_swirls: [C] White; a shifting mist with tiny orange twinkles that flash and fade out.

fx_akachi_pers: [CPT] White; misty glow swirls about the creature.

fx_akachi_scythe01: [CP] Pink; multiple small bubbles expand out and fade. Swirling lines at the wrists.

fx_akachi_swirls: [CPT] White; swirling lines at the limbs, accompanied by faint swirls in a 5 m. diameter.

fx_altargen: [C] White; misty, chaotic streamers moving from the center, surrounded by a spheric halo.

fx_altargen_red: [C] Orange-red; same as fx_altar_gen.

fx_ambient*: [C] (X2) Various ambient creatures.

fx_anger_noonday: [CPT] Yellow-white; begins with a brilliant outburst of light and/or flames in a 2-3 m. diameter. At the end, swirling lines at the joints.

fx_animus: [CP] Black; turns a target dark surrounded by a sooty haze. Humanoids gain evil glowing red eyes.

fx_aoo: Yellow; a faintly glowing 1 m. radius arc along one side that soon fades. Attack of opportunity.

fx_aoo_hit: [P] White; a brief burst of sparks around the target.

fx_arcanenexus: [C] (X2) Blue; rotating glow with smaller motes in a 1 m. diameter.

fx_arcanenexus_hit: brief glowing circle of rising bars in a 2 m. diameter, followed by a brief outburst of multi-colored motes.

fx_area_fog_...: [C] Multiple; a faint, colored fog fills a 20 ft. radius. Available colors are: aqua, blue, green, orange, pink, purple, red, white and yellow.

fx_arrowtrail: [P] Blue-white; a brief streak of light that strikes the target.

fx_ash: [C] White smoke rises in a 5-10 m. diameter, thickening after reaching ceiling height.

fx_ash_heal: Blue-white; luminous cloud, followed by a sphere of small motes, shrinks down from about a 10 m. diameter to nothing within 3 seconds.

fx_ash_poison: Green; spheric cloud fills a 10 m. diameter, then fades to nothing after 3 seconds.

fx_ashenwood_tree: [C] Orange; 20 m. diameter of glowing nebulosity and drifting leaves.

fx_ashenwood_tree_bundle...: [C] Yellow-green; 5 m. diameter group of large, faintly glowing leaves. Three different versions.

fx_ashfire_1: [C] Orange; towering, shifting column of flame spanning a 5 m. diameter.

fx_ashfire_2: [C] Orange; 5 m. diameter region of continuous flames. Shorter than fx_ashfire_1, and appears to emerge from a liquid. Nice burning oil effect.

fx_astral_dust: [C] Blue; region of faint nebulosity with distant floating objects. This is best placed at a height of 50 above the ground, perhaps in combination with a Walkmesh Helper from the Misc Props section of the Placeables blueprints.

fx_aurora_chain_glow: [CP] Prism; localized effect with expanding spheres and rays. Used with the visual effect VFX_DUR_AURORA_CHAIN.

fx_aurora_chain_hit: [S] Prism; localized effect. Used with the VFX_HIT_AURORA_CHAIN visual effect.

fx_b_devour_furnace_spirits: [S] White; swirling motes spiral in from a 5 m. diameter toward the center floor, then end with a splashing ring of faint light.

fx_b_evisceration: [PT] Yellow; Swirling lines around the joints.

fx_b_fiery_song_portal: [C] Orange; flames emerge in a radial pattern from a vertical oval with white and green streamers. Taller than wide. Good for a portal to a plane of fire.

fx_b_furnace_active: [C] Orange-yellow; a 3 m. spherical region of intense circular flames.

fx_b_okku_loses_power01: White; Swirling rays rise around and up from body before fading in the air.

fx_b_okku_loses_power02: [T] White; swirling white lines flow around the joints. A pair of pail glowing features also rise to the ceiling about 10 m. away.

fx_b_one_of_many_created01: [C] Yellow: skulls emerge out of the air and fly to a spot 10 m. distant, where they become a three dancing, swirling shapes.

Visual Effects

- fx_b_one_of_many_created02:** [CP] Yellow; swirling lines around the joints.
- fx_b_one_of_many_created03:** [CP] A slightly different version of fx_b_one_of_many_created2.
- fx_b_shadow_of_void:** [CP] Violet; creature becomes translucent and is wreathed in flames that emit darker puffs in a 2-3 m. diameter.
- fx_b_spell_failure01:** Yellow; a brief glow of light radiating from the center floor, followed by small white shapes flying off.
- fx_b_spell_failure02:** *Unknown.*
- fx_b_spirit_eater_okku01:** Red/yellow; vertical swirls of light followed by rising motes, before suddenly ending.
- fx_b_spirit_eater_resisted:** [P] Black; a brief spider-like outline appears behind the character. *This one hung the toolset on my PC.*
- fx_b_spirit_power01:** [CT] Prism; begins with glowing bands circling around the subject at a 2-3 m. radius. As the creature moves, a pair of glowing colors follow to either side; fading after movement ends.
- fx_b_spirit_power02:** [CPT] Prism; starts with sharply glowing motes sending out rays. These transform into swirling lines around the joints.
- fx_b_spirits_transform01:** Red; patterns of light emerge and swirl quickly around the figure, turning the creature red before the lights vanish.
- fx_b_spirits_transform02:** [CPT] Red; swirling lights at the joints.
- fx_b_transparent:** [CP] Black; body turns partly transparent with red-yellow eyes. A faint black smoke is constantly emitted, which is more symmetric for smaller forms.
- fx_b_urathki_transform:** [P] Blue-violet; body is wreathed with rising wisps like flame. Suddenly a bright blue-white light expands out in a 2-3 m. diameter before vanishing.
- fx_balor_fire_aura:** [CP] Orange-yellow; body is cloaked in rising flames. The flames are more intense for smaller creatures. Not as voluminous as fx_b_furnace_active.
- fx_balor_fire_explosion:** Orange; 10 m. diameter area of temporary ground clouds and a ring of vertical glows. Lasts about 3 seconds.
- fx_balor_sword:** [CP] Red-orange; an irregular shifting flame.
- fx_balor_sword_trail:** [CPT] Red-orange. Otherwise it is invisible.
- fx_barbarian_rage:** [P] Orange; a brief puff of rising textured cloud.
- fx_bard_ins_song_cast:** Prism; multiple rays briefly fly away from center, followed by circling yellow glows in a 2 m. diameter.
- fx_bard_song_cast:** Pink; vertical beams of light with circling glows in a 2 m. diameter. Lasts 1-2 seconds. Used with visual effect of VFX_DUR_BARD_SONG....
- fx_bard_song_req_cast:** Red-orange; beams flow away from the center, accompanied by fainter expanding rings. Used with the visual effect VFX_HIT_BARD_REQUIM.
- fx_bbeetle_ac_cone:** [C] Green; motes erupt in a cone to the front of the creature, expanding out about 8 m..
- fx_bestow_light_hit:** [S] A brief glowing cloud bursts out, accompanied by three bright motes that circle and then burst.
- fx_betrayers_gate:** [C] orange; a 2-3 m. wide vertical shape forms a magic gate surrounded by a spherical glowing cloud that continually flows toward the center.
- fx_black_cloud:** [C] Black; roughly 5 m. diameter region emitting a thick cloud that constantly changes form, like smoke.
- fx_black_fog_large:** [C] Black; multiple clouds in a 40 m. diameter. This looks better when it is elevated off the ground.
- fx_black_fog_small:** [C] Black; multiple small clouds in a 10 m. diameter.
- fx_blazing_fire_lg:** [C] Orange; 20 m. diameter region of fire with multiple hotspots.
- fx_blood_...:** Multiple; A brief, small spurt of particles radiates away from the center. May be accompanied by a 1 m. diameter cloud. Used with visual effect of VFX_COM_BLOOD_... for red and green. The fx_blood_dust1 is used with visual effect of VFX_IMPT_DUST_EXPLOSION.
- fx_bloodflow_lg:** [C] Red; A shower of red falls from the ceiling in a continual flow, slashing at the base.
- fx_bloodstain...:** [C] Red; static bloodstain that is identical to the placeable bloodstains. Good for corpses.
- fx_bonfire:** [C] Orange; localized fire.
- fx_bugswarm:** [C] Black; tiny motes circle around in a 3 m. diameter, like a cloud of flies.
- fx_burn_earth:** *Unknown.*
- fx_butterflies_...:** [C] Multiple; several butterflies circulate in a 15-20 m. diameter, concentrated at the center. Available colors are blue, orange, red and white.
- fx_c_telthor_sanctuary_fire01:** [CS] Pink/yellow; sequence begins with a pink light that radiates rays, then expands in circular ring before turning into a region of flames in 20 m. diameter. Flames are offset from the point of origin by 5 m..
- fx_c_telthor_sanctuary_fire02:** [CP] Creature becomes semi-transparent.
- fx_c_telthor_sanctuary01:** [CS] Prism; sequence begins with a blue-white light that radiates rays, then expands in circular ring before turning into a heart-shaped glowing region 60 m. in diameter. This has a prismatic range of colors and contains

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descending motes.

fx_c_telthor_sanctuary02: [CP] Creature becomes semi-transparent.

fx_c_woodman_entrance01: White; sequence begins with bright glows rising from the ground with floating yellow leaves, followed by a brief ring of lights and a flare.

fx_c_woodman_entrance02: [CPT] White; twirling lines at the hands and feet.

fx_c_woodman_persistent: [C] Yellow; creature begins invisible before appearing in a cluster of glowing yellow motes. A repeating glow with rays and falling leaves appears well above the creature then fades away.

fx_camouflage: [CP] Creature is semi-transparent. Used with the VFX_DUR_SPELL_CAMOUFLAGE visual effect.

fx_candle: [C] Yellow; tiny flame suitable for use with a burning candle. See the Lit... prefabs.

