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Gamespot Game Guide:

Icewind Dale

The Stratos Group

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Introduction

In the tradition of Baldur's Gate and Planescape: Torment, Icewind Dale uses Bioware's versatile Infinity engine to transport you and your characters into the worlds of Advanced Dungeons & Dragons (AD&D). The game takes place on the planet Toril in the northernmost part of the continent of Faerûn in a campaign setting better known as the Forgotten Realms. The game takes place 16 years before the appearance of the Drow hero Drizzt Do'Urden, made famous in R.A. Salvatore's Icewind Dale trilogy of books. These lands are most treacherous even in the best of times, and as you'll soon find out, we are far from the best of times.

To survive, you must know the intricate details of this harsh world. This guide contains everything you need, from tips on creating and developing your party of adventurers to information on all the spells, weapons, and denizens of this part of Faerûn to a detailed walk-through of the game. You'll learn how to make a killer party as well as discover the pitfalls of creating an unbalanced group. We'll tell you which weapons to use to bash your enemies' heads in and which to avoid. Before you start reading here, however, I highly recommend you take a good hard look at the game manual. The folks at Black Isle Studios did an outstanding job with the book, and as such, I've left out information that is well explained in the manual. (If you're new to AD&D RPGs, read the manual cover to cover before beginning the game).

Good luck, young adventurer. May the gods be with you.

-Zaxxon-





Chapter One

Character Creation

Before beginning to create a character, you should know what you want him or her to be. Your choices during each step of the creation process should reflect the type of adventurer you want to create; don't just choose a halfling, for example, because you're on your sixth character and have no halflings in your party.

Gender

Your choice of gender has absolutely no impact on events in the game. The only affected options are character portraits and in-game appearance. You can even give a male character a female voice, if you're so inclined.

Race

A character's race is much more important than his gender. Different races have different classes open to them as well as the choice of dual- or multiclassing. Most also have benefits or penalties. Choose a race that not only allows the class to which you're going to assign a character, but will let it excel.

Humans

Racial benefits/penalties: No level limitations (Although level limitations do not come into play in Icewind Dale, they may in a future expansion pack or sequel to which you may import your characters.)

Available classes: All

Available multiclass: None, although humans can dual-class at any time

Elves

Racial benefits/penalties: Resistance to charm/sleep spells, can see in the dark through infravision, +1 when using bow or long sword, +1 dexterity, and -1 constitution

Available classes: Fighter, ranger, cleric, druid, mage, thief, and specialist mage

Available multiclass: Fighter/thief, fighter/mage, mage/thief, and fighter/mage/thief





Half-elves

Racial benefits/penalties: Infravision and limited resistance to charm/sleep spells

Available classes: Fighter, ranger, cleric, druid, mage, thief, bard, and specialist mage

Racial benefits/penalties: Fighter/thief, fighter/cleric, fighter/mage, mage/thief, cleric/mage, fighter/druid, cleric/ranger, fighter/mage/thief, and fighter/mage/cleric

Gnome

Racial benefits/penalties: Infravision, resistance to magic, +1 intelligence, and -1 wisdom

Available classes: Fighter, cleric, thief, and specialist mage

Available multiclass: Fighter/thief, fighter/cleric, fighter/illusionist, illusionist/thief, cleric/illusionist, and cleric/thief

Halfling

Racial benefits/penalties: Very resistant to magic and poison, infravision, +1 when using slings, +1 dexterity, and -1 strength

Available classes: Fighter, cleric, and thief

Available multiclass: Fighter/thief

Dwarf

Racial benefits/penalties: Infravision, resistance to magic and poison, +1 constitution, and -1 charisma

Available classes: Fighter, cleric, and thief

Available multiclass: Fighter/thief and Fighter/cleric

Different races are better suited to different classes. For example, dwarves make excellent fighters, as they receive a +1 constitution bonus and their charisma penalty is irrelevant for a fighter, while gnomes aren't as good choices, as they gain no real bonuses applicable to battle. Choose wisely.

Class

By far, the most important choice to make when creating a character is which class he will be. A character's class determines his strengths and weaknesses, abilities and restrictions, and so on. You can choose one class for a character or, if he's not human, you can multiclass, sharing experience points equally between classes and gaining both the abilities and restrictions of each class. Humans may dual-class, choosing one class and later adding a second class. Multiclassing is straightforward: simply choose "multiclass," then select the desired class combination. Dual-classing is more complicated. Once a human character reaches the level 2 in his given class, he may at any time choose to add a second class by selecting "dual-class" on the





character info screen. After doing so, the character loses the abilities of the first class until he has surpassed the first class' level in his second class. For example, if Zaxxon, a level 3 mage, dual-classes to become a mage/cleric, he loses the ability to cast mage spells until he is a level 4 cleric. After dual-classing, a character can never advance further in his or her first class.

Warriors

Warriors are the bread and butter of the AD&D world. Nary will a party survive the dangers of Faerûn without at least two warriors in its ranks. These fine men and women may use any weapon in the game.

Fighter

Fighters are your standard-fare butt kickers and generally used to soak up damage while dealing out large amounts of hurtin' at the same time. Fighters can gain up to five proficiency points in any given weapon type. Fighters need a high strength rating, and high dexterity and constitution values are musts as well.

Ranger

Rangers are fighters who just happen to be woodsmen as well. At high levels (8 and higher), they gain the ability to cast spells. These fine men and women can specialize in weapons almost as well as straight fighters, can dual-wield weapons (represented in-game by an extra attack per round), can move silently, charm people or mammals, and may choose a racial enemy toward whom they gain immense (+4) combat bonuses. Only humans and half-elves of good alignment may be rangers, and all rangers need high strength, dexterity, constitution, and wisdom ratings. (Skeletal undead is the most effective racial enemy to choose, as you'll encounter some type of skeleton in almost every major area of the game.)

Paladin

These warriors of virtue fight for justice. They can specialize in weaponry like their brethren rangers, may heal themselves, turn the undead, protect from and detect evil, and gain a +2 bonus to all saving throws. Beginning at level 9, they can cast priest spells. Only lawful good humans may be paladins. All paladins must have high strength, constitution, wisdom, and charisma ratings.

Priests

Priests are the fabric that holds a party together in battle. They generally handle all healing, blessing, and morale needs of the party, letting the rest of the group concentrate on vanquishing enemies.

Cleric

People tend to think of a cleric as the weak healer of a party. While priests are the best healers in the Forgotten Realms, a cleric is far from weak. At higher levels, the





offensive spell repertoire of the cleric is almost as formidable as that of the mage. While clerics cannot use bladed or piercing weapons, this inadequacy is more than made up for in the form of the turn undead skill. Turn undead lets a cleric (or paladin) channel power from his chosen deity and terrify or destroy the undead. Evil clerics can sometimes gain control of these creatures, causing them to fight with the party rather than against it. Clerics need a high wisdom rating.

Druid

Through a tight connection to the world of nature, Druids can shape-change into various animals (beginning at level 7), including the polar bear, winter wolf, and boring beetle, once each day. They also can cast priest spells like their cleric brethren. Note that only humans and half-elves can be druids, and they can only use leather armor and bucklers, clubs, darts, spears, daggers, slings, and staffs. Druids need high wisdom and charisma ratings.

Rogues

Another requisite part of any party is a rogue. You'll quickly find that the skills of a thief or bard (or both!) will come in quite handy in your travels.

Thief

Thieves are the cunning little backstabbers (literally) of Icewind Dale. They have special abilities: stealth, backstab, pick pockets, pick locks, and rind/remove traps. (See Table 2 on page 135 of your game manual for a helpful table on thief skills.) Thieves may obviously not be of lawful good alignment, nor can they wear nonleather armor or use regular shields. Their weapons include clubs, daggers, darts, crossbows, short bows, slings, short and long swords, and quarterstaves. Thieves must have a high dexterity rating.

Bard

You'll never find my party traveling without a bard in the lead (unless of course he's been killed and is on the back of one of my warriors, waiting to be resuscitated). The bard is the jack-of-all-trades of the land. With a high charisma rating, bards are the ideal conversationalist. They have a very high lore and can thus identify 80 to 90 percent of the items you'll encounter without the use of expensive third parties, scrolls, or spells; they can cast mage spells (at level 2 and higher), and they have the pick pockets and bard song skills. Bard song increases party luck and morale. Bards need high dexterity, intelligence, and charisma ratings.

Wizards

Ah, the sheer power of high-level mage spells. While these wizened adventurers are surely the weakest in the game at low levels, they become exponentially more powerful as they advance in level. A high-level mage can kill enemies with naught but a touch (finger of death) or cause a 40-foot wide cloud of acid to engulf his





enemies (acid storm), for example. Many people underestimate the power of the wizard; few remain in the land of the living.

Mage

The mage is your standard, run-of-the-mill spellcaster. He can cast spells from any of the eight schools of magic, but cannot wear armor. Mages can wield daggers, staves, darts, and slings. Mages need a high intelligence rating to be effective.

Specialist Mage

If a mage chooses to specialize in one school in particular, he becomes a specialist mage. Specialist mages are identical to regular mages with a few exceptions. They gain the ability to cast an extra spell at each spell level, and they cannot cast spells in their opposing school (see table below). Multiclass characters cannot become specialist mages (with the exception of the gnomish fighter/illusionist).

| Specialist Title | School | Opposing School |
|------------------|-----------------------|-----------------------------|
| Abjurer | Abjuration | Alteration |
| Transmuter | Alteration | Abjuration and necromancy |
| Conjurer | Conjuration/summoning | Divination |
| Diviner | Divination | Conjuration/summoning |
| Enchanter | Enchantment/charm | Invocation |
| Illusionist | Illusion | Necromancy |
| Invoker | Invocation | Enchantment and conjuration |
| Necromancer | Necromancy | Illusion |

Alignment

A character's alignment determines his ideological view of the world. There are nine alignments, each of which reflects a view of society and a view of the universe. Lawful characters believe in following the laws set forth by society, while chaotic characters choose to ignore the world's regulations. Good characters try to benefit the world through their actions, while evil characters care only for themselves. For example, a lawful good character will focus on ridding the world of evil, but will not step outside of the boundaries of the law to do so. Paladins must be of lawful good alignment. Druids are true neutral. Bards must be some form of neutral. Thieves cannot be of lawful good alignment, for obvious reasons. Be sure not to have characters from widely varying alignments in your party, or they'll start to fight.

Abilities

Your character's abilities are what determine whether he is a meandering idiot who can bash a giant's skull in or a soft-spoken old man who could beat Big Blue in a game of chess. There are six abilities, and how high or low you are allowed to roll in





each one is determined by your race and class. Here are the required minimum values of each ability for each class:

| Class | Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|----------------|----------|-----------|--------------|--------------|--------|----------|
| Fighter | 9 | 3 | 3 | 3 | 3 | 3 |
| Ranger | 13 | 13 | 14 | 3 | 14 | 3 |
| Paladin | 12 | 3 | 9 | 3 | 13 | 17 |
| Cleric | 3 | 3 | 3 | 3 | 9 | 3 |
| Druid | 3 | 3 | 3 | 3 | 12 | 15 |
| Mage | 3 | 3 | 3 | 9 | 3 | 3 |
| Thief | 3 | 9 | 3 | 3 | 3 | 3 |
| Bard | 3 | 12 | 3 | 13 | 3 | 15 |

It's a very good idea to get your characters as close as possible to 18 in all of their class's required fields and pretty much ignore the rest. For example, a mage only needs a intelligence rating of 9, but if he has an 18, he'll be a much more powerful mage. On the other hand, a Mage with a wisdom rating of 18 isn't much different from a Mage with wisdom rating of 3. Focus your attribute points where they're needed most.

Skills

Skills, also known as weapon proficiencies, are what determine which types of killing tools your character is adept with and which he has virtually no chance of success with. Fighters may gain proficiency in any area and can reach proficiency level 5 (level 3 in missile attacks), at which point they are a fearsome sight to behold. Other characters may reach level 2, gaining a modest +1 bonus to attacks, while mages and clerics may only reach level 1. Using a weapon for which your character has no proficiency will result in a - 1 penalty.

| Skill Points | To Hit Bonus | Damage Bonus | Base Attacks/Rd |
|--------------|--------------|--------------|-----------------|
| 0 | -1 | -1 | 1 |
| 1 | 0 | 0 | 1 |
| 2 | +1 | +2 | 1.5 |
| 3 | +3 | +3 | 1.5 |
| 4 | +3 | +4 | 1.5 |
| 5 | +3 | +5 | 2 |

Appearance/Biography/Name

Half the fun of playing a role playing game is, well, feeling like you're playing a role other than that of yourself. Give your characters backgrounds - lives - separate from your own, or if you're feeling rushed, just go with the default bio and begin the adventuring!





What Makes a Good Party?

Ask this question of ten experienced RPGers, and you'll get ten different answers. Your party should (and will) reflect the types of characters you want to adventure with. However, there are certain guidelines that you should follow if you want to be successful.

First off, balance is key. A party of six mages isn't likely going to live long enough to advance very far, nor will a party of six thieves or even six fighters. It just doesn't work. If your six burly fighters come across a powerful wizard who successfully casts hold person on them, regardless of their amazing dexterity or superhuman strength, they'll just stand at attention as they're bombarded to death by spells or by the wizard's minions. A good rule of thumb is to bring two to three fighters and two to three magic users as well.