fx_castle_window...: [C] White; creates an illuminated patch of floor without a vertical component. (See fx_windowbeam...)

fx_castleburn: [C] Orange; glowing motes appear in a 30 m. diameter and rise at a slight angle, with areas of concentration.

fx_castleburn2: [C] Orange; similar to fx_castleburn, but starting in a 10 m. diameter and rising at an angle.

fx_cavebeam ...: [CT] Blue-white; shaft of light from above illuminates the floor and objects. Dust moves through the light. Creates a twirling white line.

fx_chimney: [C] Dark gray; small region emits smoke that rises a couple of feet before fading.

fx_choking_powder: Green; a wispy 10 m. diameter cloud forms in the air, then rises slowly and fades. Used with the visual effect VFX_DUR_ITEM_CHOKING_POWDER

fx_cleansing_nova: [S] White; a white flare of light with an expanding ring on the ground, a vertical column, followed by a brief mist and white motes. Used with the visual effect VFX_HIT_CLEANSING_NOVA.

fx_cleave: Violet; a faintly glowing 1 m. radius arc along one side that soon fades.

fx_cleave_hit: Violet; like fx_cleave.

fx_confusion: [C] Yellow; a faint, wispy cloud in a 5 m. diameter, accompanied by circling blue motes.

fx_containment_barrier: [C] Four glowing circles rotate about the center with a 5 m. diameter, accompanied by glowing motes and radial floor beams.

fx_countersong_hit: [CP] Blue/violet; a multi-colored glowing sphere with a 2-3 m. diameter and a fiery blue-green limb. Used with the visual effect VFX_HIT_BARD_COUNTERSONG.

fx_coven_murder: [C] Orange; a vertical cylinder of rising and descending beams of light, accompanied by a mist at ceiling

height and multiple falling particles (like dirt).

fx_craft_alchemy: [PS] Blue-white; a brief light that twirls around the body core before fading. Call visual effect using VFX_FNF_CRAFT_ALCHEMY.

fx_craft_blacksmith: [PS] Orange-white; a brief light that twirls around the body core, accompanied by a small circular burst pattern, before fading. Call visual effect using VFX_FNF_CRAFT_BLACKSMITH.

fx_craft_magic: [PS] Violet-red; a brief light that twirls around the body core before fading. Call visual effect using VFX_FNF_CRAFT_MAGIC.

fx_craft_self: [PS] Violet-red; similar to fx_craft_magic with a different sound. Call the visual effect using the constant VFX_FNF_CRAFT_SELF.

fx_creature_onfire: [P] Orange-yellow; A bursty type flame about the body.

fx_creature_onfire_notrel: [P] Same as fx_creature_onfire.

fx_cross_fog: [C] Pink; thick, dynamic fog in a 5 m. diameter.

fx_cross_torches: [C] Blue-white; a multitude of faint drifting motes in a 40 m. diameter.

fx_crystal_fog: [C] (X2) Brief sparkling motes appearing in a 15 m. diameter.

fx_d_ghost_weapon: [CP] Black; multiple short curved lines appear and then retract into the creature, accompanied by a slight haziness.

fx_dark_vision: [C] Creates a faintly illuminated area of ground in a 40 m. diameter.

fx_dbg ...: Red; three short rays at various heights and angles to each other. Possibly used for debugging?

fx_dbg_rotate: Green/yellow: Leaves appear in air above subject and drift toward the ground at an angle.

fx_death_god_light ...: [C] A small glowing sphere surrounded by slowly circulating faint motes of light. About 2-3 m. in diameter and available in aqua, blue, green, orange, pink, purple, red, white and yellow. Doesn't work well as a creature effect.

fx_death_knight_eyes: [CP] Orange; gives a creature glowing eyes.

fx_defaultitem_acid: [CP] Green; small bursts of cloud with glowing drips falling from creature.

fx_defaultitem_electric: [CP] White; tangled arcs shift about the body.

fx_defaultitem_fire: [CP] Orange; small bursts of flame about the body.

fx_defaultitem_frost: [CP] White; a small cloud of mist with many falling white motes.

fx_defaultitem_holy: [CP] Prism; many small expanding spheres and rays.

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- fx_defaultitem_neg:** [CP] Black; tangled tendrils continuously appear and then withdraw into the body.
- fx_defaultitem_poison:** [CP] Green; many small, ongoing puffs of mistiness.
- fx_defaultitem_sonic:** [CP] White; multiple wispy bursts expand in rings with rayed arms.
- fx_demon_portal:** [C] A 10 m. diameter vertical oval plane with a rippling mirrored surface edged with flames.
- fx_devour_spirit:** [S] Pink/orange; Vague shapes spiral in from a 2-3 m. diameter toward the ground at center, producing a fuzzy, watery pattern on the ground that quickly fades away.
- fx_devour_spirit_dur:** [S] Same as fx_devour_spirit.
- fx_dirge:** [C] Prism; columns of prismatic white light circle clockwise in a 10 m. diameter, while fading in and out.
- fx_dirt_puff:** Gray; low, temporary clouds of dirt in a 2 m. diameter, lasting 2 seconds.
- fx_door_explosion:** Gray; a cloud forms with a 2 m. diameter, then quickly fades.
- fx_dirt_shadow:** [C] Black; a patch of dirt or shadow on the floor.
- fx_dirt_shadow_2:** [C] (X2) Black; a larger patch of dirt or shadow on the floor.
- fx_drip:** [C] Blue; intermittent drips from above, sometimes reversing direction.
- fx_drown_hit:** [SP] Blue; a brief effect with rising bubbles and a spiral pattern on the floor. Used with the visual effect of VFX_HIT_DROWN.
- fx_drowned:** [C] (X2) Blue-white; water sprays out and down from the location, surrounded by a circular, nebulous cloud.
- fx_dryad_leaves:** [CP] green/brown; small leaves fall continually from the creature, turning from green to brown.
- fx_dust:** [C] Gray; faint cloud of shifting dust in a 2-3 m. diameter.
- fx_dust_large:** [C] Gray; a 40 m. diameter cloud of dust motes that move about slowly and randomly.
- fx_e_ambient_sparks:** [C] Orange; 1-2 m. diameter spray of sparks flying up and away from the floor.
- fx_e_aural_clouds01:** [C] Blue-gray; thick clouds in a 20 m. diameter with streaks of white like fx_e_color_pools01. *There are cleanup problems with the clouds if placed effect is deleted. Fix by closing area without saving.*
- fx_e_aural_clouds02:** [C] Blue-gray; thick clouds in a 20 m. diameter with localized streaks like fx_e_color_pool2. *There are cleanup problems with the clouds if placed effect is deleted. Fix by closing area without saving.*
- fx_e_color_pools01:** [C] White; streaks spiral in toward the center in a 10 m. diameter.
- fx_e_color_pools02:** [C] White; localized streaks that follow the target around. Produces a faint, ripple effect in the air. *There are cleanup problems if placed effect is deleted.*
- fx_e_dissipate:** [CP] None; begins with a brief burst of blue-white mist and an expanding ripple. The creature then fades from sight and becomes invisible. Only the weapon remains visible, for an animated weapon effect.
- fx_e_soul_glow:** [CPT] Blue; tiny pulses of light appear over the body and float in the air.
- fx_e_telepathy01:** [C] Violet/blue/white; combination of effects consisting of three glowing lights and large a vertical ring of circulating arcs and glowing lights. *Does not clean up properly if deleted.*
- fx_e_telepathy02:** [CPT] Violet/white; a brilliant pool of shifting light surrounds the body in a 2 m. diameter.
- fx_e_warp01:** Violet/yellow; Starts with circling glows and ends with a glow at the center and a rising ring of columns. About 3 m. in diameter.
- fx_e_warp02:** [CT] Violet; glowing lines twirl about the joints.
- fx_earth_elemental:** [CP] Brown; streams of clumpy dirt pour down slowly from around the body.
- fx_earth_genasi:** [CP] White; tiny sparkles in the hair.
- fx_ember_spray:** [C] Orange; glowing motes rise up out of the ground in less than a 1 m. diameter and drift away rapidly. Could be an addition to a wood fire.
- fx_energy_field_...:** [C] A 6 m. square vertical faintly glowing plane that is translucent with a rotating spiral pattern. The two forms provide an X and Y orientation.
- fx_energy_field_..._exp:** An expiring version of the energy field above that vanishes after a second. The two forms provide an X and Y orientation.
- fx_erinyes_eyes:** [CPT] Blue; gives the creature glowing eyes.
- fx_eternal_rest_hit:** [S] Blue/violet; five glowing lights spiral down to the ground in a 3 m. diameter ring, followed by a glowing splashing pattern on the floor.
- fx_ethereal:** [CP] Violet-blue; the creature becomes translucent and is surrounded by a 2-3 m. diameter glowing nimbus. Used with the visual effects:
- VFX_DUR_ETHERREAL_VISAGE
 - VFX_DUR_SPELL_GHOSTLY_VISAGE
 - VFX_DUR_SPELL_ETHERREALNESS
- fx_expertise:** [CP] Blue; small glowing regions around the hands.
- fx_eyeszehir:** [C] (X2) Red-orange; two red fires surrounded by a 5 m. spherical glow. Elevate for best effect.
- fx_f_beetle_eyes:** [CPT] Yellow; glowing eyes.
- fx_f_faithless_golem:** [CP] Dark green; a dirt or powder that pours down rapidly from the body.
- fx_falling_leaves...:** [C] A 2-3 m. volume with occasionally

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falling leaves. Available in brown, yellow and green.

fx_familiar_breakup: [CP] Small, spherical bursts from random points on the body.

fx_familiar_disconnect: [P] Like fx_familiar_breakup, except the bursts are larger and only last a second.

fx_feat_blazing_aura: [CP] Orange; flames and the hands and feet, accompanied by small glowing bursts about the body. Used with the visual effect VFX_DUR_BLAZING_AURA.

fx_feat_chastise_spirits01: Prism; a sudden blue-rayed light appears, then glows curve down until they hit the floor, lasting about 3 seconds. Used with the VFX_HIT_CHASTISE SPIRITS visual effect.

fx_feat_chastise_spirits02: [CPT] Yellow; twirling lines at the hands and feet.

fx_feat_chastisespirits_aoe01: [C] Yellow; rays of light shoot off in the four compass directions. Eight glows appear at a diameter of 30 m. when moving.

fx_feat_chastisespirits_aoe02: [CPT] Yellow-white; twirling glows at the joints.

fx_feat_divinemight_cast01: [CPT] Blue-white; glows about hands form small, bursty, ever expanding clouds.

fx_feat_divinemagic_conj01: [CPT] Blue-white; starting in a 2-3 m. diameter ring, six lights streak downward and then outward. Effect is then like fx_feat_divinemagic_cast01.

fx_feat_divinemagic_conj02: [CPT] Multi; starts as a saturated red glow about the body that changes to green then fades. Twirling glowing lines then circle about the joints.

fx_feat_last_stand01: yellow and white; Beams shoot down from above in a 2 m. cone, then circle around and spiral upward before fading. Used with the VFX_DUR_SPELL_LAST_STAND visual effect.

fx_feat_last_stand02: [CPT] White; twirling lines at the hands and feet.

fx_feat_last_stand03: [CPT] White; a pair of faint twirling lines about the body.

fx_feat_rescue_hit01: [CPT] Orange and white; glows briefly circle around and then dive into the body. Thereafter, only visible during movement. Used with the VFX_DUR_RESCUEE visual effect.

fx_feat_rescue_hit02: [CPT] Orange; light streaks in to target, leaving a pair twirling lines on the body.

fx_feat_rescue01: [CP] Orange; three lights shoot in to the target, then form curving arcs that rotate about the body. A rotating ringed pattern appears on the floor and the character has an orange glow. Used with the VFX_DUR_RESCUER visual effect.

fx_feat_rescue02: [CP] Orange; wiggly arcs rotate about parts of

the body.

fx_feat_weaken_spirits: Yellow; three glowing lines about 2-3 m. from the body rotate and then spiral into the creature, creating a burst of yellow and blue rays before fading.

fx_feat_weakenspirits_aoe01: [T] Eight double lights drop down from above in a 2-3 m. diameter before shooting out horizontally away from the center. Afterward, two glowing points appear in mid-air whenever the subject moves.

fx_feat_weakenspirits_aoe2: [CPT] Yellow-white; rays shoot in toward the creature, leaving bright twirling lines about the joints.

fx_fire_elemental: [CPT] Yellow-orange; Makes the creature look like a fire elemental, forming vertically climbing flames combined with a flaming cloud at the base.

fx_fire_lg: [C] Yellow-orange; 5 m. diameter area of fire accompanied by a burning sound. Shorter than fx_ashfire_2. *The placeable crashes the toolkit.* Works okay with Attach Spell Node.

fx_fire_mephit_fire: [CP] Yellow-orange; small fires burn at points across the body.

fx_fire_smoke: [C] Brown; clouds of smoke rise from a 10-15 m. diameter, becoming denser at ceiling height.

fx_fireflies: [C] Green; tiny pulses of light in a 20 m. diameter.

fx_firegenasi_hair: [CP] Orange; tiny bursts of flame appear at random points about the head.

fx_fireplace: [C] Orange; a small fire suitable for the fireplace placeables.

fx_fireshape: [CP] Blue-white; the creature becomes translucent and gains glowing red eyes. The body is engulfed in a column of flames that are mostly white but tinged with blue and orange. The floor forms a burning oil pattern in a 1-2 m. diameter.

fx_floor_fog: [C] Gray; shifting fog just above the floor in a 40 m. diameter. Denser than fx_area_fog... and changing relatively quickly.

fx_fog_lg: [C] White; very nebulous fog.

fx_force_field_large: [C] Blue-white; a translucent glowing vertical surface spanning a diagonal in a 20 x 20 m. area.

fx_force_field_large_p: Blue-white; a large translucent glowing vertical surface appears briefly before inking out.

fx_frame_...: A vertical rectangle appears over the head of the creature with a spell or effect symbol. A colored glowing rectangle expands outward from the box, before the effect winks out.

fx_frost_fog: [C] (X2) White; small motes fall randomly to the ground like snow in a 30 m. diameter.

fx_gargoyle_dust: [CP] Gray; the body continuously sheds a clumpy dust that falls to the ground.

fx_garius_ritual: [S] Blue-yellow; a bright burst of light is

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followed by flames in a 15-20 m. diameter. The character is illuminated by a vertical column of light before the effect fades away.

fx_gate_small: [CS] Orange; small columns of light rising from the ground in a 5 m. diameter. The sound duration is about 10 seconds.

fx_geyser: [C] White; a rapidly rising column of steam and mist originating from a 1 m. diameter on the floor.

fx_gem_energy_*: [C] (X2) Various; glowing cylindrical column of shifting vertical bars in a 1 m. diameter.

fx_ghast_stench: [C] Green; a shifting haze in a 5 m. diameter that is concentrated at the center. Used with the visual effect VFX_DUR_GHAST_STENCH.

fx_ghost_glow: [C] (X2) Green; trails of haze moving away from central point to a 2 m. diameter. Elevate for best effect.

fx_githsword: [CP] Blue-white; a rayed luminosity at the floor, accompanied by sparkling rays all over the body.

fx_glint: [C] White; a small glowing light, for use with treasure.

fx_global_earth_elemental_arise: [S] Gray; a brief outburst of dirt and dust in a 5 m. diameter.

fx_global_tethor_death01: [S] Blue; mist rises from the ground in a 2-3 m. diameter, forming circling lights that turn back into mist at head height.

fx_global_tethor_death02: Blue-violet; a glowing spherical cloud forms about the central body, then fades away. Occasionally reappears as faint swirls of light about the core.

fx_glowstone: [C] Green; rays and glowing particles are emitted in a 2 m. diameter from the ground.

fx_glowstone_blue_p: [CP] Blue; Continuous spherical bursts from all over the body, resulting in an expanding cloud effect in a 2-3 m. diameter.

fx_glowstone_p: [C] Green; same as fx_glowstone_blue_p with a different color.

fx_godray...: [C] Large, medium and small angular rays of light along the X or Y axes. Small, medium and large sizes.

fx_gold_smoke: [C] Yellow; thin, shifting clouds in a 10 m. diameter accompanied by glowing sparkles that gently rise.

fx_hag_spawn01: [CP] Blue-violet; begins with lights whirling about a 2 m. diameter, followed by a glowing column before turning into a steady circular blue glow on the floor.

fx_hag_spawn02: [CP] Blue-white; glowing lines twirl about the wrists.

fx_haven_song_hit: [CP] Blue-violet; glowing blobs whirl about the body in a 2-3 m. diameter, creating a ripple effect in the air. Used with the visual effect VFX_HIT_BARD_HAVEN_SONG.

fx_haze_green: [C] (X2) Green; trails of haze moving away from central point to a 5 m. diameter.

fx_hellhound_eyes: [CPT] Yellow; makes the eyes glow.

fx_hellhound_firecone: [CP] Multiple; continuous flames shoot out in an arc to a 10 m. distance.

fx_helmedhorror_eyes: [CP] Violet; makes the eyes glow.

fx_hit_damage01: Red; A brief 2-3 m. diameter mist with glows that circle about.

fx_hit_damage02: [CP] Red; red lines swirl about the joints.

fx_hit_spark_...: Various; a very brief effect of radiating rays and rings in a 2-3 m. diameter. The fx_hit_spark_parry is used with visual effect of VFX_COM_SPARKS_PARRY.

fx_ice_mephith_frost: [CP] White; multiple tiny bursts around the body that expand into small clouds.

fx_ignition: [CPS] Orange-yellow; flames expand out and then rise about the body. Used with the VFX_DUR_FIRE visual effect.

fx_imaskari_golem: [CP] Blue-white; blue glows move along body and radiate out in small sparkles about the head. Glowing violet eyes.

fx_imaskari_haze: [C] Blue; trails of haze moving away from central point to a 3 m. diameter.

fx_infinite_arrow: [CPT] White; a small swirling line around the weapon wrist.

fx_inspire_...: Various; multiple radiating rays and six circular light patterns. Fades after a second. Used with visual effect of VFX_HIT_BARD_INS_....

fx_interior_fog...: [C] Various; a faint indoor fog with a vertical component. Available in white, blue, green, purple and red.

fx_invisibility: [CP] None; creature becomes translucent. Used with the visual effect VFX_DUR_INVISIBILITY.

fx_invisibility_sphere: [C] Prism; multi-colored arcs appear along a 10 m. diameter cylinder. Used with the visual effect VFX_DUR_SPELL_INVISIBILITY_SPHERE.

fx_ioun_stone_...: [C] Various; a glowing orb orbits around the head. Used with the VFX_DUR_IOUN_STONE_... visual effects.

fx_ironskin_chant_hit: [CP] Gray; creature gains an iron skin.

fx_jungle_fog: [C] (X2) Nebulous, lumpy, slowly shifting yellow-white clouds in a 15-20 m. diameter.

fx_jungle_ray*: [C] (X2) Yellow-white; beams of light from above penetrate the jungle foliage.

fx_kos_beam: Dark blue; a vertical column of darkness that fades to a line and vanishes after 3-4 seconds.

fx_kos_cast: Black; multiple dark crackling lines about a 15 m. diameter cloudy region, with a gray vertical column at the center. Lasts about 4-5 seconds.