A cleric or druid is a good companion to have hiding in the back of your party, lending aid or healing spells whenever necessary. Also, a rogue is a great asset. Having a thief to scout ahead, unseen and disarming traps all the way, is invaluable. Or, bring a bard along to regale the people you meet with his tales. Bards are (in my opinion) a bigger help than thieves. In addition to conversing well, they can save you countless gold pieces and spellcastings through their ability to identify 80 to 90 percent of the unidentified items you encounter. Their bard song skill is a big help, as is their ability to cast mage spells.

Continuing our theme of balance, you should have several different weapon proficiencies as you look through your party. Don't make everyone proficient at great words and missile weapons. That spear of the white ash might be really cool, but it won't help you at all if no one in your party can use it without killing himself.

Be sure to include at least one member with infravision (that is, don't have a party of just humans); it comes in very handy. Make sure that everyone will get along; don't have a lawful good paladin with a chaotic evil necromancer, or they'll do more than just have words once you've been adventuring awhile.

The bottom line is that there are no hard rules to creating your party. Create the party that you want to play and go with it. You don't even need to take six characters in with you; if you want, you can take four or five and advance to higher levels than you otherwise would have, since you're dividing the experience gained amongst fewer people. It's up to you. Just remember not to focus all your attention to one area: bring a diverse group into the dale with you.





Chapter Two

General Strategies

While many of your actions in the game will depend on the configuration of your unique party, there are certain things that you should do regardless. In this section I'll detail certain behaviors that will help you succeed in your travels.

Wear Helmets!

Helmets protect you from critical hits, which can be quite damaging. Make sure that everyone in your party capable of wearing a helmet, does.

Ask Questions First, Kill Later

Attacking everyone you see may sound like a cool idea, but the game rewards peaceful resolutions more than it does bloody ones. In some cases, you can effectively halt yourself in the game by killing a vital character. Never attack until attacked.

Abracadabracalafragalisticxpialadocious...

It takes a relatively long period of time for spellcasters (both yours and those of your enemies) to get their spells off successfully. As such, protect your characters while they cast and smack down the enemies as they try to cast. Don't get scared if an enemy starts casting fireball at you; hit him with some arrows, and he'll forget what he was just doing.

Launch Your Missiles

Long-range attacks are a necessity, not only for disrupting magic users, but also for getting damage in on opponents before they reach your party. Make sure that everyone in your group has some sort of missile weapon equipped at all times. When you can afford it, buy enhanced missiles, such as arrows +2 or arrows of fire; you can do a lot of damage before your enemies even get within melee range.





If You Can't Beat 'Em, Make Other People Beat 'Em

If you're being overrun by enemies, summon creatures to fight by your side. Even summoning weak monsters can turn the tide of a battle, forcing your enemies to take them out while your mages use the free time to cast devastating spells on them. Alternatively, you can charm a few of your opponents. Anything that takes their focus off of you is a Good Thing.

Know What You're Doing

Be sure that you know the strengths and weaknesses of your enemies before engaging them; don't cast ice storm on a group of cold wights. Fireball is much more effective. Refer to the enemies section of this guide for tips on tackling individual enemies.

Save Often

Saving often may seem like an obvious precaution to save time if you die, however, there is more to it than that. Saving your game just before attempting to memorize a spell will let you reload until you successfully get it memorized; saving before resting lets you keep trying until you get a peaceful night's rest, without dealing with pesky monsters waking you up. Of course, this can take away from the realism of the game, but the option is there if you need it. There's also an option (in the game options menu) to automagically give your characters the maximum hit point gain upon leveling up rather than rolling a die to see how much they get.

Maximize Your Inventory

You must quest through some dark, dank, long stretches of dungeon in Icewind Dale, and in your travels, you'll acquire tons of little goodies, many of them quite valuable. It'll be a bit annoying to have to travel back to town whenever your inventory gets full, so be sure to use all your slots effectively. Put scrolls, potions, and the like in your quick item slots and put any missiles (arrows, bolts, bullets, and so on) in your missile slots, even if the character can't use them. They're there, so use them for extra storage.

Use the AI Scripts

Unless you enjoy watching all your party members like a hawk for the duration of every battle, go to their character info screens, click customize, and choose an appropriate AI script. This way, when you turn on the AI, they'll have a chance of





acting as you want them to. Of course, it's always a good idea to keep an eye on them while engaged in battle, as the AI isn't nearly as intelligent as you are. On a related note...

Know When to Turn the AI Off

...There are times when the AI should just be turned off (it's little icon just above the Rest button and to the left of the Select Party button). For example, if your mages are about to cast fireball and cloudkill on your enemies, you don't want Joe and Jane Fighter running in to attack the baddies, or they'll get hit with your death magic as well. In general, turn the AI on if you think the battle is going well; turn it off if you need to monitor the action more closely.

Loot! Pillage! Steal!

Whenever you have the opportunity to get something for nothing, do so. You can loot the corpses of deceased enemies, pillage from containers in the majority of locations, and even steal from your friendly shopkeeper, with a little skill and luck. You'll get some of the most powerful items in the game this way, so don't pass it up.





Chapter Three

Weapons

When questing about the realms of Icewind Dale, you are bound to run into some rather unfriendly creatures. Just giving these monsters a dirty look won't scare them, as many are much bigger and stronger than your party members. This is when you reach into your bag of tricks and pull out some monster mashing equipment.

There are many different types of weapon, and there are multiple strategies for equipping your party members. Plan for your stronger members, such as your fighters and rangers, to use close-quarters combat weapons. Leave your weaker spellcasters behind them to use their long-range weapons. However, should one of your weaker members be cornered away from help, make sure he is equipped with some sort of melee weapon. Following is a short description of the different types.

There are several different categories of damage types. Some monsters have a particular immunity to damage types, while others are particularly weak. Take the skeleton for example. These monsters might do well against a bow and arrow, for there is a good chance the arrow will sail right through their torsos without hitting a bone. Now, if you bring out a hammer or mace, there is a good chance you are going to turn one of their limbs into a pile of dust. It's useful to know the weaknesses and strengths of your enemies. For further information on these weaknesses, check out the included table at the end of this section.

The Axe Class

Damage type: Slashing

Imagine a three-foot dwarf with a scraggly beard, a beat up helmet, dented armor, and thick leather boots. Which weapon do you think goes with this picture? A six-foot staff? Hardly. An axe can be a deadly tool of the trade for your stronger companions. Bards, clerics, fighters, paladins, and rangers can all be equipped with one. At least one of your front line members should be proficient and equipped with an axe. A word of caution, though: These weapons are slower to use, so if you are trying to disrupt a spellcaster, opt for a faster weapon such as a dagger, hammer, or one-handed short sword.





The Club Class

Damage type: Crushing

These weapons were the reason for the start of baseball after smashing your opponent's head in became socially unacceptable. The club comes in a variety of flavors. They include the basic club, the morning star, the flail, and the mace. The people that can use these types of weapons are bards, clerics, fighters, paladins, and rangers. Early in the game, use one of the weapons slots on all your front-line men for some sort of club, as you will be running into lots of skeletons who will be no match for your old time baseball skills.

The Dagger Class

Damage type: Piercing

These weapons are extremely fast and are good if you are trying to disrupt spellcasters. While they may not do a whole lot of damage, their strength is in how many attacks you can get out per round. Most also carry an enchantment with them that will help slit the throats of your enemies.

These should mainly be carried by your weaker characters that can't use the more powerful weapons, but put one in a weapon slot of a fighter, so that he can keep an enemy mage or priest from casting while the rest of your party focuses its attention elsewhere.

The Hammer Class

Damage type: Crushing

We all know the things we say when we miss the nail and hit our thumb. Imagine that hammer instead being twice the size of a sledgehammer. Now what would you be saying? It's even better when you wield this mighty weapon against your enemies. These make for a nice replacement to the club. They may not do quite the damage as their cousins, but they make up for this in speed. The decision on which to use all lies in personal preference.





The Missile Class

Damage type: Piercing

This class runs the gamut of weaponry that flies through the air. From arrows to throwing axes to throwing daggers, if it flies, it's considered a missile (proficiencies affecting missile weapons are bows, crossbows, and missile weapons). Your party should most definitely have at least two members who are proficient in some sort of missile weapon. They should typically be your weaker characters, so that they can stay back from the main battle and still be useful in killing your enemies. They come in especially handy when a party member has strayed too far from the group and finds himself surrounded. Use your missile bearers to get him out of trouble. Keep one of either your rangers or fighters proficient in missile weapons, as they can take out other archers fairly quickly without having to move too far.

The Staff Class

Damage type: Piercing/crushing

The staff class covers weapons that are based off the staff (duh). Basically, this means you can attach a blade to a staff, and you have a spear. Tie on a butcher knife to the end of a staff, and you have a halberd. A plain old staff is referred to as a quarterstaff. The advantage that these items carry is that they can attack from a greater distance than can any other hand-born weapon. This lets party members attack evildoers from just behind the front lines. Unfortunately, clerics, mages, and thieves cannot use staff-class weapons other than regular old quarterstaves. Only a limited number can be used by druids. This leaves these weapons as some of the more useless in the game. Keep your weapons slots open for more productive items.

The Sword Class

Damage type: Slashing/piercing

Make love, not war. But when it's unavoidable, you're probably going to be needing a sword or two, so you can make your war as quick as possible and get back to doing some loving. There are three main categories of sword: short, long, and great. When picking your sword leave the big, two-handed long and great swords for your fighters, as they will wield them with the most efficiency. Leave everyone else to a one-handed sword, so they can arm themselves with a shield. You won't have much of a choice though, as clerics and mages are restricted from using any sword. Thieves are unable to use bastard swords and anything that requires two hands.





Druids can only use scimitars. Rangers get an extra attack per round when using a one-handed sword and nothing in the other hand, to simulate their dual-wielding ability in tabletop AD&D.





Chapter Four Spells

The first thing to keep in mind when considering which spells to memorize and which to pass over is that there are more than 100 mage spells and more than 80 priest spells. You can't use all the spells at any given time, so you must make the best use of your limited memorization slots that you can. Under no circumstances should you choose your favorite spells and just go with those for the duration of the game. You should actively maintain your memorized spell list, adapting it to best suit the needs of your party's current situation.

The game manual provides an excellent description of each spell and its effects, so I won't reprint all that information here. However, we will give advice on how best to use each spell.

Mage Spells

Mage spells are generally more offense-oriented than their priest spell counterparts and, as such, are capable of powerful feats when used appropriately. In this section, you'll find tips on how to take advantage of their strengths while avoiding their weaknesses.

Level 1 Spells

These are the weakest spells that a mage has at his disposal. However, many get stronger as the caster gains levels, making them good spells to memorize. Magic missile, for example, will be a spell you'll use throughout the game.

Armor (Conjuration)

Avoid use of this spell in battle; use shield instead. However, if you're running around through traps, this can lower your mages' armor classes to 6 for nine hours.

Burning Hands (Alteration)

Burning hands is only useful if you're willing to put your mage right in the thick of battle, a foolish idea. Skip this spell and choose magic missile instead for your early offensive needs. Once you've gained several levels and can get up close and friendly with the enemy, this becomes quite useful. The spell gains two points of damage per experience level, so a level 10 mage who is mirror imaged can easily





get this spell off and deal 21 to 23 points of damage to a clustered group of enemies. Mmmm, burning orc flesh. A saving throw results in half damage.

Charm Person (Enchantment/Charm)

This is another powerful early spell. With it, you can effectively turn any humanoid (man-sized) enemies to your side until you can clean up on their friends. Don't underestimate the power of this spell; turning a mage to your side can turn the tide of a battle.

Chill Touch (Necromancy)

With chill touch, your mage gains the ability to either penalize the opponent's THACO for an hour (for live creatures) or make the enemy panic (undead). The damage done is negligible, and early mages won't have a high chance of scoring a successful melee attack, so I'd recommend skipping this one. Even a successful melee hit still allows a saving throw to completely avoid any of the spell's effects.

Chromatic Orb (Evocation)

This spell goes from useful to awesome as your mage increases in power. It automatically hits, and while early on only does 1 to 4 damage and + 1 round blindness if a saving throw fails, by the time your caster has attained level 10, its effects are terrible if the throw fails and is still useful if the throw succeeds. It's definitely a useful spell.

Color Spray (Alteration)

Like burning hands, the usefulness of color spray depends on your willingness to stick your mage out in the thick of things. This can be an amazingly cool early spell, knocking out several of your opponents so they can be bludgeoned by your fighters while unconscious. Again, it puts your weak mage in the line of fire of your enemies, and if he makes his saving throws versus the spell, he can find himself being surrounded by enemies quite quickly.

Friends (Enchantment/Charm)

Friends is largely useless. It lends the caster five points of charisma for a few rounds. In Icewind Dale, this is pretty much useless. If you want to turn your enemies to your side, charm is a much better choice.

Grease (Conjuration)

This can slow your enemies, so your ranged attacks have more time to whittle them down before they reach melee range. However, if you have access to the level 1 priest spell entangle or the level 3 mage spell slow, use those instead. Grease has a very small (five-foot) radius of effectiveness versus the 40 feet for slow and entangle.





Identify (Divination)

This is a handy (and cheaper) alternative to paying denizens of the towns of Icewind Dale to identify your items. Still, having a bard with a high lore skill is still your best bet. 'Tis better not to waste valuable memorization slots on identify. I'd recommend keeping one instance of identify memorized for those rare unidentified items that even your bard can't discern.

Infravision (Divination)

This is by far the most useless spell in the game. If anyone in your party is nonhuman (a virtual certainty), go into the game's options and turn on Group Infravision. Only if your party is completely human does this spell have any use at all.