fx_kos_death: Yellow-white; starts with a glowing cloud that expands into a swirling, crackling light show with rising columns

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of light in a ring. Spans about 30-40 m. diameter and lasts about 20 seconds.

fx_kos_death_fx: Similar to fx_kos_death.

fx_kos_explosion: White; a wispy cloud that expands rapidly to a 15-20 m. diameter and then fades.

fx_kos_portal_large: [C] Blue; a 6 m. diameter vertical plane showing a sky scene surrounded by blue glows, blue flames and rippling air.

fx_kos_portal_medium: [C] Blue; a 3 m. diameter version of fx_kos_portal_large.

fx_kos_portal_small: [C] Blue; 1 m. diameter fx_kos_portal_large.

fx_kos_power_spell: Dark blue; 40-50 m. diameter complex effect lasting 5 seconds. Starts with an expanding darkness across the ground, with vertical rising patterns, crackling lines and a shrinking vertical column. Rapidly shrinks back to the center at the end. Used with the VFX_AOE_CRADLE_OF_RIME visual effect.

fx_kos_slow_cast: Dark blue; large vertical glowing and wavy circular pattern, combined with a dark cloud at the center floor and crackling lines.

fx_kos_teleport: Dark blue; dark cloud in a 10-12 m. diameter that rapidly shrinks to a point in 2 seconds.

fx_kos_teleport_small: 5 m. diameter fx_kos_teleport.

fx_kos_test_trail: [CPT] Black; dark lines whirl around center of figure.

fx_lampglow: [CP] Orange; A small, faint glow.

fx_lantern_archon: [CP] Prism; radiating rays in a 2-3 m. diameter. A prismatic ring oscillates in size and visibility.

fx_level_up: White/blue; slender vertical rays in a 2-3 m. diameter, with a glowing pattern following a rising helix.

fx_lich_eyes: [CPT] Orange-red; glowing eyes.

fx_light_...: [CP] Various; soft light source illuminating a 5/10/15/20 m. radius. Used with the VFX_DUR_LIGHT_... visual effect.

fx_lionfountain: [C] Water pours out in a 2 m. arc to create a splashing pattern. Raise off the floor for best effect.

fx_lootbag: [C] There are two variations. The first produces rising rays of colored light. The second gives a small glowing volume with rising glowing motes. Typically used to direct player attention to a key treasure.

fx_low_light_vision: [C] White; a faintly illuminated, 20 m. diameter circle of flooring. The second variant doesn't seem to do anything.

fx_magical_explosion: [C] White then violet; A burst of rayed light in a 10 m. diameter that changes from white to violet-blue then vanishes. *When I tried it with a Placed Effect, this crashed*

the toolset. Works with Attach Spell Node.

fx_map_transition: [C] Blue; a circular, semi-transparent, slowly rotating map on the ground in a 6 m. diameter.

fx_mindflayer_cone: [C] Violet; A cone of expanding circles, accompanied by darker rays, extending out to 10-15 m.. Used with the VFX_CREATURE_ABILITY_DUR_MINFLAYER visual effect.

fx_moldskin: [CP] Dark green; a splotchy skin covering.

fx_mummy_dust: [CP] White; a small dusty covering that falls to the ground like clumps of dust.

fx_mushroom_haze: [C] 5 m. diameter version of fx_imaskari_haze.

fx_neg_icon: [P] See fx_frame_.... Used with visual effect of VFX_DUR_MIND_AFFECTING_NEGATIVE.

fx_neg_icon_ces: [P] Red-blue; a small rayed glow above the head that changes color and fades within 3 seconds. Used with multiple VFX_DUR_... visual effects.

fx_nightwalker_gaze: Blue; A wispy burst about the head that expands out to 5 m. while fades.

fx_nolaloth: [CPT] White; a bright aura about the body, consisting of many glowing motes that brighten and fade.

fx_nogaloth_hide: [C] White; Brilliant glowing motes in a 20 m. diameter that is concentrated at the center. The motes rise and fall in an arc.

fx_normal_vision: No effect.

fx_nshore_bonfire: [C] Blue; a small bonfire flame.

fx_nshore_torch: [C] Blue; a torch flame surrounded by a glow.

fx_nymph_gaze: Green; A small cloud expands outwards and fades after 3 seconds.

fx_okku_den_fog: [C] A volumetric, shifting white fog.

fx_okku_den_sparkle: [C] White motes drift through the air.

fx_okku_invincible01: [C] Blue-white; a pair of lights circle around a 7-8 m. diameter in the air. A glowing circle on the ground repeatedly appears and fades.

fx_okku_invincible02: [CPT] Blue-white; twirling, glowing line at the wrist.

fx_okku_mound_spirit: [C] Combination effect with a shifting blue sphere, a column of light, a surrounding miasma that shifts from blue to yellow and a multitude of glowing motes.

fx_oomany: [CPT] Orange/black; a glow at the mouth and eyes. Leaves orange and black trails from the joints.

fx_oomany_dematerialize01: [CP] White; body translucent with yellow-orange eyes. Three ghostly forms circle the body.

fx_oomany_dematerialize02: [CPT] White; faint twirling lines at the wrists.

fx_ore: [C] A small, pulsing glow on the ground with four rays. Stronger than fx_glint.

Visual Effects

- fx_orglash:** [CS] Blue; rays continuously emerge from the body, along with with repeated glows of a crystalline pattern. The body has a wavering duplicate image and a glow.
- fx_outskirt_lake:** [C] Foggy outline for a small lake. Core is 15 m. across; fringe extends about 30 m. across.
- fx_overlandmap_cower:** [CT] (X2) Yellow; shifty, circular glow in mid air with spiralling lines and a swirl on the ground, all in a 1-2 m. diameter.
- fx_overlandmap_detect:** [C] (X2) Red; radar-like circular pattern on the ground with an exclamation point in the air.
- fx_overlandmap_searching01:** [CT] (X2) Orange; radar-like circular pattern on the ground that oscillates in size, with spiraling lines in the air and a question mark at top.
- fx_paralyze:** [C] Orange; a miasma surrounds the creature and several crackling lines continuously move over the body. With a Placed Effect, the lines form a narrow vertical column. Used with the visual effects:
- VFX_DUR_PARALYZE_HOLD
 - VFX_DUR_PARALYZED
 - VFX_DUR_SPELL_HOLD_ANIMAL
 - VFX_DUR_SPELL_HOLD_PERSON
 - VFX_DUR_SPELL_HOLD_MONSTER
- fx_phase_glow:** Blue-white; a spherical cloud of many bright glows that simultaneously rise, drift and fade from sight. Lasts 2-3 seconds.
- fx_pixie_dust:** [CPT] Blue/gray; from a small volume near the center, tiny glows rapidly fade and turn to falling dust. Placed Effect needs to be elevated.
- fx_pois_dot_linger:** [CP] Dark green; a small shifting cloud about the body is accompanied by multiple crackling tendrils. Used with the visual effects:
- VFX_IMP_DISEASE_...
 - VFX_DUR_SPELL_CONTAGION
 - VFX_DUR_SICKENED
 - VFX_DUR_SHADOW_PLAGUE
- fx_poison_dir:** [CP] Blue/violet/green; a dark green pulsating circle below the character is accompanied by a wispy emission of blue-violet vapor from the body and swirling bubbles rising from the head.
- fx_portal_gen_small:** [CS] Orange; a 5 m. diameter, vertical circular portal that slowly rotates. The glow along the rim fades into wispy cloud shapes in the interior. Slender circles collapse toward the perimeter, and the portal is surrounded by wavy air.
- fx_portal_gen1:** [C] Blue/orange; like fx_portal_gen_small, only 10 m. in diameter and mostly blue.
- fx_pos_icon:** Like fx_neg_icon. Used with visual effect of VFX_DUR_MIND_AFFECTING_POSITIVE.
- fx_pos_icon_cess:** Like fx_neg_icon_cess. Used with multiple VFX_DUR_... visual effects.
- fx_power_atk:** [CP] Red-orange; glows about the hands.
- fx_question_fountain:** [S] Yellow; question marks rise in arcs from the floor. A loud voice says, "Pain, so much pain, please help me!" Less than 5 m. diameter.
- fx_quillfire:** [CT] Orange; a glow at the center of the effect.
- fx_rain_heavy:** [C] White; uneven rainfall in a 20-25 m. diameter, consisting of streaks falling toward the ground.
- fx_rain_light:** [C] White; a less intense version of fx_heavy_rain.
- fx_rain_nosplash:** [C] (X2) White; similar to fx_rain_heavy.
- fx_rain_onlysplash01:** [C] (X2) White; random splashing patterns on the ground in a 20-25 m. diameter.
- fx_rain_onlysplash02:** [C] (X2) White; random splashing patterns on the ground in a 5 m. diameter.
- fx_rain_onlysplash:** [C] (X2) White; random splashing patterns on the ground in a 20-25 m. diameter.
- fx_rapid_shot:** [CP] Yellow-orange; glows about the hands.
- fx_ravenous_end:** [S] Orange-red; a brief glowing cloud about the creature that is concentrated toward the middle.
- fx_ravenous_hit:** [S] Black; a brief oval shape with waving tentacles. *This hung the editor on my system.*
- fx_reaver_immortal:** [C] Blue/black; the target is surrounded by wispy black vapors that continually stream toward the body. Meanwhile, the head is emitting rising blue vapors. With a placed effect this just creates the head component.
- fx_rebuke_undead:** [C] Blue/violet/white; purple wisps stream off the body in a localized cloud. On the floor is a pulsating white circle. Used with the VFX_DUR_REBUKE_UNDEAD visual effect.
- fx_red_dragon_breath:** [CS] Yellow-orange; an intense flame rising and expanding from head level, forming a 5 m. circle. *With a placed effect this crashed the toolset.* Used with the visual effect VFX_CONE_RED_DRAGON_FIRE.
- fx_reddr_wbuffet:** [S] Ripples through the air expanding out 30-40 m..
- fx_rit_statue_exp_after:** Yellow-white; a 10 m. diameter cloud of glowing motes, each rising and surrounded by a small cloud. Lasts for about 5 seconds.
- fx_rit_statue_explosion:** White; a bright glow surrounds the target, accompanied by several rays and an expanding wispy cloud. Diameter 8-10 m. and lasts for about 10 seconds.
- fx_ritual_cast:** [P] Prism; hands surrounded by a brief, small globes followed by rays. Lasts a couple of seconds.
- fx_ritual_conjure:** Prism; very brief effect combining a rising ring of rays, several circling glows and ripples in the air, all within a 3 m. diameter.