Larloch's Minor Drain (Necromancy)

Larloch's minor drain is another useful spell in the early game. By stealing an enemy's health and adding it to his own, a keen mage can use this as a quick (and battle-hand) alternative to a heal minor wounds.

Magic Missile (Evocation)

This is the most useful level 1 mage spell. It's effective in battle throughout the game. It unerringly hits its target and increases in power with your mage, moving from 2 to 5 points of damage for a level 1 mage to 10 to 25 points of damage for a level 9 mage. Two high-level casters concentrating their fire on one target can knock off even the most powerful of enemies quickly.

Protection from Evil (Abjuration)

Definitely a useful spell, protection from evil surrounds the target with goodness, yielding a +2 bonus to armor class and saving throws. Another handy (and in some cases, more important) benefit is the immunity to all charm spells that this spell gives.

Protection from Petrification (Abjuration)

If you're getting petrified, memorize this spell. Duh.

Shield (Evocation)

Shield sets the target's AC to four versus normal weapons and two versus missile weapons. Additionally, it grants immunity to magic missiles, so if you're getting pounded by mages, cast this just before entering battle.

Shocking Grasp (Alteration)

Another melee spell, if you're willing to throw your mage into combat, this is a nice spell, dealing 1 to 8 (one point per level of the caster) points of damage.





Sleep (Enchantment/Charm)

Sleep will help slow the pace of battle down so you can concentrate on fewer opponents. Once a creature falls asleep, leave it until its wakeful allies have been dispatched; once a sleeping creature is hit, it will awaken immediately.

Level 2 Spells

This set has some very useful offensive spells, including Melf's acid arrow, stinking cloud, and Agannazar's scorcher.

Agannazar's Scorcher (Evocation)

This is a nice spell if there are a bunch of enemies in a row in front of the caster. It'll burn them all for 2 to 16 points of damage, and the target will take 3 to 18 points. Be sure that there are no party members between the caster and target, or they'll take 2 to 16 damage as well. Also, this spell lasts awhile, so don't let anyone cross the jet of flame, or they'll get hurt.

Blindness (Illusion/Phantasm)

Blindness is a risky spell. If you're up against a powerful melee enemy, it's worth it for the 4-point penalty he'll receive to attack rolls and armor class, but a saving throw is allowed, completely negating the spell's effects if successful.

Blur (Illusion/Phantasm)

This is a good spell to have handy until your mages have acquired the mirror image spell. Once they have mirror image, combining the two is a good way to let them get spells off successfully. A mirrored, blurred mage is ridiculously hard to hit.

Decastave (Evocation)

This is a good little spell to use against opponents who are immune to normal weapons. The summoned decastave will do magical damage (even healing the caster a small bit on the first blow) and uses the staff proficiency, so be sure your mage has the staff proficiency.

Detect Evil (Divination)

Why this spell is in the game, I do not know. Most of the creatures you come upon are evil, and those that are not have a blue circle under them instead of a red one, so you'll know whether people are evil or not without the help of detect evil. Ignore this spell and its priest spell counterpart.

Detect Invisibility (Divination)

If you're being attacked, but can't find your attackers, there's a good chance that they're using improved invisibility, which you can dispel using this spell. Note that characters that are both invisible and under the effects of a nondetection spell will not be revealed.





Ghoul Touch (Necromancy)

This is another spell best left alone unless the caster is a fighter/mage. For this spell to work, the caster must make a successful melee hit, and the enemy must fail his saving throw. Upon success, the target is paralyzed for six rounds.

Horror (Necromancy)

Horror is most effective against large groups of relatively weak, non-undead characters. It will cause all who fail a saving throw to run away, horrified. Again, it takes a little bit of luck to horrify the majority of enemies, but it can be a great help, letting you concentrate your efforts on a smaller number of enemies.

Invisibility (Illusion/Phantasm)

This is a good spell to hide someone who is badly hurt. An invisible character may not attack or cast a spell without giving himself up; however, it can be used to get in a quick sneak attack, as the invisible character gets to complete the attack before becoming visible.

Knock (Alteration)

This is an excellent special-use spell for opening any doors or chests that you can't pick or bash open. Don't waste space by keeping it memorized unless you have trouble opening things, as a party with a strong fighter should only need this once or twice per chapter, if that.

Know Alignment (Divination)

As with detect evil, this is a largely useless spell. You simply don't need to know people's alignment.

Luck (Enchantment/Charm)

If this spell only lasted longer, I'd recommend it for everyone. It bestows +1 bonuses to all important rolls, but only lasts for three rounds (21 seconds).

Melf's Acid Arrow (Conjuration)

This spell is powerful even at low levels and becomes a true thorn in an enemy's side later on. Hit any enemy spellcasters with this spell, and the continuing acid damage will help ruin any spells they try to cast. With a little luck, it'll even kill them.

Mirror Image (Illusion/Phantasm)

This spell is a requisite for any mage. After casting this, even mages in melee combat will have time to successfully cast spells. If you have the luxury of keeping your mage in back and casting both mirror image and blur or stonewall on him, it will be quite some time before you need to worry about getting spells off.





Resist Fear (Abjuration)

If enemies are causing your party to bolt in fear, use this spell as a counter. It should not be kept in memory unless needed.

Snilloc's Snowball Swarm (Evocation)

This is a nice spell to have, especially against fire-based creatures. It deals 1 to 3 points of damage per caster level, up to 8 to 24 points for a level 8 caster. Damage against fire creatures is doubled.

Stinking Cloud (Evocation)

Stinking cloud is invaluable against parties of enemies with spellcasters or ranged attackers. Casting this spell on the rear of your enemies will cause their spellcasters and missile users to make a saving throw every round just to stay on their feet. It's a good, cheap way to reduce missile damage.

Strength (Alteration)

This is only worth it if your fighters have a low strength rating (which they should not). Otherwise, you'd be better served keeping more effective spells in memory. This can be useful in special situations, however, such as if your fighter with a strength rating of 18 just can't bash open that chest.

Vocalize (Alteration)

Vocalize is essentially the counter spell for the silence 15-foot radius spell. It will let silenced casters freely cast spells again. There is no other use for the spell, so don't memorize it unless you know you'll be facing some silencing wizards.

Web (Evocation)

This is the mage equivalent of the priest spell entangle. It will slow up a large number of enemies, letting your ranged attackers have a field day.

Level 3 Spells

At this level, you'll gain use of the first really effective area-effect spell, fireball. Another spell of note is monster summoning I.

Dire Charm (Enchantment/Charm)

This is a replacement for the level 1 charm person spell. It works the same as that spell, only the affected creature will now do its best to protect the caster from harm. This is definitely useful against large, stupid enemies unlikely to make a successful saving throw.

Dispel Magic (Abjuration)

This is a great way to quickly remove any ill effects that your party is suffering. If anyone is controlled or held, casting dispel magic will fix them right up.





Fireball (Evocation)

Fireball is by far the most powerful offensive spell thus far. It affects a large area (40 feet in diameter) and does decent damage, increasing with the level of the caster to 10 to 60 at level 10. Even if creatures make a saving throw, they still take half damage. This is a surefire (no pun intended) way to soften up a pack of baddies. Be sure that your party isn't in the target area, as this can wipe your party out just as easily as your enemy's.

Flame Arrow (Conjuration/Summoning)

At low levels, this is a nice spell, but once your mage has reached level 10, it becomes very powerful. Flame arrow does 1 to 6 regular + 4 to 24 fire damage per shot, and at level 10, two shots are fired. This usually means instant death for ice-based creatures.

Ghost Armor (Conjuration)

Ghost armor replaces the level 1 armor spell. It bestows a natural armor class of 3 instead of armor's 6. Use it to help bolster the defense of any weak characters you have just before heading into battle.

Haste (Alteration)

This, along with fireball, is a must-memorize level 3 spell. It effectively doubles the walking and attacking speed of all friendly creatures, including summoned characters. (Spellcasting is not sped up.) At the end of the spell, your characters will become tired very quickly, but for the duration of the spell, your party will be much more effective. This can also be used to counter the effects of the slow spell.

Hold Person (Enchantment/Charm)

Holding a person will render them unable to move, attack, or cast spells for a duration of time directly related to the level of the casting character. A saving throw negates the effects, so if you are targeting a powerful enemy, you'd be wise to have as many of your characters as possible target him right away. That way, the odds of consecutive saving throws are reduced.

Icelance (Evocation)

This can be a nice little offensive spell. It deals out a fair amount of damage and forces a saving throw that, if failed, will stun the target.

Lightning Bolt (Evocation)

This is a wild spell, doing decent damage (lots of damage if the caster is of a high level) and rebounding throughout the surrounding area. As such, it's not a good idea to cast it in a small room, or it'll bounce around, likely hurting your party as much as your enemy's.





Monster Summoning I (Conjuration/Summoning)

This will bring in two to eight weak little monsters to fight by your side. You may think that this is only useful early on, but throwing a bunch of cannon fodder between you and stronger enemies can buy your ranged attackers and spellcasters valuable time.

Nondetection (Abjuration)

If you really must get somewhere without being seen, casting both invisibility and nondetection will do the trick. Throwing improved invisibility on a nondetectable thief can lead to some impressive backstabbing assassinations.

Protection from Normal Missiles (Abjuration)

This is another special-use spell. If you're getting bombarded by ranged weapons and ranged weapons only, you can give a spellcaster total invulnerability to these attacks, then send him in to clean up before leading the rest of your party through.

Skull Trap (Necromancy)

Skull trap is a beautiful little spell to smack your enemies down before they come into attack range. Set some skulls in a path where you know enemies are coming and watch the carnage that ensues. Be sure not to go near the skulls yourself, though.

Slow (Alteration)

This is a very, very effective spell. It will slow all creatures within a 40-foot radius of the target, bestowing -4 penalties to AC and to-hit rolls. Enemies may save against this spell, but do so at a -4 penalty, making this spell much more likely to meet with success than most.

Vampiric Touch (Necromancy)

We have here another great spell for a fighter/mage. Upon a successful melee hit, hit points are taken from the target and added to the caster, even above the caster's maximum.

Level 4 Spells

With the introduction of level 4 spells into your mage's spell book, he's truly starting to become a powerful spellcaster. Spells such as dimension door and stonewall will prove invaluable in your later travels.

Beltyn's Burning Blood (Necromancy)

This spell is a waste. The damage it does is not impressive, and saving rolls negate the damage completely. The level 3 spell Melf's acid arrow will do the same thing (with slightly lower damage numbers less than level 10), but with no saving throw allowed.





Confusion (Enchantment/Charm)

Confusion is a handy spell to have for situations when you find yourself losing control of the battle. Casting confusion causes all enemies in a huge radius that fail a saving throw at -2 penalty to become totally confused, either wandering around, standing still, or attacking someone randomly (and randomly means a greater chance that someone is not you).

Dimension Door (Alteration)

This is an excellent way to get spells off against a pursuing enemy. Just cast dimension door when the enemy gets close and pop out 30 feet behind him, giving you time to cast another spell. Repeat until your enemy falls at your feet.

Emotion: Courage (Enchantment/Charm)

Courage is a wonderful spell to increase your party's effectiveness in combat. Fighters will enjoy its to-hit, damage, and hit-point bonuses. It also has the handy side effect of removing fear from all affected by the spell.

Emotion: Fear (Enchantment/Charm)

This spell is overshadowed by confusion. While confusion won't necessarily make your enemies run away, it has a greater chance of succeeding and affects a larger area of enemies.

Emotion: Hope (Enchantment/Charm)

Hope is a lot like courage, with a morale boost and a +2 saving throw bonus replacing the hit-point bonus and some of the attack bonuses of courage. If you must bolster your offense, go with courage. If you want better defense, choose hope.

Emotion: Hopelessness (Enchantment/Charm)

Like fear, this spell just doesn't hold up to the usefulness of confusion. Again, this has a smaller chance of success and affects a smaller area than does confusion.

Greater Malison (Enchantment/Charm)

Essentially a bad luck charm, greater malison will hurt your enemies' saving rolls. A nice effect, but not as nice as those of other spells of this level. Pass on this one.

Ice Storm (Evocation)

This spell is a lot like an ice version of the level 3 spell fireball, only a little weaker at higher levels, with no saving throw allowed. It's very effective against a group of fire-based creatures.





Improved Invisibility (Illusion/Phantasm)

A replacement for the level 2 spell invisibility, this version lets the target attack while remaining unseen. Attacks against this character (which are only possible after he has attacked an enemy) suffer -4 penalties, and the invisibly party member gets a +4 bonus to saving throws. This is an excellent spell to cast on a thief before he attempts to backstab someone, as he will still be tough to hit once the battle has begun (a good thing, since the thief will likely be in the middle of the action, away from the protection of the party).

Minor Globe of Invulnerability (Abjuration)

This is a good spell to cast if you're being attacked by low-level mages, and that's about it. It stops level 1, 2, and 3 spells from affecting the caster, while letting the caster continue magic use. In practice, a battle where this spell is needed is pretty much nonexistent.

Monster Summoning II (Conjuration/Summoning)

This spell is a nice addition to any mage's repertoire. It summons one to six tougher monsters to do your bidding.

Otiluke's Resilient Sphere (Alteration)

The resilient sphere is an effective way to quarantine someone for the duration of a battle. While surrounded by the sphere, the target cannot harm or be harmed by anyone. It can be used to stop that pesky acolyte from casting your party to death, or it could be used to protect an ailing party member until aid can reach him.

Remove Curse (Abjuration)

Pretty much self-explanatory. Got a curse? Remove it with this spell.

Shadow Monsters (Illusion/Phantasm)

This would be an effective spell, summoning powerful creatures, were it not for the fact that these creatures only have 20 percent of their normal hit points. Your spell slots can find better fillers than this.

Spirit Armor (Necromancy)

Spirit armor is meant to replace the level 3 ghost armor spell. It bestows the target with an AC of 1, along with a +3 bonus to saving throws versus magic. However, when the spell wears off, the wearer will lose 2 to 8 points of damage, so don't cast it on badly injured characters.

Stoneskin (Evocation)

This is a great spell for anyone. It causes the next several successful physical attacks on the target to have no effect whatsoever. The uses of stoneskin are numerous: spellcasters can gain a window of time to cast spells unhindered (especially with the added protection afforded by mirror image, they are essentially





invulnerable for awhile), fighters can attack more effectively, and ranged attackers will have more success as well. This is a must-have spell.

Level 5 Spells

Level 5 holds a plethora of spells that summon various creatures to fight by your side. Experiment with each and determine which ones you favor.

Animate Dead (Necromancy)

This is a good cannon fodder-creating spell. While the zombies and skeletons that this spell will call forth are not likely to be very effective against the enemies you'll be facing by the time you can cast level 5 spells, they do buy you time to get in ranged attacks if you place them between you and the enemy.

Chaos (Enchantment/Charm)

Chaos is a nice replacement for the level 4 spell confusion. Its effects are identical, except that level 4 and lower creatures receive no saving throw, and those creatures that do get a throw do so at a -4 penalty.

Cloudkill (Evocation)

Cloudkill will instantly kill weak creatures, cause moderate enemies to make a saving throw at -4 penalty or die, and damage level 6 and higher baddies every round they're in the cloud. This is obviously a good spell to memorize.

Cone of Cold (Evocation)

This is a nice offensive spell, actually the only true offensive spell other than cloudkill, though I'd recommend cloudkill over cone of cold. There are enough and level 3 and 4 direct offensive spells to make up for passing this one by.

Conjure Earth Elemental (Conjuration/Summoning)

This spell will conjure up a powerful elemental to fight by your side. Did I mention that elementals are a Good Thing to have on your side? Well they are.

Conjure Fire Elemental (Conjuration/Summoning)

Similar to conjure earth elemental, this spell summons a fire elemental.

Conjure Water Elemental (Conjuration/Summoning)

Similar to conjure earth elemental, this spell summons a water elemental.

Demi-Shadow Monsters (Illusion/Phantasm)

This spell is a replacement for the level 4 shadow monsters spell. It will summon more powerful monsters, with 40 percent of their normal hit points instead of 20 percent.





Domination (Enchantment/Charm)

Domination will take over the mind of any opponent you choose, assuming a saving throw at -2 is not successful.

Feeblemind (Enchantment/Charm)

Feeblemind can be quite powerful. If the target does not successfully throw a save (at -2 penalty), he permanently loses the ability to cast spells until he's healed.

Hold Monster (Enchantment/Charm)

Hold monster is similar to the third-level hold person spell, except it holds any type of non-undead monster, and it can affect multiple creatures. This can be quite useful in battles against strong enemies.

Monster Summoning III (Conjuration/Summoning)

I wholeheartedly recommend this spell. I like all the monster summoning spells, but with this one, the summoned monsters actually begin to be powerful.

Shroud of Flame (Evocation)

This spell is amazing to watch, though it's quite dangerous if cast anywhere near your party. Use it to destroy groups of weaker enemies quickly. It covers an opponent in flame, shooting out some of the flames onto his companions as long as he remains on fire.

Summon Shadow (Conjuration/Summoning, Necromancy)

Summon shadow brings in one shadow for every three caster levels. At high levels, this is a very powerful spell.

Level 6 Spells

Now, we're getting really powerful. These spells will let you do anything from instantly disintegrating an enemy to silencing an opposing mage without giving him a chance to save versus the spell.

Antimagic Shell (Abjuration)

This spell is useful for protecting the caster from magical attacks. It is a lot like the level 4 spell Otiluke's resilient sphere, except the affected is free to move and is not immune to physical damage.

Chain Lightning (Evocation)

This is a safer form of the lightning spell. It will hit the target for a considerable amount of damage, then jump to another creature (friend or foe, so be sure to cast it away from the party) and damage it a little less. It will keep jumping until its energy is gone. Saving throws only reduce damage - they don't negate it - so this spell can be very effective on a pack of enemies in the distance.





Death Fog (Alteration/Evocation)

Now, this is a nice spell. Catching some unwary enemies in an area where they can't easily leave this cloud results in sure death. Creatures caught under the fog will take increasing amounts of damage with each combat round and must make a saving throw or be slowed - good stuff.

Death Spell (Necromancy)

This spell will instantly kill a number of enemies inversely proportional to their strength. Dead enemies cannot be resurrected, but that won't really be an issue in a dungeon-crawl game unless the spell is cast on you.

Disintegrate (Alteration)

This is like a concentrated version of the death spell. It is cast on a single target, and if he fails his saving throw, he just ceases to exist - no resurrecting, nothing. Its use should be self-explanatory.

Flesh to Stone (Evocation)

Cast this spell to turn a creature to stone. It's not as useful as disintegrate, since stone enemies can be turned back to flesh.

Globe of Invulnerability (Abjuration)

This spell is the same as the level 4 spell minor globe of invulnerability, except this protects from level 4 spells as well. It's a nice mode of protection for a mage.

Invisible Stalker (Conjuration/Summoning)

Yet another summoning spell, this one summons an invisible assassin to do your bidding. If you're short on experienced thieves, this can be a good replacement for the backstabbing skill.

Lich Tough (Necromancy)

This would be one of the "Thanks, but I'll pass" level 6 spells. Its few immunities and melee bonuses are largely useless. Choose a more powerful spell, like disintegration, instead.

Monster Summoning IV (Conjuration/Summoning)

Another new monster summoning spell, this should replace your other monster summoning spells. This will call up a few powerful creatures to aid your party.

Otiluke's Freezing Sphere (Alteration, Evocation)

Another entry from the venerable Otiluke, this spell can be powerful - if it hits. I'm not a fan of high-level offensive spells with a chance of missing completely, so I'd pass on this one.





Power Word: Silence (Conjuration/Summoning)

This is a very powerful spell, and if it only lasted longer, it would be a sure-fire spell to memorize. It renders one enemy incapable of casting spells, period, no saving throw. Unfortunately, it only lasts two rounds (14 seconds), so it's your choice whether to keep it or not.

Shades (Illusion/Phantasm)

The next progression in the shadow monsters series, this will summon very powerful shadows to your side.

Stone to Flesh (Evocation)

Useful in certain situations, this spell will bring one of your party members back from petrification. Don't keep this one memorized: Only memorize it if you know you're going to need it.

Tenser's Transformation (Alteration, Evocation)

So, you want to be a hero? Cast this spell, and you will be; your hit points will double, and you'll fight like a fighter of your class, with two attacks per round and a +2 damage bonus, plus a four-point AC bonus.

Level 7 Spells

You can only memorize one level 7 spell and that's only if you reach level 14, so choose wisely.

Acid Storm (Evocation)

Wow. We're getting to the powerful stuff now, aren't we? At first, this spell looks less powerful than some of the other cloud spells, until you realize that enemies continue to take damage even if they leave the cloud.

Finger of Death (Necromancy)

Point, click, and die. This will instantly kill anything it is pointed at unless a saving throw is made, in which case, a good amount of damage will still be incurred.

Mass Invisibility (Illusion/Phantasm)

This has the same effect as casting invisibility on all members of your party. It can also affect enemies, so be careful where you cast.

Monster Summoning V (Conjuration/Summoning)

The higher the level, the more powerful the monsters. This is the same as the previous level, except it brings more powerful monsters for a longer time.





Mordenkainen's Sword (Evocation)

This is the world's first long-distance sword. It hits for 5 to 30 damage and can hit anyone in sight of the caster. Use it on boss creatures who are immune to normal damage, as it hits as a magical +2 weapon.

Power Word: Stun (Conjuration/Summoning)

This word will stun any creature with less than 90 current hit points - even more powerful creatures can be affected once injured - and there is no saving throw. This can be quite cool against powerful baddies.

Prismatic Spray (Conjuration/Summoning)

This is my personal favorite level 7 spell. It shoots forth a huge jet of pretty colors, doing loads of damage and other effects, depending on which color hits. If you were me, you'd memorize this puppy.

Level 8 Spells

You can't memorize any level 8 or 9 spells in Icewind Dale, so don't waste valuable scrolls copying them into your spellbook. You can, however, cast spells from scrolls, so load them into your quick-use slots.

Incendiary Cloud (Alteration, Evocation)

Another cloud spell, this will do nothing the first two rounds, then start dealing out insane amounts of damage.

Mind Blank (Abjuration)

This will protect your character from all mental effects. It's useful for keeping your mage sane while he casts spells. It also lasts a day, so cast it right away if you think you'll need it.

Monster Summoning VI (Conjuration / Summoning)

Same old, same old - just more, better, and longer.

Level 9 Spells

As with level 8 spells, these cannot be memorized in Icewind Dale; just keep the scrolls and cast from there.

Monster Summoning VII (Conjuration / Summoning)

This will bring forward some tough puppies to help you clear Faerûn of evil.

Power Word: Kill (Conjuration / Summoning)

This will kill up to 120 hit points worth of creatures instantly, period. No saving throws here, folks. This is the most powerful spell in the game.





Priest Spells

Priest spells work a bit differently than mage spells. They are memorized and cast the same way, but these spells can't be copied from a scroll or bought - they must be learned through experience. Thus, which spells you put in your spellbook will not be up to you. You just get to decide which to memorize.

Note: Spell schools are listed for reference only; they have no effect on priest spells.

Level 1 Spells

Most of the level 1 priest spells will be used to aid your party rather than damage your opponents. However, magical stone can do some nice damage to your foes.

Bless (Conjuration/Summoning)

This is a pretty standard spell to have memorized. It raises all your party's rolls by 1, giving a slight edge in battle. Along with cure light wounds, any priest worth his weight in coal will have this memorized and ready for use.

Command Word: Die (Enchantment/Charm)

If you like it, use it, but its effects only affect one creature and only last for one round. And unlike its powerful-sounding name, all it does is make a target sleep, not die. I'd recommend entangle over this for its wide-reaching area of effect.

Cure Light Wounds (Necromancy)

Always have this spell memorized, as it's literally a lifesaver early on. Once your characters advance several levels, this won't even make a noticeable dent in their wounds, but for lower-level or weak mage-type characters, this is a great spell.

Curse (Conjuration/Summoning)

This is literally the opposite of the bless spell. Casting it on your enemies will give your characters a slight edge in battle.

Detect Evil (Divination)

If you looked up "useless" in the dictionary, you'd find detect evil listed as one of the definitions. If people are evil in Icewind Dale, you'll know by the large blade they try to stick through your skull. If this fails, look at the circle beneath them: if it's red, they're bad. If it's not, they're not going to harm you right away.

Entangle (Alteration)

Need to hold some enemies off for a bit while your ranged attackers whittle them down? Here's your answer. Entangle will (upon a failed saving throw) hold anyone in its reach in their place. They can still attack, however; they just can't advance on you.





Magical Stone (Enchantment)

This is the only straight offensive level 1 priest spell. It (like many priest things) gains a substantial bonus against undead creatures, so if you come upon a horde of undead, put this spell to good use.

Protection from Evil (Abjuration)

See the level 1 mage spell, protection from evil.

Remove Fear (Abjuration)

If you're having trouble keeping your characters from running away from battle, use this spell. Otherwise, use the memory slots for better spells, like entangle and cure light wounds.

Sanctuary (Abjuration)

This can be a useful spell if your priest is having trouble getting spells off in combat. While under its effects, he cannot cast offensive spells, but he can perform healing and other clerical tasks.

Shillelagh (Alteration)

If your priest has the staff proficiency, he will find shillelagh a useful spell. It will call forth a magical staff with a +1 bonus and can be useful in early battles.

Level 2 Spells

This level sees the introduction of some very useful spells, such as cure moderate wounds and hold person.

Aid (Necromancy, Conjunction)

This is essentially a one-person bless spell with an added bonus of 1 to 8 hit points added on. Skip this spell, as bless will do for now, and there are other level 2 spells that are much more useful than aid.

Barkskin (Alteration)

Barkskin can be used much like the level 1 mage spell armor. If you have a weak character with a ridiculously high armor class, cast barkskin on him and bring that AC down to worldly levels.

Chant (Conjunction/Summoning)

Chant has the same effect as casting bless on your party and curse on your enemies. It's quite effective, giving your characters a nice advantage in battle. However, it will slow the caster down and remove his spell casting abilities for its duration.





Charm Person or Mammal (Enchantment/Charm)

See the level 1 mage spell charm person.

Cure Moderate Wounds (Necromancy)

This is much like the level 1 spell cure light wounds, only it heals an extra 3 hit points. Try to keep this memorized. On a side note, whenever your party rests, the amount of time wasted resting is determined in part by the amount of healing spells your healers have memorized: the more memorized, the less time spent resting.

Draw Upon Holy Might (Invocation)

Draw upon holy might is a good spell to cast just before sending a priest into battle, and it gets better as the caster increases in level. It will raise strength, constitution, and dexterity by one point for every three caster levels. This can make a decent fighter amazing.