Visual Effects

fx_ritual_fizzle: Prism; a 3 m. diameter glowing cloud forms then flows inward. Lasts 2-3 seconds.

fx_ritual_purification: [S] Prism; three rising glowing columns surround the character, followed by many small rays directed outward and more, smaller rising columns. Lasts 6-7 seconds.

fx_ritual_replenish: Prism; combines fx_ritual_fizzle with a shrinking vertical column of blue-white light.

fx_rockfly_fade: [C] Black-brown; a thick cloud streams off the character and partly cloaks visibility in a 3 m. diameter. The creature vanishes for the first second this is in effect.

fx_rockslide: [S] Black-brown; a brief, 20 m. diameter cloud accompanied by a rock slide sound.

fx_rockslide_after: [C] Black-brown; rising, drifting dust or smoke from a 10 m. diameter.

fx_sacred_fist: [CPT] Orange; flame-like glows about the hands and feet. Used with the VFX_DUR_SACRED_FLAMES visual effect.

fx_se_...: [S] *These seem to hang the toolset.* Used with these visual effects:

- VFX_CAST_SPELL_BESTOW_LIFE
- VFX_CAST_SPELL_DEVOUR_SPIRIT
- VFX_CAST_SPELL_SATIATE
- VFX_CAST_SPELL_SPIRIT_EMERGE
- VFX_CAST_SPELL_SPIRIT_EMERGE_GOOD
- VFX_CAST_SPELL_SPIRITUAL_EVISCERATION
- VFX_CAST_SPELL_SPIRIT_GORGE
- VFX_CAST_SPELL_SUPPRESS

fx_selection: [CP] Blue-tinged white; a small spherical glow from the chest.

fx_shadow_cloak: [C] Violet; a dark purple smoke cloaks the creature and wisps stream outward. There is also a 20 m. diameter sphere with shifting clouds and glowing motes across the surface. Used with the VFX_DUR_SHADOW_CLOAK visual effect.

fx_shadow_open: Prism; a bright glow followed by a small sphere of prismatic rays.

fx_shadow_plague: None that I could discern. Used with the VFX_DUR_SHADOW_PLAGUE visual effect.

fx_shadow_portal...: [C] Black/orange; A 3 m. wide vertical oval with a dark watery surface. It is surrounded by an orange glow. The portal effects have differing orientations and can not be rotated.

fx_shadow_reaver_form: white/yellow; brief wisps flow away from the body, expand and vanish.

fx_shadowfiend_...: [C] A small, smoky wavering in the air surrounds a translucent version of a creature. #1 leaves a white trail while #2 has red eyes. Used with the visual effect

VFX_DUR_SPELL_SHADOW_SIMULACRUM.

fx_shard_attack: [S] Sound only.

fx_shard_attack_hit: [S] White; a brief expanding ring of white light with rays in a 1-2 m. diameter.

fx_shard_attack_reform: [S] Blue-white; a sudden burst of glowing motes in an spheroid, with a faint glowing circle on the ground. Lasts about a second.

fx_shard_rip: [CP] Blue-white; a glow in the chest while tiny glowing motes float away. For a placed effect, this creates a glow with motes floating downward.

fx_shining_shield: [C?S] Prism; a glowing oval surrounds the body. Two helical glows form outside the oval, and continually rise and circle; changing color in the process. *This crashed the toolset with a placed effect.* Used with the visual effect VFX_DUR_SHINING_SHIELD.

fx_shipwake: [C] (X2) White; two trails of low clouds and slashes move away from the location to form parallel lines that diminish with distance. May have an overlapping pattern depending on the orientation.

fx_shockwave: Clear; a ripple in the air expands rapidly away from the center.

fx_shrouding_fog: [C] White; a 10 m. diameter faintly glowing mist with rising white motes.

fx_shrouding_fog_hit: [C] White; a 3 m. diameter faintly glowing mist with shifting wisps, accompanied by rising white motes. Used with the VFX_DUR_SPELL_SHROUDING_FOG visual effect.

fx_silver_shard_shield: [S] Blue; glows circle and spiral inward and down. Lasts 7-8 seconds.

fx_silver_shard_shield2: [S] As fx_silver_shard_shield with sound.

fx_silversword_atk: [PT] Blue-white; twirling glows about the joints.

fx_silversword_fx: [P] Blue-white; as fx_silversword_atk, but with brief rays and a glow.

fx_silversword_reform: [S] Blue-white; as fx_silvershard_shield, combined with the appearance of a sword.

fx_silversword_trails: [CPT] Blue-white; a glowing line twirls about the hand.

fx_silversword01: [CPT] Blue-white; a glow on the floor and a fainter glow about the body.

fx_slumb_coven: [C] A vertical cylinder surrounded by shifting blue-violet vertical beams. Wide enough for a human.

fx_smoke_bomb: Gray; an expanding cloud of smoke that reaches a 3 m. diameter before ending.

fx_snow_fog: [C] White; a nebulous cloud about 10 m. off the ground. Roughly 40 m. in diameter.

Visual Effects

fx_snowfall: [C] White; motes float gently toward the ground in a ~60 m. diameter.

fx_song_of_freedom: Green; multiple wiggly rays move away, accompanied by ripples in the air. Lasts 2 seconds. Used with visual effect of VFX_HIT_BARD_SONG_FREEDOM.

fx_song_portal...: [C] Multiple; 3 m. wide vertical oval with a blue sky and clouds scene. Tiny pink motes fall into ward the surface.

fx_soothing_light: [SC] Prism; brief vertical beam, with vague shifting, circling arcs in a 2 m. diameter and tiny rising motes in the middle. Used with the VFX_DUR_SOOTHING_LIGHT visual effect.

fx_sp_entropichusk_cast01: White; three lights circle out from the body to left, right and above, then fade away.

fx_sp_entropichusk_cast02: [CP] White; twirling, rotating lines at the wrists and chest.

fx_sp_entropichusk_conj01: [C] Multiple; three glows emerge from the body and orbit about, trailing wispy tails. *Effect does not clean up properly after creature is deleted.*

fx_sp_entropichusk_conj02: [CP] Multiple; twirling, rotating lines at the wrists and chest, accompanied by a faint glow about the body.

fx_sp_entropichusk_hit01: [C] Multiple; eight glows orbit the body along a ring, trailing wispy tails. Additional lights streak in to the body, then the effect fades. Three twirling lights appear in a 3 m. diameter ring about the body during movement. Used with the visual effect VFX_HIT_SPELL_ENTROPIC_HUSK.

fx_sp_entropichusk_hit02: [CT] Multiple; begins with a moderately bright glow about the body, which is followed by twirling lights about the joints.

fx_sp_entropichusk_hit03: Same as fx_sp_entropichusk_hit02.

fx_sp_vampiric_feast_hit01: Orange-red; six glows orbit at a 2-3 m. radius, leaving a streak behind before fading after 3-4 seconds. Used with the VFX_HIT_SPELL_VAMPIRIC_FEAST visual effect.

fx_sp_vampiric_feast_hit02: Red; a brief glow about the body, followed by twirling lines about the joints.

fx_sp_vampiric_feastcast1: Red; six glows streak down from above, pass near the floor and then turn upward before vanishing. At the same time a pattern appears on the floor in the center.

fx_sp_vampiric_feastcast2: [CP] Red; begins with a glow about the body, followed by twirling glowing lines at the joints.

fx_sp_vampiric_feastconj1: [CT] Red; multiple glows orbit along two vertical planes, perpendicular to each other.

fx_sp_vampiric_feastconj2: [CT] Red; a pulsing glow about the body, with twirling glowing streaks at the joints. For a placed effect, this creates a red glow that repeatedly grows then shrinks.

fx_sparks: White; a brief effect with a faint expanding glow.

fx_spell_binding_blast_blow: [CP] Green; glows about the hands.

fx_spell_binding_blast_chain: [C] Red/green; a combination effect with circling red glows about the head and feet, a rapidly shifting cloud around the middle, mixed with crackling green lines. For a placed effect, the crackling lines form a vertical column.

fx_spell_binding_blast_chain2: [CP] Green; crackling lines about the core body.

fx_spell_binding_blast_cone: [C] Green; a cone is spewing out rings and glowing motes.

fx_spell_binding_blast_doom: Green; a glowing vertical column with a splashing glow in a 8 m. diameter that emits spark streaks. Used with the VFX_INVOCATION_BINDING_DOOM visual effect.

fx_spell_binding_blast_hit: Red/green; a brief effect consisting of a small expanding glowing cloud and circling streaks in a 2-3 m. diameter. Use VFX_INVOCATION_BINDING_DOOM for the visual effect.

fx_spell_binding_blast_hit02: [CP] Green; small swirling lines about the wrists and ankles.

fx_spell_binding_blast_ray: [CP] Green; three glows orbit about the body while a rapidly swirling gaseous sphere about the chest is formed from a glow at the hand.

fx_spell_burst_glacial_wrath01: [S] *Crashed the toolset.* A blue crystalline shape appears that quickly turns translucent as glowing streaks wrap around it. This is followed by wispy clouds rising from the glowing base in a 2-3 m. diameter. The effect ends when the duration expires. Used with the visual effect VFX_DUR_SPELL_GLACIAL_WRATH.

fx_spell_burst_glacial_wrath02: [C] Blue; faintly glowing wisps stream off the body forming a 3 m. diameter cloud.

fx_spell_burst_glacial_wrath03: [CP] Blue-white; small twirling lines at the hands and chest.

fx_spell_cacophonic_burst: Green; brief effect of multiple arc curving outward like a spiral galaxy.

fx_spell_call_lightningstorm: *This crashed the toolset.* When applied via a script, it forms a cloud and projects four *call lightning* bolts in a 5 m. diameter, then fades away. The duration is about 5 seconds.

fx_spell_creeping_cold: [S] *This crashed the toolset.* When applied via a script, it forms a glowing web-like pattern on the floor in a 2-3 m. diameter, with rising motes that spiral upward to the height of a person. The effect ends when the duration expires. Used with the VFX_DUR_SPELL_CREEPING_COLD visual effect.