Find Traps (Divination)

This is a nice special-use spell, though its uses are limited. It will detect all traps around the caster if given enough time (walking normal speed is not enough time), but it will not disarm them or make your party avoid them. You must move your party through trapped areas slowly and one at a time to avoid scryed traps.

Flame Blade (Evocation)

If your priest has the scimitar proficiency, flame blade is a good replacement for shillelagh. It will bring into existence a nice blade of flame with a +2 fire bonus. This weapon will not harm creatures that are innately immune to fire damage. It's quite effective against the undead, though.

Goodberry (Alteration, Evocation)

If you're out of healing potions, this can be useful, but in general, the five points restored by the goodberries are not worth the spell memorization spell (even cure light wounds heals 8 points). Skip over this spell for more useful level 2 spells.

Hold Person (Enchantment/Charm)

Like the level 3 mage spell hold person, this is a nice spell to have to stop mages in their tracks while you kill them.

Know Alignment (Divination)

This is another useless spell. You really couldn't care less about the alignment of the characters you meet; if they attack you, kill them. Anyway, enemies have a chance of making a saving throw against the spell, so it's not even guaranteed to work.





Resist Fire and Cold (Alteration)

This is a useful spell if you run into anyone who uses fire or ice weapons or spells. It will bestow a hefty 50 percent resistance to both fire and cold damage. Don't keep it memorized, but stick it in when necessary.

Silence, 15-Foot Radius (Alteration)

Silence 15-foot radius is an excellent spell to even the odds if you happen upon a group of spellcasters. Anyone failing his saving throw is silenced (and stopped from casting spells) for two rounds per level of the caster. This can stop enemies for the duration of a battle.

Slow Poison (Necromancy)

This is a good spell to keep memorized, as you will run into poisonous enemies fairly often. Even if the spell doesn't always cure the poison, any relief available will be appreciated by the afflicted.

Spiritual Hammer (Invocation)

This spell brings forth a hammer, and this weapon does hit as a magical weapon, unlike flame blade. If you're facing an opponent who is only affected by magical weapons, this is a much better bet than flame blade.

Level 3 Spells

Dispel magic and miscast magic are your best bets among the level 3 spells, letting you both negate your enemies' spells and stop them from casting them.

Animate Dead (Necromancy)

See the level 5 mage spell animate dead.

Call Lightning (Alteration)

This is a powerful spell, except that it can only be cast outside. In Baldur's Gate, this wouldn't have been a problem, but in a dungeon crawl like Icewind Dale, it's useless 90 percent of the time. If you anticipate an out-of-doors battle, memorize call lightning, but otherwise pass it over.

Cure Disease (Necromancy)

Cure disease will, well, cure any disease on a character as well as restore five lost hit points. If you've got the space, this is another handy spell to have memorized, as you'll come across disease-inducing baddies fairly often.

Dispel Magic (Abjuration)

See the level 3 mage spell dispel magic.





Glyph of Warding (Abjuration, Evocation)

This spell will essentially block off an area from trespassers unless they either cast dispel magic on the area or make a successful saving throw. If they do neither, they'll take 1 to 4 points of damage per level of the glyph caster.

Hold Animal (Enchantment/Charm)

This will hold regular animals immobile and can affect multiple animals. Note that it will not hold humans or monsters. A saving throw will negate the effects, so beware that there is no guarantee of success.

Invisibility Purge (Divination)

This useful spell will dispel any invisibility spells (unless nondetection is in effect) and will remove any thieves from the shadows. If you suspect invisible enemies, use this.

Miscast Magic (Enchantment/Charm)

Upon successful casting of miscast magic, any mage spell user will find it much more difficult (indeed nearly impossible) to get a spell off correctly. A saving throw will negate the effects, but the save must be made despite a -2 penalty, offering a good chance of success for this spell. Again, if you have a free slot, this is a good spell to have ready in case of need.

Prayer (Conjuration/Summoning)

Prayer is a lot like the level 2 spell chant (actually, it has the exact same effects), but it does not restrict the caster's activities while in effect. It's a great replacement for prayer.

Protection from Fire (Abjuration)

This will instill 80 percent magical fire resistance to the target and complete physical fire resistance. When facing fire-dwelling enemies or archers with arrows of fire, this is a lifesaver, rendering their attacks almost useless.

Remove Curse (Abjuration)

See the level 4 mage spell remove curse.

Remove Paralysis (Abjuration)

Well, let's see here. This removes paralysis. That wasn't so complicated now, was it? If you anticipate becoming paralyzed, it would be in your best interest to slip this into your memorization slots.





Rigid Thinking (Enchantment/Charm)

Rigid thinking will cause a target that fails his saving throw to either wander around aimlessly, go berserk, or stand still, stupefied. This is a nice spell, but you'd be better served by other level 3 spells, such as animate dead or prayer.

Strength of One (Alteration)

This will set every party member's strength to 18/76, regardless of his or her current strength level. This can help if all your characters are engaged in physical combat, but that doesn't occur very often. Pass on this one.

Level 4 Spells

The free action spell can be a lifesaver against enemies that stop your fighters in their tracks, while defensive harmony will give your party huge AC bonuses.

Animal Summoning I (Conjuration, Summoning)

This will call in some weak animals to help you out, but it can summon up to eight creatures, thus creating great insulation if cast between your party and your enemies, allowing quite a few ranged shots or spells before the enemy melee creatures reach you.

Cloak of Fear (Conjuration/Summoning)

This makes your target a very scary being. Anyone coming near you risks becoming terrified and running for a long time. It's a cool spell, at least, but not worth a level 4 spell slot.

Cure Serious Wounds (Necromancy)

Cure serious wounds heals 17 hit points - more than twice that of cure light wounds - and should definitely be memorized at least once as soon as you can afford it. It will save lives in battle and lower the amount of time required to rest.

Defensive Harmony (Enchantment/Charm)

This is another wonderful level 4 spell. It will give your entire core party (not including any summoned help) a four-point AC bonus that lasts for 42 seconds. Definitely consider this spell, as a four-point bonus is quite significant. Be sure that your party is gathered close around the caster before casting, as the range of effect is only ten feet in any direction away from the caster.

Free Action (Abjuration, Enchantment)

Free action will stop all movement-limiting spells from affecting the target. Note that it will also remove the effects of any currently acting movement-limiting spells as well. This is another useful spell, like most on this level.





Giant Insect (Alteration)

If your enemies happen to be afraid of large insects, this is just the spell for you. As your caster becomes stronger, so do the summoned bugs, so this is a spell you can grow old with.

Mental Domination (Enchantment/Charm)

This will take over the actions of an enemy, assuming a saving throw at -2 penalty is not successfully made. While controlling the enemy's mind, however, the priest cannot cast any other spells, so the mage spell domination is a better bet if you have it available.

Neutralize Poison (Necromancy)

Unlike slow poison, this spell will actually completely remove all traces of the stuff, and will restore ten hit points to boot. It's a good spell to have memorized, but in light of the few level 4 spells you can memorize at one time, reserve it for special occasions when you think you'll be in need of it.

Produce Fire (Alteration)

There's nothing like pointing your finger and having a bonfire instantly sprout up. Produce fire is a fine offensive spell suitable for any good priest.

Protection from Evil 10-Foot Radius (Abjuration)

There are really way too many excellent level 4 priest spells. You must make some tough decisions about which spells you want to keep memorized, and this is one of them. This first-level protection from evil spell is great to have; imagine having a spell that bestowed those effects on your entire party. This is it - a great spell.

Protection from Lightning (Abjuration)

This will give complete invulnerability to all lightning-based attacks. Don't memorize it unless you're sure you'll need it, as space is limited.

Recitation (Abjuration, Invocation/Evocation)

Here's yet another beautiful level 4 spell. This is, in effect, a double bless on your party and a double curse on your enemies. Best of all, it can be combined with the prayer spell for a +3 to you and a -3 to your enemies. This can level even the worst odds.

Static Charge (Alteration)

The best level 4 offensive priest spell, static charge, is basically an indoor version of call lightning that continues damaging its target for many rounds. Saving throws only defer half the damage, so it's a surefire hit.





Level 5 Spells

Once you've reached the fifth level of spellcasting, you'll have a chance at calling deceased party members back from the realm of the dead without returning to town. On the offensive side, flame strike can fry a few enemies in no time flat.

Animal Summoning II (Conjuration/Summoning)

Just like the mage's monster summoning spells, only with animals, this is the next logical step in the animal summoning ladder of spells. It summons stronger animals.

Champion's Strength (Alteration)

Skip this spell. The 20 to 23 strength rating it gives can be useful in certain locked-chest-bashing situations, but the instant fatigue penalties and caster concentration (restricting him from casting other spells while this is in effect) that come along with it aren't worth it.

Chaotic Commands (Enchantment/Charm)

Chaotic commands will disallow enemies from commanding your target to do anything (such as charm or sleep). It's useful, but not enough to keep memorized.

Cure Critical Wounds (Necromancy)

This will restore 27 points of health to the target, making it by far the most powerful healing spell you'll have thus far. I strongly recommend it.

Flame Strike (Evocation)

This is a powerful offensive spell, but be sure not to cast it on an enemy engaged in melee combat with your party, as the damage extends for five feet around the target.

Insect Plague (Conjuration/Summoning)

This is a great spell to keep memorized. It isn't powerful (only one hit point of damage is taken per seven-second round), but spellcasting is impossible within the swarm, so tossing this on top of a cornered spellcaster will render him powerless for a long time (14 seconds per level of the plague caster, which must be at least level 9 to cast, so assuming you trap the spellcaster in the cloud, that's more than two minutes at the very least, and few battles last more than two minutes). No saving throw is allowed.

Raise Dead (Necromancy)

You've been waiting for this spell, haven't you? This will raise any non-elven, whole character back to life with 1 hit point. Wait until after a battle is over to cast this, or you'll likely find the resuscitated dying once again.





Righteous Wrath of the Faithful (Enchantment/Charm)

Now, that's a cool spell name. This invocation will bestow a humble +1 bonus to the party's rolls, along with 1 to 8 hit points per character. However, party members of the same alignment as the caster receive a much greater bonus: an extra attack/round and +2 bonus. I'd recommend skipping this though, as it's just not as useful as raise dead or insect plague.

Spike Stones (Alteration, Enchantment)

This is a weird spell. It's also not as useful as others on this level, so skip over it.

Level 6 Spells

There are several nice spells on this level, but none more useful than heal. This spell will return your character to new, regardless of any ill-effects from which he's suffering.

Animal Summoning III (Conjuration/Summoning)

You know, more powerful, longer lived animals are summoned.

Conjure Fire Elemental (Conjuration/Summoning)

See the level 5 mage spell conjure fire elemental. The priest version conjures a slightly stronger elemental, however.

Entropy Shield (Abjuration)

If you must defend your priest, this will fit the bill. It gives huge bonuses to all defensive categories and immunity to missile attacks.

Fire Seeds (Conjuration)

The four grenades created by fire seeds are cool, but not worth the very limited level 6 spell slots you have available. Skip this spell.

Heal (Necromancy)

This should be your first level 6 spell memorized. It completely heals a target, removing any other ill effects, such as disease, as well. I can't emphasize how helpful it is to suddenly have your top fighter go from almost dead to kicking some major butt again.

Sol's Searing Orb (Invocation)

This is a decent spell against general enemies, but against the undead, it's quite amazing. However, you should always make heal your first level 6 spell. Only choose this spell (or any other level 6 spell) if you already have heal memorized.





Level 7 Spells

You will only have the opportunity to memorize a single level 7 spell in Icewind Dale, so choose wisely.

Confusion (Enchantment/Charm)

Similar to the level 4 mage spell confusion, this will hamper your enemies' ability to think clearly, causing some to wander aimlessly or go berserk.

Conjure Earth Elemental (Conjuration/Summoning)

See the level 5 mage spell, conjure earth elemental. The priest version conjures a slightly stronger elemental, however.

Creeping Doom (Conjuration/Summoning)

This is a spell similar to insect plague only stronger and safer for the party at the same time. It's definitely a recommended spell.

Fire Storm (Evocation)

This is another area-effect fire spell. Whoopdidoo. Pass on this one.

Impervious Sanctity of Mind (Abjuration)

Impervious sanctity of mind will stop any attempts to alter the caster's state of mind. It's a useful spell, but not as useful as creeping doom, conjure earth elemental, or resurrection.

Resurrection (Necromancy)

This is similar to the level 5 raise dead spell, except instead of restoring characters to life with 1 hit point, it gives them back full hit points, as if heal had been cast on them as well. This is essentially a raise dead spell that is useful in combat.

Sunray (Evocation, Alteration)

Skip this spell; it only provides weak damage and the one- to three-round blindness penalty isn't worth a level 7 spell slot.

Symbol of Hopelessness (Conjuration/Summoning)

When faced with a large group of enemies, this is a worthwhile spell to have due to its large area of effect. It will render all creatures that fail a saving throw hopeless, to the point of not even defending themselves. After casting this spell, your fighters can move in and make quick work of the remaining enemies, while the affected just stand and watch the slaughter.

Symbol of Pain (Conjuration/Summoning)

This is another great wide-area spell. Any creature failing a saving throw will receive huge penalties, including a harsh -4 to attack rolls.





Chapter Five

Enemies

Throughout your travels, you'll be confronted by various types of people and monsters that would like nothing more than to have your party for dinner. Here, I'll give you some tips on how best to stop that from happening. Note that while I've divided them into general categories, anything with a prefix of "shadowed" is also undead.

Animals

While the word "animal" typically conjures up images of all sorts of creatures, perhaps in a zoo, imagine a polar bear unleashed on you when it's hungry. Such are the animals of Icewind Dale.

Bears

Honey lacks protein, so these big fellas turn to humans, elves, dwarves, and gnomes to supplement their diet. The three types, black, cave, and polar, are all fairly easy to destroy if you use hold animal and take them out using ranged attacks. Alternatively, cast charm person or mammal to make them take each other out.

Beetles

Bug spray just isn't going to cut it for beating these guys, except for maybe the regular old beetle. He's big, ugly, and probably smells bad too, but no special tactics are needed to beat him.

Bombardier

These guys stink, especially when they emit their gas cloud. This stuff can paralyze your party members, so stay out of range and use missile attacks and magic.

Boring

Stick closely to the same tactics as the bombardier beetle. Boring beetles can really mash your party to bits with a potential to knock off 20 hit points at a time.

Fire

The name is there to frighten you. The fire beetle can't do anything special and is even easier to smite down than the regular beetle.





Rhinoceros

While the name and sheer size of this beetle may induce fear, don't fall prey to it, as it's not very tough at all.

Carrion Crawler

They're kind of like grub worms on steroids. If bitten by one of these, your party member could become stunned and can't do anything about it. The best way to deal with carrion crawlers is to separate them from the group and kill them off one by one with any type of attack you desire.

Spiders

These arachnids are slightly different from the ones you find in the corners of your home. They are different in the fact that they wouldn't fit in the corner of your home. If they squeezed in, they might fit into your bathtub. Approach with caution.

Giant

Don't launch your missiles, as you will only be wasting them. Also, have plenty of poison cures handy for your fighters when they check into the smack-down hotel.

Huge

Use ranged weapons on these spiders to minimize chance of being poisoned.

Phase

These tricky little devils can teleport from one spot to another, so keep your magic healing and strengthening your party. Your best bet is to coax them into a corridor and make sure you have one strong fighter on each side of your bunched up party, so they can't attack your weaker member who should be using missiles to hit them.

Sword

Missiles are all but ineffective on him. The good news is that he isn't poisonous, but make sure your party members who gets close to him are well armored, as he can deliver a quick smiting when in the mood.

Wraith

The biggest threat of this spider is running into it when there are more powerful enemies around. This spider can drain the strength of a party member and weaken him for other battles. Kill him quickly with magic or +1 weaponry.

Wolf

Be careful of these animals when they're in packs. They can surround a party member and make quick work of him. The bonus to this is if they surround a more powerful party member, one of your spellcasters can use an area attack spell to hurt





them while the surrounded member hacks his way free. Charm person or animal and hold mammal work quite well.

Dire

A dire wolf is no more than a regular wolf who is a bit stronger and has more hit points. Use the same tactics.

Winter

These wolves have a special ability to cast a cold chill on you that does significant damage. Get in on them quickly and destroy them as quickly as possible.

Yeti

These big furry beasts travel in groups of two to four, so try to get them by themselves and use lots of fire magic. Fire and fur is always a bad - and smelly - combination. Use your fighters to slice and dice them if you are all out of spells. Flame blade is a particularly good spell for close-quarters combat. There are two types of yeti other than your average run of the mill yeti. They are the glacier yeti and the yeti chieftain. The only difference is that the yeti chieftain is stronger and has more hit points, and the glacier yeti is not quite as vulnerable to cold (though it has fewer hit points).

Humanoid

Humanoid doesn't mean human-sized, as you'll realize upon first encountering an ettin or other giant.

Acolyte

These are priests that would rather kill you than take confession. The easiest way to kill them is to have any party members that can use ranged attacks do so, while everyone else gets in cold and close for some melee action.

Brother Poquelin (Behlifet)

The big cheese, the head honcho, the man with the plan. This is Coldwind Dale's chief tormenter and all around meanie. Kick his butt. To do so, get your party as protected from fire as soon as you can. Fire is his friend, so don't even try to use it against him (or poison). Keep the majority of your party in close. Don't worry about his friends. Focus all your attention and energy on him. Your best bet is a melee attack with your strong fighters (Only +3 or better weapons will do the job) and keep your rear guard trying to interrupt his spellcasting and keeping the fighters healed.





Giants

The bigger they are, the harder they fall. The cyclops, ettin, and verbeeg will give you little trouble, but look out for the fire and frost giants. These guys are good.

Cyclops

Dispatch this man quickly with any combination of weaponry and spells. Keep a couple of healing potions and spells handy, as this giant can cause a lot of damage in not a lot of time.

Ettin

Experiment with your fighting style; he won't give you much trouble.

Fire

For this big hunk of burnin' love, isolation is the key. The only immunity he has is fire, so anything else will help to bring down the beast. Normally, they are found in groups, so get them away from one another and dismantle their little gathering one member at a time.

Frost

Frost giants are from the exact opposite side of the giant family as the fire giants. Use the same tactics; just don't use cold spells.

Verbeeg

Three words: "big and dumb." They're even weaker than ettins.

Joril

This guy is a glacier with legs: big, cold, and powerful. Isolate him and throw all the weapons and magic (except for cold) at him that you can. Keep a hefty supply of healing and strength potions available to the members of your party that are going toe to toe with him.

Kaylessa

Keep the weaker members of your party out of her way and have them use missile and ranged attacks. Your fighters can handle her as long as you have a healing spell ready. She's a good fighter, but if you keep at her, she'll die quickly.

Kerish

You don't have to kill Kerish, but in case you get into a scrap with him, here's what to do. He is a frost salamander, so fire works better than anything else. Use fire magic and fire weapons, but don't use anything cold-related. He'll just point and laugh at you (after he's dispatched your party).





Kontik

Send your well-armored fighters in for some close-range combat and keep your other members on their missile weapons and bows. Kontik has lots of high-level mage spells that will keep you on your toes, so be prepared to use healing items.

Maiden Ilmadia

This is one lady that you definitely can't date. One of the six lieutenants in service to Belhifet, she's very mean and intent on killing you. If you attempt any sort of melee combat, be assured that the attackers are going to need some healing.

Malavon

Another lieutenant, this dastardly enemy is particularly clever in his fighting. His idea of a fight is to cast some sort of area-effect spell, then run away by means of teleporting to another room. Yes, he's a wuss, but you'll soon have him relinquish his own pitiful existence if you use your dispel magic or free action spells along with a dose of missile weapons. Also, keep in mind that he wouldn't be dumb enough to teleport into a room where he's cast a spell that would hold him there.

Marketh

The third "M" lieutenant, this human is not so tough if you can get him alone. Try to con all his friends away from him (or kill them before the fight), then bust out the arsenal. Once Marketh is alone, send your fighters in to have their way with him. Keep your weaker characters out of harm's way by having them use ranged weapons and magic.

Pomab

Nope, he's not just a whiny little shopkeeper ninny-boy. You should have killed him when you first met him. Oh well. To lay down the smack in the endgame, don't use magic to attack him. Send in everyone that can't do healing or use missile magic to attack Pomab. He will make mirror images of himself. You know your hitting the right thing when you hit something, and an image disappears. Simply hit the real ninny-boy a few times, and he's dead.

Presio

Here's another mean woman whom you want to dispatch with the utmost speed. She likes area-effect spells, so get your fighters close to her as quickly as possible. Leave your other folks to hit her with magic missiles, arrows, and magic.

Seth

The first time you encounter Seth in front of Marketh's palace, kill him. He's much easier when he isn't with all his other cronies. Use anything in your arsenal to kill him.





Shadowed Elf

These are pointy-eared little brigands, and all are undead, so make your priest useful with his turn undead spell.

Acolyte

Leave them until last when they are in a group, as the archers, mages, and swordsmen should be your priority.

Archer

Their future bodes poorly. I see a magic missile spell coming. Stick to this tactic of sending in your fighters to draw fire, while your ranged attackers work them over with spells and weapons. Your fighters will get there just in time to finish off the job.

Cleric

This level 3 magic casting, big-time wizard showoff wannabe shadowed elf can cast some spells, so make him a higher priority on your butt-kicking list. Send in your fighters and use your ranged weapons to disrupt his casting abilities.

Mage

Make them your top priority when fighting. The magic they can cast, while not high level, will still do significant damage to your party. Some ranged weaponry should do the trick nicely.

Officer

Basically, the shadowed elf officer is the foot soldier version of the archer. Use standard tactics of fighters up front and weaker characters in back, using magic and range weapons.

Priest

A jacked-up version of the cleric, he can cast up to level 4 priest spells. Give him a nice piece of your weapon to chew on before he can cast a spell to keep him disrupted.

Swordsman

The shadowed elf swordsman is the shadowed elf officer with some extra strength and weapons. Use the same tactics as you would with the officer.

Svirfneblin

These are basically harmless little creatures (not evil). If you should battle them, it will be more like flicking a bug off your arm.





Talonite Priest

This priest is quite capable of performing last rites on your party. Talonite priests typically try to cast spells that hold your party in place, while they let their cohorts in to kick the snot out of you. Use your protection from magic spell and free action potion. Then, go destroy them before they have a chance to do it again.

Terikan

Attacking him won't do much good, as he will keep coming back to life. Do a quick once over on him, so he has some down time, then go in and destroy his phylactery. If you don't destroy this, he will keep respawning. Ignore all the enemies and go directly to the phylactery and destroy it. All your troubles will mysteriously disappear.

Thief

These conniving people are fairly easy to kill. The trick is to detect them. They often come in from the darkness to backstab members of your party. If one attacks, be sure to cast a spell that detects or purges invisibility so that you can see where they are hiding. Then kick them in the jimmy and make them pay for their dishonorable ways.

Tower Archer

Get into the tower by asking Fengla for the keys. Upon entering the tower, quickly introduce yourself in a very personal manner. Melee to your hearts content, but do so quickly, as these are very skilled archers.

Monsters

A monster is essentially anything that isn't animal, human, or undead. Monsters range from lizard men to elementals to orcs.

Elemental

Earth, fire, wind, and water are the four basic natural elements, and this game has then all except wind in the form of something nasty. Elementals are big and brutal, so try to keep your distance from all types. Magic (except for fire on the fire elemental), missile attacks, and bows of any type are your best bet to return them to the earth from whence they came. On the other hand, their strength makes the conjure elemental spells quite useful.

Frostbite

He's cold, so warm him up a little bit. Use any magic besides cold to do so and send in your fighters to really ruin his day. Be sure to equip them with weapons that cause crushing damage, such as maces and hammers. These will be most effective.





Idol

This fixture of the fallen temple in lower Dorn's Deep may not move, but it can cast level 5, 6, and 7 priest spells. It is vulnerable to everything, so leverage your attack with the strengths of your party members.

Iron Golem

Unless you have +3 weapons, run. They are immune to everything except +3 weapons and better.

Lissspen

There's not much to it. Bring your fighters in for a little melee action and let the rest work from a distance; cast spells to keep his friends off your back.

Lizard Man

Well, they're lizards that walk upright. They are basically the giants of the reptile world. The basic lizard man can be defeated with just your fighters going to work on him.

Shaman

In any party of lizard men, these should be the focus of your fight. Do a little dance, make a little noise, and take them down tonight. Then, work on their friends.

Tough

Not really. They are slightly stronger and have a few more hit points than the regular lizard men do. Use the same tactics.

Minotaur

A minotaur is 50 percent man, 50 percent bull, and 100 percent dog food if you attack him first from long range before sending anyone in to meet him up close and personal. Also, he is slow to react to movement, so keep anyone whom you do send in circling him.

Myconids

These little mushroom men are normally docile creatures who are a mere annoyance unless you get too close. Both the blue and red versions can emit a spore cloud, which has the effect of stunning, confusing, or making your party member go berserk. Keep away from them and use your ranged weapons and magic.





Neo-Orog

These exceedingly ugly beasts are otherwise normal in the combat arena. Put your strong fighters in front and leave your weak spellcasters to do their thing from a distance. The neo-orog elite is just an uglier and stronger version of the standard edition. The ugliest, strongest, and toughest in this dysfunctional family is the neo-orog chieftain. He is no different than the others except in strength and brutality.

Orc

When a big ill-tempered thing hits you, hit it back, only harder. Other than that, there is no strategy to defeating an orc. The only exception is to coax the archers into melee combat by beating on them up close.

Elite

He is no more than a regular orc who works out and has bigger muscles. Use the same tactics.

Shadowed Chieftain

This undead orc is the master of the clan. Get to him first, as he is the most dangerous of all the orcs. First, try to turn undead. Failing that, have your ranged-attack people hit him from a distance while your fighters hack their way through his friends to get to him.

Shadowed Marksman

The marksmen and shadowed warriors tend to group together to try to ruin your party's day. Since all creatures labeled "shadowed" are undead, try to turn them with your cleric or priest spell turn undead. Otherwise, just start hacking away and using all sorts of magical attacks, focusing on the archers first.

Shadowed Shaman

These things aren't much to worry about by themselves. About the only special ability they have is to curse or put a hold spell on you and your comrades. If they're with their more melee-oriented friends, however, taking the shamans out first should be a priority.

Shadowed Warrior

Use the same tactics as the shadowed marksman.

Shaman

He's just about as dangerous as the shadowed shaman, but without the ability to cast hold spells.





Salamander

These fire-loving creatures have a unique gift in the fact that they harm you just by standing near you. However, if you stay away and use cold spells, they will be no match for your party by the time they get close enough to hurt you.