Visual Effects

- fx_spell_damnation_cast01:** [CP] Orange-red; changes the character hue, adds flames to the hands and puts a small circular glow on the floor. Begins with brief glows that spiral about the body.
- fx_spell_damnation_cast02:** [CPT] Orange-red; twirling glows about the wrists and ankles.
- fx_spell_damnation_conjure01:** [CP] Orange-red; similar to fx_spell_damnation_cast01 with a glowing circling ring at a 5 m. diameter.
- fx_spell_damnation_conjure02:** [CPT] Orange-red; twirling glows about the wrists and ankle.
- fx_spell_damnation_hit01:** [CT] Orange-red; combination effect where eight glows streak in and form a ring at a 10 m. radius, then shoot in toward the body to form a glowing fiery effect. At the end the flames and body vanish, leaving just the wielded items.
- fx_spell_damnation_hit02:** [CP] Orange-red; begins with dense flames surrounding the body. After five seconds these vanish, leaving twirling lines at the joints.
- fx_spell_disintegrate_hit01:** [P] Violet/orange; begins like the disintegrate spell with a purple glow and a ring on the floor. Lasts about 3 seconds. Used with the visual effect VFX_HIT_SPELL_DISINTEGRATE.
- fx_spell_disintegrate_hit02:** [CPT] Dark red; twirling lines at the joints.
- fx_spell_doppelganger_alpha:** [C] White; target is surrounded by a faintly glowing sphere with a small glow and the center and faint moving patterns. Used with the visual effect VFX_DUR_SPELL_GLASS_DOPPELGANGER.
- fx_spell_dread_seizure:** [CPT] Violet; four glows form about the body and then shoot inward, creating a brief glow before vanishing. A twirling line appears between the knees while moving.
- fx_spell_dread_seizure02:** [CPT] Blue-violet; twirling lines about the joints.
- fx_spell_epic_gate01:** *This crashed the toolset.* As an instant effect, a set of lights streak inward then spiral up in a helical pattern. A glowing, fiery ring forms in a 10 m. diameter. The temporary effect lacks the helical pattern. Used with the visual effect VFX_DUR_SPELL_EPIC_GATE.
- fx_spell_epic_gate02:** [CPT] Yellow; twirling, glowing lines about the joints.
- fx_spell_fatigue01:** [S] *This crashed the toolset.* Dark violet; a brief effect in a 3 m. diameter that ends with wisps of smoke. Used with the VFX_HIT_SPELL_TOUCH_OF_FATIGUE visual effect.
- fx_spell_fatigue02:** [CPT] Dark red; Twirling lines about an ankle and chest.
- fx_spell_hellfire_blast:** [C] (X2) Orange; small flame.
- fx_spell_hellfire_shield:** [C] (X2) Orange; circular, rotating pattern on the ground in a 1-2 m. diameter with small flames inside.
- fx_spell_hindering_blast_blow:** [CPT] Violet; glowing wispy spheres about the hands.
- fx_spell_hindering_blast_chain:** [C] Violet; a small turbulent cloud surrounds the character, emitting puffs in all directions in a 3 m. diameter. Crackling lines move rapidly about the core body. For a placed effect, the lines form a vertical column.
- fx_spell_hindering_blast_chain_2:** [C] Violet; crackling lines move rapidly about the core body. For a placed effect, the lines form a vertical column.
- fx_spell_hindering_blast_cone:** [C] Violet; emits a cloudy, wispy cone out to about 10 m..
- fx_spell_hindering_blast_doom:** Violet; a brief, glowing cloudy outburst spreading to 10 m. diameter, accompanied by a glowing column, before fading. Used with the visual effect VFX_INVOCATION_HINDERING_DOOM.
- fx_spell_hindering_blast_hit:** Violet; a brief, expanding, wispy cloud grows to 3 m. diameter then vanishes. Used with the visual effect VFX_INVOCATION_HINDERING_HIT.
- fx_spell_hindering_blast_ray:** [C] Violet; a glowing cloud about the body continually gives off wisps in a 3 m. diameter. With a placed effect this is accompanied by a vertical cone.
- fx_spell_hypothermia01:** *This crashed the toolset.* Prism; brief effect of glows rising and falling in a 2-3 m. diameter, followed by crystalline shapes and a splash.
- fx_spell_hypothermia02:** [CPT] Prism; small twirling lines at the joints.
- fx_spell_idiocy01:** *This crashed the toolset.* Green/pink; several trails join together, followed by a brief glow on the floor. This occurs in a 2 m. diameter and lasts 1-2 seconds.
- fx_spell_idiocy02:** [CPT] Pink-white; twirling, glowing lines at the joints. Used with the visual effect VFX_DUR_SPELL_TOUCH_OF_IDIOCY.
- fx_spell_impendingblade01:** *This crashed the toolset.* Used with the VFX_HIT_SPELL_CURSE_OF_IMPEDING_BLADES visual effect.
- fx_spell_impendingblade02:** [CPT] Blue/green/white; begins with three blades twirling about the body. These become three twirling lines at joints.
- fx_spell_inner_armor:** [CP] Turquoise/white; a rotating grided sphere surrounds the character, accompanied by a turquoise glow on the interior. Used with the VFX_DUR_INNER_ARMOR visual effect.

Visual Effects

fx_spell_lesser_vigor01: *This crashed the toolset.* Used with the visual effects:

- VFX_DUR_SPELL_LESSER_VIGOR
- VFX_DUR_SPELL_MASS_LESSOR_VIGOR

fx_spell_lesser_vigor02: [CPT] Violet; small twirling glows at the wrists.

fx_spell_lesser_vigor03: [CPT] Violet; twirling, glowing lines at the wrists and ankles.

fx_spell_lionheart01: *This crashed the toolset.* Used with the visual effect VFX_DUR_SPELL_LIONHEART.

fx_spell_lionheart02: [CPT] Orange; small twirling lines at the joints.

fx_spell_mass_fowl_cast01: Orange; a vertical circular shape forms around the character, with lines that spiral away and upward. The effect lasts about 2 seconds.

fx_spell_mass_fowl_cast02: [CPT] Yellow; twirling, glowing lines at the joints.

fx_spell_mass_fowl_conjure01: [C] Yellow; this forms a vertical glowing pattern consisting of a rotating 3 m. diameter sigil ring surrounded by an outer, counter-rotating streaks. It is a similar appearance for a placed effect, but with a pair of slowly rotating lines in the center. Used with the visual effect VFX_DUR_SPELL_MASS_FOWL.

fx_spell_mass_fowl_hit01: White; several streaks orbit the body in random directions, followed by a brief outburst of small particles. The effect lasts about 1-2 seconds.

fx_spell_mass_fowl_hit01: [CPT] White; twirling, glowing lines at the joints.

fx_spell_power_word_weaken: *This crashed the toolset.*

fx_spell_recitation_cast01: *This crashed the toolset.*

fx_spell_recitation_cast02: [CPT] Orange-white; twirling, glowing lines at the joints.

fx_spell_recitation_hit01: *This crashed the toolset.* Used with the visual effect VFX_DUR_SPELL_RECITATION.

fx_spell_shout01: *This crashed the toolset.* Used with the VFX_HIT_SPELL_SHOUT visual effect.

fx_spell_shoutgreater: *This crashed the toolset.* Used with the VFX_HIT_SPELL_GREATER_SHOUT visual effect.

fx_spell_solipsism_duration01: [C] Multiple; a glowing hex forms on the floor with a 2 m. diameter. Four glowing shapes form at the floor and four at head height, joined vertically by jiggling lines. The entire effect is surrounded by a faint glow, and the colors slowly shift across the spectrum. *Doesn't clean up well if deleted.*

fx_spell_solipsism_duration02: [CP] Multiple; the body radiates a bright glow out to a 3 m. diameter, while fine lines crackle about the core body. For a placed effect, crackling lines climb up

in a column from a circular glow.

fx_spell_solipsism01: Multiple; a circular pattern forms on the floor with an eye in the middle. Four small glows rise up and then return to the floor. Used with the visual effect VFX_DUR_SPELL_SOLIPSISM.

fx_spell_solipsism02: Multiple; twirling, glowing lines at the joints.

fx_spell_vigorous_cycle01: *This crashed the toolset.* Used with the visual effect VFX_DUR_SPELL_..., where '...' is VIGOR and VIGOROUS_CYCLE.

fx_spell_wall_dispelmagic_hit01: Blue/multiple; several small lights spiral downward in a 3 m. diameter, followed by a shrinking column of light fringed with a rainbow effect. Afterward, glowing motes rise off the floor in a 3 m. diameter ring. The entire effect lasts 7-8 seconds.

fx_spell_wall_dispelmagic_hit02: [CPT] Blue-white; small twirling glows at the wrists.