Frost

These salamanders are the cold-loving cousins of the regular salamander. They also damage your party by standing near you, but their weakness lies in fire spells and items.

Shikata

Use the same tactics as you did for a regular salamander, except be much more wary of how close you get to him. The damage inflicted by the regular salamander is multiplied several times. Use your cold spells as quickly as you can and, if you must get in close, be quick about it.

Troll

Killing a troll is a tough thing to do. Trolls have the ability to regenerate hit points, so focus all your attacks on one troll at a time. Once they fall down, finish them off with acid or fire spells or items. A good idea is to have your priest casts flame blade. Then, he can use it to attack and kill the trolls with greater efficiency. This is especially good on the cold and snow trolls, as they are very vulnerable to fire.

Umbur Hulk

This is the king of masticators. Be careful, though. Not only can these monsters inflict some big damage, they can confuse or stun your party members. Isolate and destroy is the best policy.

White Wurm

The minions of Frostbite are difficult to kill because they have an extreme cold resistance and a resistance to most types of weapons. Use crushing weapons such as maces and hammers to deal with them and cast non-cold attack magic.

Yuan-Ti

Snake meat... tastes like chicken! Any type of weaponry and spell works well on them. Pick your favorite and have at it.

Histachi

When you attack these yuan-ti creations, have some mummy's tea handy, as they can disease you. As far as the combat goes, use +1 magic weapons, or you'll do no damage.





Elite

A regular yuan-ti with a greater battery of weapons would be a good way to describe them. They are also more powerful. They lack disease-imbibing properties.

Priest

Yuan-ti priests aren't so dangerous in melee combat, since they are unarmed and only cast spells. If you can isolate them and keep attacking so that their castings are disrupted, you're in good shape.

Yxunomei

One of the toughest opponents that you will face is Yxunomei. Casting attack spells at her is just about useless. Only once in a great while will one get through and affect her. Even when they do, they won't harm her much. Bless your party before getting to the battle and start taking strength potions. Get your fighters in close and keep your healers and weak ones away. Bust out all the stops on this enemy. You need a +2 or better weapon to harm her.

Undead

Undead are creatures brought back to life from the lands of the dead. They are all susceptible to the priest skill turn undead, which will either terrify or kill them.

Cryshal Sentry

Cryshal sentries are a lot like telemarketers: They just keep coming back. They can be temporarily stunned, and once they are, run. They cannot be killed directly. Defeat their creator, Pomab (in the endgame), and they will die with him. If you decide to duke it out, make sure that any weapon you are hitting them with is +2, or they won't do any damage.

Ghast

The biggest threat of the ghast is its ability to paralyze your party member. Keep away from him with ranged attacks and magic. Use the turn undead skill for a quicker ending. Since it's been dead for a while, it's gotten used to the cold. Cold magic won't work on it.

Ghoul

Ghouls just don't like elves, as the elven race is immune to their paralyzing attacks. Send one of these guys in to do your dirty work and have the rest of your party stay at a distance and use magic and ranged weapons. Another good idea would be to use a protection from undead scroll on a non-elf and send him in to do some melee damage.





Goblins

These things are small enough to be playground kickballs and should be used as such. They usually are in groups, so bunch them up and gas them with stinking cloud or some other area-effect spell. Whatever the case, take out the archers first.

Elite

These guys are like tougher kickballs. The same tactics apply.

Shadowed

Area-effect magic is always your best bet with these little ankle-biters. Remember to whip the archers first, though. Shadowed enemies are essentially their non-shadowed counterparts, but undead and a lot tougher. They're predominantly found in the Severed Hand.

Shadowed Warrior

These little boogers can be nasty if you let them. They are undead (like all shadowed enemies), so the turn undead priest spell can be particularly handy. As before, use area-effect spells and take out the shadowed marksmen that they travel with before anything else.

Shadowed Marksman

Apply the same tactics as you did for the warrior goblins.

Larrel

Don't attack him! He is undefeatable.

Mummy

When getting into it with one of these coffin dwellers, be sure to have plenty of mummy's tea handy. They can poison you quite easily. While both the lesser and greater mummies are quite dangerous, if you must choose between them, destroy the greater mummy first. These mummies have quite a cold repertoire of deadly spells. Fire, electricity, magic, and items all work well.

Mytos

Send your fighters in with hammers, clubs, and anything else that causes crushing damage. Mytos has powerful defenses against all other weaponry. His other weak spot lies in fire magic. He is immune to electrical and cold magic.

Shadow

These guys aren't too tough as long as you have a couple of strong fighters. If you have the spell protection from undead, use it. This will help in keeping shadow attacks from being effective. Lesser and greater shadows are no different than the





amount of fear they can inflict and strength they can drain away. Guess which can do more.

Skeleton

Crushing techniques work best. Maces and hammers work well. It's simply a matter of time before they die. When there are archers in the group, take them out first, then worry about the bigger boys. If they should come in too big of a group, lure them into an area where you can take them on one on one. Keep your cold spells in your bag. All skeletons fight the same except for the boneguard, bladed, serrated, and blast skeletons listed in the following sections. You will run into, in order of difficulty, armored, tattered, temple guardian, and undead lieutenant.

Blast

These are about the most pitiful excuse for an enemy in the game. They cannot kill a person by normal attack methods. They have a special snow attack that they use upon dying, so kill them from a distance.

Boneguard, Bladed, and Serrated

These rather nasty looking skeletons should be kept away from your weaker characters and left to your strong fighters. Take them out quickly, or you'll find your melee party members in tatters.

Soul

These are much like shadows, except they can take away hit points and give them to themselves or others in their party. If they are found in a group, kill them first at all costs, but don't try to use cold spells, as they won't work.

Shadowed

They can take away a few hit points, but their style of attack is the same as the other two.

Shattered

These bad boys can take away more hit points for redistribution among their allies than can the shadowed, but not as many as the severed.

Severed

The severed souls take away the most hit points. Attack them first.

Therik

Therik is a stronger version of an armored skeleton. Use your crushing weapons and don't bother with cold spells.





Wight

If you come across one of these, you are in for a treat. Hit them quickly with magic missiles and other magical attack spells, and they will become a thing of the past.

Cold

Traveling in packs, these wights can frost over a party member in no time. Keep them at a distance with magic missiles and attack magic. Even though the name might throw you, cold magic will work on them.

Imbued

These are the same as a normal wight with the ability to cast a magic missile spell to keep you paying attention. Get a couple fighters next to him to disrupt his magic casting while others hit him with ranged weapons and spells.

Zombie

Bend him over your knee and apply your hand to his buttocks in a matter most unpleasing to him. If you have trouble convincing him that he should bend over your knee, try casting turn undead; he might cooperate then.

Chosen

This zombie is immune to nearly all attack magic. Go in with a more forceful approach by using +1 magic weapons. As always, have a priest turning the undead.

Ju-ju

Chosen zombies and ju-ju zombies are brothers. Use the same tactics.

Lord

This zombie is more vulnerable to spells; just don't try to use cold spells on him. He's undead, so it still immune to them. Keep your party at a distance for as long as possible, as he has no immunity toward ranged weapons. Sending people close could cause them to go berserk, become confused, or become stunned.

Poison

Use the same tactics as with the zombie lord. The difference lies in the fact that when you get close, the poison zombie will poison you, instead of affecting your mental state.





Enemy Strengths and Weaknesses

Key

- = nothing of note

i = immunity

u = undead

w = weakness

a = acid magic resistance

l = lightning resistance

f = fire resistance

c = cold resistance

r = partial crushing damage resistance

p = partial piercing damage resistance

s = partial slashing damage resistance

| Name | Undead? | Magic Resistances | Damages | Partial Immunity | Immunity |
|--------------------|---------|-------------------|---------|------------------|----------|
| Acolyte | No | - | - | | - |
| Armored skeleton | Yes | c | - | - | p,s |
| Beetle | No | - | - | - | - |
| Belhifet | No | f,c | l | a | - |
| Black bear | No | - | - | - | - |
| Bladed skeleton | Yes | - | c | - | p,s |
| Blast skeleton | Yes | - | l,c | - | p,s |
| Blue myconid | No | - | - | - | - |
| Bombardier beetle | No | - | - | - | - |
| Boneguard skeleton | Yes | - | c | - | p,s |
| Boring beetle | No | - | - | - | - |
| Brother poquelin | No | a,f,c | l | - | f,a |
| Carrion crawler | No | - | - | - | - |
| Cave bear | No | - | - | - | - |
| Chosen zombie | Yes | a,c | l,f | - | - |
| Cold wight | Yes | - | - | - | - |
| Cryshal sentry | Yes | f,c | l | - | - |
| Cyclops | No | - | - | - | - |
| Dire wolf | No | - | - | - | - |
| Earth elemental | No | - | - | - | - |
| Elite goblin | No | - | - | - | - |
| Ettin | No | - | - | - | - |
| Fire beetle | No | - | - | - | - |
| Fire elemental | No | - | f | - | - |
| Fire giant | No | - | f | - | - |
| Frost giant | No | - | c | - | - |





| Name | Undead? | Magic Resistances | Damages | Partial Immunity | Immunity |
|--------------------|---------|-------------------|---------|------------------|----------|
| Frost salamander | No | - | c | f | - |
| Frostbite | No | - | c | - | r,p,s |
| Ghast | Yes | - | c | - | - |
| Ghoul | Yes | - | - | - | - |
| Giant spider | No | - | - | - | - |
| Goblin | No | - | - | - | - |
| Greater mummy | Yes | - | c | - | r,p,s |
| Huge spider | No | - | - | - | - |
| Ice troll | No | - | c | f | - |
| Idol | No | a,c,l,f | - | - | - |
| Imbued wight | Yes | - | - | - | - |
| Iron golem | No | | - | a,c,l,f | - |
| Joril | No | - | c | - | - |
| Ju-ju zombie | Yes | a,c | l,f | - | - |
| Kaylessa | No | - | - | - | - |
| Kerish | No | - | c | f | - |
| Kontik | No | a,c,l,f | - | - | |
| Lesser mummy | Yes | - | c | - | r,p,s |
| Lesser shadow | Yes | - | c | - | r,p,s |
| Lissspen | | - | - | - | - |
| Lizard man | No | - | - | - | - |
| Maiden Ilmadia | No | a,c,l,f | - | - | - |
| Malavon | No | a,c,l,f | - | - | - |
| Marketh | No | a | - | - | - |
| Minotaur | No | - | - | - | - |
| Mytos | Yes | - | l,c | - | r,p,s |
| Neo-orog | No | - | - | - | - |
| Neo-orog chieftain | No | - | - | - | |
| Neo-orog elite | No | - | - | - | - |
| Orc | No | - | - | - | - |
| Orc shaman | No | - | - | - | - |
| Phase spider | No | - | - | - | - |
| Poison zombie | Yes | - | c,l | - | p,s |
| Polar bear | No | - | c | - | - |
| Pomab | No | - | a,c,l,f | - | - |
| Presio | No | - | - | - | - |
| Red myconid | No | - | - | - | - |
| Rhinoceros beetle | No | - | - | - | - |
| Salamander | No | - | f | c | - |
| Serrated skeleton | Yes | - | c | - | p,s |
| Seth | No | - | - | - | - |
| Severed soul | Yes | - | c | - | - |
| Shadow | Yes | - | c | - | - |





| Name | Undead? | Magic Resistances | Damages | Partial Immunity | Immunity |
|--------------------------|---------|-------------------|---------|------------------|----------|
| Shadowed elf acolyte | Yes | - | - | - | - |
| Shadowed elf archer | Yes | - | - | - | - |
| Shadowed elf cleric | Yes | - | - | - | - |
| Shadowed elf mage | Yes | - | - | - | - |
| Shadowed elf priest | Yes | - | - | - | - |
| Shadowed elf swordsman | Yes | - | - | - | - |
| Shadowed elf officer | Yes | - | - | - | - |
| Shadowed elite orc | Yes | - | - | - | - |
| Shadowed goblin archer | Yes | - | - | - | - |
| Shadowed goblin grunt | Yes | - | - | - | - |
| Shadowed goblin marksman | Yes | - | - | - | - |
| Shadowed goblin warrior | Yes | - | - | - | - |
| Shadowed orc archer | Yes | - | - | - | - |
| Shadowed orc chieftain | Yes | - | - | - | - |
| Shadowed orc grunt | Yes | - | - | - | - |
| Shadowed orc shaman | Yes | - | - | - | - |
| Shadowed soul | Yes | | - | c | - |
| Shaman lizard man | No | - | - | - | - |
| Shattered soul | Yes | - | c | - | - |
| Shikata | No | - | f | c | - |
| Shrieker | No | - | - | - | - |
| Skeleton | Yes | - | c | - | p,s |
| Skeleton archer | Yes | - | c | - | p,s |
| Snow troll | No | - | - | - | - |
| Svirfneblin | No | - | - | - | - |
| Sword spider | No | - | - | - | - |
| Talonite priest | No | - | - | - | - |
| Tattered skeleton | Yes | - | c | - | p,s |





| Name | Undead? | Magic Resistances | Damages | Partial Immunity | Immunity |
|-------------------|---------|-------------------|---------|------------------|----------|
| Temple guardian | Yes | - | c | - | p,s |
| Terikan | Yes | - | - | - | - |
| Therik | Yes | - | c | - | p,s |
| Thief | No | - | - | - | - |
| Tough lizard man | No | - | - | - | - |
| Tower archer | No | - | - | - | - |
| Tundra yeti | No | c | - | - | - |
| Troll | No | - | - | - | - |
| Umber hulk | No | - | - | - | - |
| Undead lieutenant | Yes | - | c | - | p,s |
| Verbeeg | No | - | - | - | - |
| Water elemental | No | - | - | - | - |
| White wurm | No | - | c | - | p,s |
| Wight | Yes | - | - | - | - |
| Winter wolf | No | - | c | - | - |
| Wolf | No | - | - | - | - |
| Wraith spider | No | a,c,l,f | - | - | - |
| Yeti | No | - | c | f | - |
| Yeti chieftain | No | - | c | f | - |
| Yuan-ti | No | - | - | - | - |
| Yuan-ti elite | No | - | - | - | - |
| Yuan-ti histachii | No | - | - | - | - |
| Yuan-ti priest | No | - | - | - | - |
| Yxunomei | No | a,c | l,f | - | - |
| Zombie | Yes | - | c | - | - |
| Zombie lord | Yes | l | c,f | - | c,p |





Chapter Six

Walk-through

Welcome to the Dale! Before we begin the walk-through, please note that this is not a complete reference to everything you can do in Icewind Dale. Rather, it is a guide that will take you through the travels, quests, and battles necessary to complete the game. Reading this section straight through is not recommended, as it will give away many of the game's surprises, and what fun is that? Refer to the walk-through as needed, using it for advice on how to get past that boss you just can't beat or for a clue on what to do to open that secret door. Following this part of the guide word-for-word will not only drain most of the fun out of the game, it'll take all of the role-playing out. You'll go through the journey, missing most of the subquests. Only use this if you get stuck!