fx_spell_wall_dispelmagic01: *This crashed the toolset.*

fx_spell_whispers01: Multiple; four small blue glows rise and streak inward, followed by an outward burst of orange-red rays and shafts of light about the head.

fx_spell_whispers02: [CPT] Blue; twirling, glowing lines at the joints.

fx_spike_trap: [S] *This crashed the toolset.* When applied via a script, this produces a brief effect of spikes rising up from the floor.

fx_spirit_caustics: [C] White; wispy, fog-like clouds circulate clockwise in a ring stretching from a 20-30 m. diameter.

fx_spirit_eater_death: *This crashed the toolset.*

fx_spirit_gorge_hit: *This crashed the toolset.*

fx_spirit_trap_barrier: [C] A blue fx_containment_barrier effect.

fx_spirit_trap_dirt: [C] A narrow column of dirt streaks raining toward the ground.

fx_spirit_trap_fog: [C] A blue fx_floor_fog.

fx_spirit_trap_water0[1-3]: [C] Various "leaky roof" effects of falling water. Raise placeable for best effect.

fx_spirit_trap_water_04: [C] Mist rising from the water splash.

fx_spirit_trap_water_hit: [C] A splash effect for spirit trap water 1 and 2.

fx_splash...: [C] A large splashing effect spanning a 10 m. diameter. Used with waterfalls.

fx_spring_steam: [C] Hot spring effect with localized steam and bursting bubbles in a 5 m. diameter.

fx_springfloor: [C] Green; rising motes in a 20 m. diameter. ('Spring' as in the season.)

fx_ssword ...: *Some of these crashed the toolset.*

fx_statue_overtake: [S] *This crashed the toolset.* Black; a

Visual Effects

gloomy, shifting cloud within a 10 m. diameter.

fx_steamroom: [C] Shimmering hot air with pale orange glows in a 20 m. diameter.

fx_stun: [C] Turquoise; the body is surrounded by a wispy cloud, while spiraling patterns form at the head and under the feet.

fx_teleport: [S] *This crashed the toolset.* When called from a script, it produces a brief, bright glow that is large enough to surround a single creature.

fx_teleport_new: [S] *This crashed the toolset.* When called from a script, it produces a brief, bright glow that is large enough to surround a single creature. The duration is slightly longer than fx_teleport.

fx_telthor: Makes the creature semitransparent.

fx_telthor_...: [C] Blue-violet; glowing rays radiate from the head while glowing wisps rise about the body. The placed effect forms a small, glowing rayed location.

fx_thayan_golem: [CP] Coats surface of creature with light and dark shades of green.

fx_thaymount_dust: [C] Wispy, wind-bourne dust in a 20 m. diameter.

fx_tiny_ball: [C] A small glowing blue sphere that is emitting short, shifting rays.

fx_tiny_ball_a: [C] Similar to fx_tiny_ball but slightly larger and more dynamic.

fx_torch_blue: [C] A small blue flame for an exotic (hydrogen?) torch.

fx_torchglow: [C] A small orange flame suitable for a torch.

fx_torchhand: [CP] Orange-red; Puffs of flame about the body. This is the effect that is used for the Torch item.

fx_treetalk: [C] White; there is a glow about the base and motes radiate slowly away. At head height there are ripples in the air.

fx_truename: White; a combination effect beginning with slender rising columns of light in a 3 m. diameter, with a swirling pattern inside that slowly rises from the floor. Ripples radiate from the head and pale glowing circles contract inward. A column of light appears over the head and then fades. The effect lasts about half a minute.

fx_turn_undead: [S] Prism; *This crashed the toolset.* When applied as a visual effect to a creature, it briefly created expanding rays in a 3 m. diameter then faded. Used with visual effect of VFX_FEAT_TURN_UNDEAD.

fx_turn_undead_aoe: *This crashed the toolset.*

fx_umberhulk_gaze: Yellow/green; a burst of yellow motes about the head that expand outward and turn green before fading. The effect lasts 3-4 seconds.

fx_unit_will: *This crashed the toolset.* No apparent effect when applied to an object or location.

fx_vampire_gaze: A red glow about the head expands outward like a wispy cloud, fading as it grows. This lasts 3 seconds.

No discernible effect.

fx_w_dag_fire: *No apparent effect.*

fx_water_elemental: [C] Creature is cloaked in water droplets rising to head height. Splashes occur on the floor in a 3 m. diameter. The placed effect only shows the splashes.

fx_waterflow_...: [C] A continuous stream of water in a vertical column. Splash effects at the base.

fx_watergenasi_hair: No discernible effect.

fx_watersplash_large: [C] A small splashing spray at the base of a waterfall. Goes with the water walls below.

fx_waterwall_...: [C] Various height sheets of falling water oriented along the X or Y axis. Width is 2-3 m..

fx_waukeen: [C] Creates a small glowing light behind the head, surrounded by a small spherical halo of many prismatic rays. Used with the visual effect VFX_DUR_WAUKEEN_HALO.

fx_waukeen_light: [C] Glowing light illuminates a 10 m. diameter.

fx_waukeen_orb: [C] Same as fx_waukeen.

fx_weapontr_...: [CT] Various colored trails for weapon attacks.

fx_web_purity: [S] Multiple; a 20 m. diameter symmetrical pattern appears on the floor, accompanied by rising waves. The effect fades after 1-2 seconds. *This crashed the toolset when used as an appearance or placed effect.* Used with the visual effect of VFX_AOE_WEB_OF PURITY.

fx_web_purity_beam: [S] Multiple; a glowing pattern appears below the creature, and the core body is cloaked in crackling lines like electricity. *This crashed the toolset when used as an appearance or placed effect.* Used with the visual effect VFX_BEAM_WEB_OF PURITY.

fx_will_o_wisp: [C] Multiple; a light is surrounded by a 2 m. diameter glow with multiple rotating rays and, near the center, motes that descend toward the middle.

fx_willowwisp_*: [C] (X2) Various; begins with three glows that do not clean up properly.

fx_windowbeam...: [C] White; faint beams of light an an illuminated grid on the ground, resembling light through a window.

fx_winterwolf_breath: [C] Blue; a cone of escaping wisps and motes extending out to 10 m..

fx_wooden_explosion: Gray; brief and small explosion of dust and wood chips.

fx_wooden_explosion_big: Gray; a larger version of the above, extending out to an 8-10 m. diameter.

fx_wpnhit_fire: Brief effect with an expanding ring, an explosion of red spark, and a glow about the body.

Visual Effects

fx_wraith_death: Begins with an expanding cloud, then circling flies that rise upward.

fx_wraith_eyes: Red; glowing eyes.

fx_z_akachi_powerdown: White; any shafts of light rise out of the ground in a 10 m. diameter, followed by glowing rings that collapse toward the body.

fx_z_akachi_powerup01: [C] Same as fx_z_akachi_powerdown, except it begins with rocks that rise up and then shoot away with purple streaks.

fx_z_akachi_powerup02: [CPT] Purple; small twirling, glowing lines at the joints.

fx_z_imprison_beam_target: [C] Yellow; the creature is surrounded by glowing columns of light in a 3 m. diameter. The columns repeatedly spawn and then fade.

fx_z_imprison_beam01: [C] Multiple; from a glowing orb above the creature, four beams project outward then bend back to a focus. At the midpoint are glowing points with haloes. *This does not clean up nicely when deleted.*

fx_z_imprison_beam02: [C] White; a brilliant cone rises out of the ground below the creature. The body gives off a multitude of rays and four glowing rings that expand and shrink.

fx_z_soul_returns01: [C] White; it begins with three circling glows and a bright, rayed glow about the body that only slowly fades. At the end, only the circling streaks remain.

fx_z_soul_returns02: [C] [CT] Multiple; long rays are emitted to form a vertical triangular shape. *This does not clean up nicely when deleted.*

kos_power_target: No discernible effect.

sfx_...: *These crashed the toolset.* Used with the VFX_SOUND_... visual effects.

Spell Effects

There are a multitude of effect files that begin with 'sp_'. These are associated with spells and spell-like effects. When used as an appearance effect or a placed item, many of these crashed the toolset. Thus they should be activated from a script using an [ApplyEffect](#) call.

sp_acid_hit: [S] A green cloudy outburst in a 3' diameter lasting only a second. Use the constant VFX_COM_HIT_ACID when calling the visual effect command.

sp_darkness: [S] Creates a continuous dark cloud in a 10-15' diameter that remains for the duration of the effect. Call the visual effect using VFX_DUR_DARKNESS.

sp_darkness_aoe: A brief, dark cloud in a 15' diameter. Call the visual effect using the various VFX_FNF_LOS_EVIL_... or VFX_FNF_GAS_EXPLOSION_GREASE.

sp_darkness_hit: *No effect seen.*

sp_entangle_hit: [S] A glowing green patch with rising arcs and leaves in a 2' diameter. This lasts for the duration of the effect. Call the visual effect using VFX_DUR_ENTANGLE.

sp_electrical_hit: [S] A brief burst followed by crackling blue-white lines of electricity and a small fog in a 2-3' diameter. The effect continues for the full duration. Call the visual effect using VFX_COM_HIT_ELECTRICAL.

sp_fire_hit: [S] A burst of flame in a 2-3' diameter lasting 1-2 seconds. Use VFX_COM_HIT_FIRE to call the visual effect.

sp_holy_hit: [S] A brief glowing burst in a 2-5' diameter. Call the visual effect using VFX_COM_HIT_DIVINE.

sp_ice_hit: *No effect seen.*

sp_fireball_hit_aoe: [S] A brief fire explosion in a 10' diameter. Call the visual effect using VFX_FNF_FIREBALL.

sp_holy_aoe: [S] Yellow/blue; a glowing burst with rays in a 10-15' diameter. This fades into a cloud then dies. Call the visual effect using VFX_FNF_LOS_HOLY_....

sp_implosion: [S] White; 3' diameter inward spiralling pattern on the floor with smaller patterns in the air. The effect lasts for about a second. Call the effect using VFX_FNF_IMPLOSION.

sp_light*: [C] (X2) Various; glow about 1.5 m. above ground illuminating a 10 m. diameter.

sp_magic_aoe: [S] White/violet; A bright burst in a 10' diameter that fades into misty loops then dies. Call the visual effect using VFX_FNF_LOS_NORMAL_....

sp_necromancy_aoe: [S] Creates a glowing red summoning circle with a 8-9' diameter. The circle vanishes after 1-2 seconds. Use VFX_FNF_SUMMON_UNDEAD to call the visual effect.

sp_putrid_corpse: [C] (X2) Green; constant dispersing parallel

Spell Effects

lines of cloud in a 10 m. diameter.

sp_sonic_hit: [S] A wispy white, mushroom-shaped cloud appears

for a second and then fades away. Call the visual effect using the constant VFX_COM_HIT_SONIC.

Deities.

Deities.

The following is a list of deities that are available in the game, as detailed in the 'nwn2_deities.2da' file. Each entry lists the worshipping races, alignments, and spell casters, and the deity's FR domains that are included in NWN2. The format is as follows:

- **Deity** (Alignment) portfolio summary – Worshipping races (if limited); worshipper alignment; spell casters; *cleric domains*.

Major Deities

The following are worshipped by all races unless otherwise noted.

- **Azuth** (LN) spells and mages – Any lawful; cleric & paladin; *Knowledge, Magic, Law*.
- **Bane** (LE) strife, hatred, tyranny and fear – LN/LE/NE; cleric; *Destruction, Evil, Law*.
- **Chauntea** (NG) agriculture – Good or true neutral; cleric, druid, paladin & ranger; *Animal, Earth, Good, Plant, Protection*.
- **Cyric** (CE) murder and lies – CN/NE/CE; cleric; *Chaos, Destruction, Evil, Trickery*.
- **Eilistraee** (CG) music, hunting and moonlight – Elf, Half-Elf, Half-Drow; NG/CG/CN; cleric; *Chaos, Good*.
- **Gond** (N) artifice and smithing – Any alignment; cleric; *Earth, Fire, Knowledge*.
- **Helm** (LN) guardians – Any lawful; paladin & cleric; *Law, Protection, Strength*.
- **Ilmater** (LG) endurance and suffering – LG/NG/LN; cleric & paladin; *Good, Healing, Law, Strength*.
- **Kelemvor** (LN) death and the dead – Any lawful; paladin & cleric; *Law, Protection, Travel*.
- **Kossuth** (N) fire – Lawful or Neutral; cleric, druid & ranger; *Destruction, Fire*.
- **Lathander** (NG) athletes, dawn and youth – Any good; cleric & paladin; *Good, Protection, Strength, Sun*.
- **Lolth** (CE) assassins, drow and spiders – CN/NE/CE; cleric; *Chaos, Darkness, Destruction, Evil, Trickery*.
- **Malar** (CE) beasts, bloodlust and hunting – CN/NE/CE; cleric, druid & ranger; *Animal, Chaos, Evil, Strength*.
- **Mask** (NE) shadows and thievery – Any evil; cleric; *Darkness, Evil, Luck, Trickery*.
- **Mielikki** (NG) autumn and forests – Any good; cleric, druid, paladin & ranger; *Animal, Good, Plant, Travel*.
- **Mystra** (NG) magic – Good or LN; cleric & paladin; Good, Knowledge, Magic.
- **Oghma** (N) invention and knowledge – Any; cleric; *Knowledge, Luck, Travel, Trickery*.
- **Selûne** (CG) moon, navigation and wandering – NG/CG/CN; cleric, druid & ranger; *Chaos, Good, Protection, Travel*.
- **Shar** (NE) caverns, darkness and loss – Any evil; cleric. *Darkness, Evil, Knowledge*.
- **Shaundakul** (CN) exploration and travel – Any chaotic; cleric, druid & ranger; *Air, Chaos, Protection, Travel*.
- **Silvanus** (N) wild nature and druids – Neutral; cleric, druid, ranger; *Animal, Plant, Protection, Water*.
- **Sune** (CG) beauty and love – NG/CG/CN; (LG paladin) & cleric; *Chaos, Good, Protection*.
- **Talos** (CE) storms, rebellion and destruction – NE/CE/CN; cleric, druid, ranger. *Chaos, Destruction, Evil, Fire*.
- **Tempus** (CN) war – Any chaotic; cleric. *Chaos, Protection, Strength*.
- **Torm** (LG) duty and loyalty – LG/NG/LN; cleric & paladin. *Good, Healing, Law, Protection, Strength*.
- **Tymora** (CG) good luck, skill and victory – NG/CG/CN; cleric. *Chaos, Good, Luck, Protection, Travel*.
- **Tyr** (LG) justice – LG/NG/LN; cleric & paladin. *Good, Knowledge, Law*.
- **Umberlee** (CE) oceans – CN/CE/NE; cleric, druid, ranger. *Chaos, Destruction, Evil, Water*.
- **Uthgar** (CN) – Not listed.
- **Waukeen** (N) money and trade – Neutral; cleric. *Knowledge, Protection, Travel*.

Other Deities

- **Akadi** (N) air – LN/TN/CN/NE; cleric, druid & ranger; *Air, Travel, Trickery*.
- **Auril** (NE) cold and winter – Any evil; cleric, druid & ranger; *Air, Evil, Water*.
- **Beshaba** (CE) mischief and misfortune – CN/NE/CE; cleric; *Chaos, Evil, Luck, Trickery*.
- **Deneir** (NG) images and writing – Any good; cleric & paladin; *Good, Knowledge, Protection*.
- **Eldath** (NG) groves and peace – Any good; cleric, druid &

Deities.

- ranger; *Good, Plant, Protection, Water*.
- **Finder Wyvernspur** (CN) reinvention and saurials – Any chaotic; cleric; *Chaos*.
 - **Garagos** (CN) war, destruction and plunder – Any chaotic; cleric; *Chaos, Destruction, Strength, War*.
 - **Gargauth** (LE) political decay and corruption – LN/LE/NE; cleric; *Evil, Law, Trickery*.
 - **Grumbar** (N) earth – Any neutral; cleric, druid & ranger; *Earth, Time*.
 - **Gwaeron Windstrom** (NG) rangers, tracking – Any good; cleric, druid, paladin & ranger; *Animal, Good, Knowledge, Plant, Travel*.
 - **Hoar** (LN) retribution and revenge – Any lawful; cleric & paladin; *Lawful, Travel*.
 - **Istishia** (N) water – Any neutral; cleric, druid & ranger; *Destruction, Travel, Water*.
 - **Lliira** (CG) joy, dance and liberty – CG/CN/NG; cleric; *Chaos, Good, Travel*.
 - **Loviatar** (LE) pain and torture – LE/LN/NE; cleric; *Evil, Law, Strength*.
 - **Lurue** (CG) intelligent non-human creatures – CG/CN/NG; cleric, druid and ranger; *Animal, Chaos, Good*.
 - **Milil** (NG) poetry and song – Any good; cleric and paladin; *Good, Knowledge*.
 - **Nobanion** (LG) royalty and cats – Not listed.
 - **Red Knight** (LN) Strategy and tactics – Any lawful; cleric & paladin; *Law, War*.
 - **Savras** (LN) Divination, fate and truth – Any lawful; cleric & paladin; *Knowledge, Law, Magic*.
 - **Sharess** (CG) Hedonism & cats – CG/CN/NG; cleric; *Chaos, Good, Travel, Trickery*.
 - **Shiallia** (NG) Woods – Any good; cleric, druid, paladin & ranger; *Animal, Good, Plant*.
 - **Siamorphe** (LN) Nobility & royalty – Any lawful; cleric & paladin; *Knowledge, Law*.
 - **Talona** (CE) Disease & poison – CE/CN/NE; cleric, druid & ranger; *Chaos, Destruction, Evil*.
 - **Tiamat** (LE) Evil dragons & reptiles, greed – Not listed.
 - **Ubtao** (N) Jungles & dinosaurs – Not listed.
 - **Ulutiu** (LN) Glaciers & arctic – Not listed.
 - **Valkur** (CG) Sailors & ships – CG/CN/NG; cleric; *Air, Chaos, Good, Protection*.
 - **Velsharoon** (NE) Necromancy – CN/LN/NE; cleric; *Death*,

Evil, Magic.

Domains

The following domains are defined in 'domains.2da', but are not documented in the game manual:

Chaos

- Ability – On a failed Will save versus mind-affecting spells, the cleric gets an automatic reroll.
- Spells – *color spray* (1); *confusion* (5).

Cold

- Ability – Cleric gains resistance 5/- against cold.
- Spells – *creeping cold* (2); *hypothermia* (3); *polar ray* (9).

Darkness

- Ability – Blind-fight feat.
- Spells – *blindness and deafness* (2); *shadow conjuration* (5); *power word: blind* (7).

Dream

- Ability – Elf-like immunity to sleep spells and effects.
- Spells – *sleep* (1); *phantasmal killer* (4); *hiss of sleep* (7).

Fury

- Ability – Battle Master.
- Spells – *lionheart* (1); *hold monster* (5); *mass hold person* (7).

Law

- Ability – Iron Will feat.
- Spells – *lionheart* (1); *hold monster* (5); *mass hold person* (7).

Luck

- Ability – Luck of Heroes feat.
- Spells – *freedom of movement* (3); *greater spell mantle* (8).

Time

- Ability – Improved Initiative feat.
- Spells – *haste* (3); *premonition* (7).

Undeath

- Ability – Extra Turning feat.
- Spells – *animate dead* (2); *create greater undead* (7).