Prologue

Welcome to Easthaven! You'll quickly find that all is not well in this peaceful village. But, before attempting to venture out and vanquish all evil in Faerûn, take some time to explore the town and equip your party a little better (regular quarterstaves aren't the best weapon for fighters to carry).

Easthaven

By now, you've likely met Hrothgar, pretty much the undeclared leader of this neck of the woods. He's an honorable fellow, though not as intelligent as he thinks...

He wants you to get your bearings, then go see him at his house to discuss some business. Let's get on with it. You're currently in the Winter's Cradle Tavern, so let's meet some of the more outgoing denizens of Easthaven.

First, speak to Grisella and find out about her little problem with the fire beetles having a party down in her cellar. Offer to help her and immediately descend the stairs in the northeastern corner of the tavern. There are four beetles down here, none of which should offer your party a challenge. Take them out and go back to Grisella for a little reward. Be sure to speak with one of the townspeople (they all say the same things, so only one is necessary), preferably with a few different race characters with decent charisma, as they'll say different things to different races. Also talk to Hildreth Highhammer to find that she'll be joining you on Hrothgar's expedition. Now, it's time to explore the town of Easthaven a bit. Exit the tavern.





First, head to the building immediately to your right, Pomab's Emporium. From here, you can equip yourself for the coming adventuring. Be sure to buy weapons for which your characters have specialization and give a helmet to everyone who can wear one. After leaving Pomab's, head down to the bridge in the southeastern section of the city and speak with the young boy Damien.



The village of Easthaven is, or was, a peaceful fishing village.

He'll tell you of some monsters that have taken his fish and ask you to get it back for him. Before going on this subquest, be sure you've equipped yourself at Pomab's, or you'll have a tough time of it. Let's go investigate. Continue south past the bridge and clear out the goblins waiting on the southernmost portion of the map. Be sure to loot the bodies and pick up Damien's fish, then head back to Damien for an experience reward. Afterward, go to Hrothgar's house, two doors west of the Winter's Cradle.

He'll inform you of his expedition to Kuldahar as well as of a missing caravan. Since the expedition isn't ready to leave yet, let's look into this caravan problem. Head

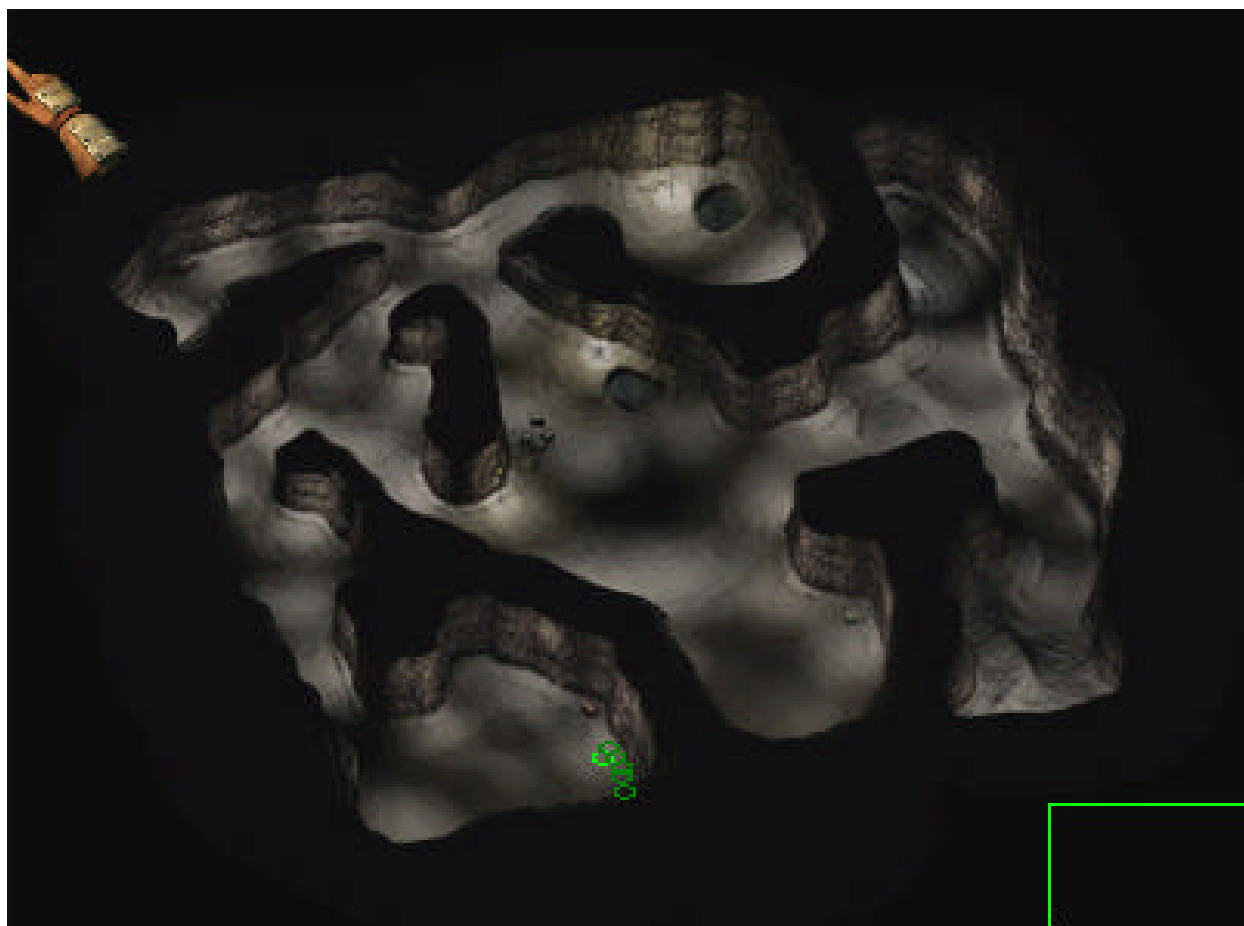




back to where you dispatched the goblins for Damien and continue down the road to the east, off the map.

Take out the wolves that will attack you, then enter the cave to the northwest, next to what else but an empty caravan. I wonder what happened? Let's find out. Be sure you're ready for battle, then enter the cave.

Take out the orcs and make your way to the southwestern area of the cave. Here, you'll battle several orcs, orc archers, and their big leader. Two strategies work well here: Either send a fighter in to draw them into the narrow passageway leading to this section so you can take them on two or three at a time or send a mage in and use color spray to knock out half of their force. After downing them all, be sure to loot the bodies and chests and pick up the caravan contract from the leader to take back to Hrothgar. Now, let's go back to town.



Be ready for the large battle with the orcs' leader in the southwestern-most nook.





Take the list to Hrothgar, then take the supply list he gives you to Pomab. Now, going back to Hrothgar will take you out of Easthaven and on the expedition to Kuldahar.

Other Things to Do Before Leaving (Optional)

You can talk to Everard in the temple to the west of the city for some more background information and the like (Everard actually met the messenger from Kuldahar, and so on), and there are several more subquests you can obtain by talking to the other inhabitants of the town. Also, if you're of the thieving type, you can steal from many of the establishments and inhabitants of Easthaven.

After watching the nice little cutscene and finding out about the terrible deaths of everyone on the expedition except your party (how convenient), you'll find yourself in Kuldahar Pass, almost to the town of Kuldahar. Talk to the hermit, and he'll tell you that you can find the town to the east. But first, let's explore this area.

Kuldahar Pass

The tower in the center area contains a large beastie complaining of head pains. Take him out for some gold and weaponry. There's a farmhouse in the very center that needs some goblin exterminators and a cave to the north infested with beetles. Clear out the farmhouse and check for loot that the goblins missed, then head to the beetle cave to the north. You'll come across some goblins and beetles fighting. Take out the survivors and head north to the cave. These beetles are a bit tougher than the ones you faced in Grisella's basement, so be ready. Once they're vanquished, loot their goblin lunch for some nice booty.



Watch out for the goblins inhabiting this area; their archers can take out your low-level characters in no time flat.





Head back to the pass and enter the mill to the northeast. Talk to the goblin marshal out front, and you'll find that he's having head problems, too. Coincidence? What do you think? Enter the mill and tell the orcs what you think of their required tribute. Orcs never were very smart, were they? Descend the mill's stairs.

Take out the goblins waiting for you in the basement and loot the place. Before going up the ladder to the southwest, free the little boy hiding in the eastern closet for a little experience. Now, climb the ladder to the tower. There are some more goblins (and archers) up here, so be prepared. Kill them and leave the mill. Head off the map to the east and head on to Kuldahar. Congratulations; you're finished with the prologue.

Chapter 1

It's time to begin investigating this evil that is plaguing the lands of Icewind Dale. You'll begin by traveling to Kuldahar to see Arundel, the archdruid.



The lovely tree-village of Kuldahar will be your base of operations for the next few chapters.





After ridding yourself of your booty, drop in at Arundel's home, the house under the tree at the very south center portion of the village. He'll tell you a little more about the disturbances that have been plaguing the town, such as worse-than-usual weather, disappearing villagers, and the like. Then, he will send your party on a mission to the Vale of Shadows to smite any evil you should encounter. Before you head off to hunt the culprits, however, let's look at the rest of Kuldahar. To the northwest is the tower of Orrick the Gray, a wizened wizard, who will sell you spells as well as ask you to look for information regarding mythals, an ancient elven magic.

Straight east of Orrick's dwelling is the Evening Shade Inn, home of a rude little innkeeper with a secret to hide. Just east of the Evening Shade is Conlan's smithy. Conlan will purchase the pelts of yeti, which you will face shortly. All the way to the northeast is the airship, owned by Oswald, the alchemist of Kuldahar. Just south of Oswald's is the local temple, the House of the Bleeding Rose. Here, you can get the standard temple services, such as healing and resuscitation. In the center of town are the Root Cellar Tavern and Urnst's pottery shop, although Urnst is a little scared and isn't good for much at the current time. Continuing our circle clockwise, we're back at Arundel's home. As with Easthaven, if you're feeling thievish, you can try to pickpocket the locals, though you should be cautious and save your game first, as many Kuldaharans aren't as forgiving as those in Easthaven. Once you're satisfied, head east to the bridge.

You'll encounter Mirek, who's being chased by yeti. Mirek will tell you of the disappearance of his brother and family heirloom in the Vale of Shadows and will ask you to find them. We'll try to get them back for him in a bit. For now, you can sell the yeti pelts to Conlan, then continue east to the Vale of Shadows.

Vale of Shadows

The vale is inhabited by yeti and lesser shadows, so be ready for battle. During your first several fights, your characters should begin leveling up; be sure to level up and add spells to your books, and proficiency points to your weapons stats, and so on, whenever this happens.

Begin by traveling along the path to the northeast and continue until you arrive at the entrance to the first crypt. Enter and be ready for a fight against the undead. Have any priests in your party attempt to turn the undead. Be aware that you can loot some of the bodies lying around. Vanquish the undead and explore this small area.

Prepare for the stinking cloud trap in the northeast and run out of its range once it's sprung, or the skeletons will have a field day with your unconscious bodies. Once you're finished looting and smiting this area, exit back to the vale.





Next, head to crypt two, directly southwest of crypt one (though you must circle around back past the entrance to the vale to get there). As with the rest of the vale, be ready to smite the undead, loot, and get hit with some traps.

There is a series of traps along the westernmost corridor and another if you click on the pool in the southeast. The western ones will just do damage, while the southeastern one will summon some lesser shadows. Be sure to take the key from the center room, as you'll need it later on in the vale. Once you're through here, exit, and we'll move on to crypt three.

Exit the crypt and go south, then east, then north. Crypt three is just northeast of the statue in the center of the vale. Inside, you'll find more undead, including ghouls and skeletons. Watch out for the northeastern sarcophagus' trap, which invokes a stinking cloud and summons some skeletons.

Now, it's on to crypt four. Head to the southeastern corner of the map and enter the larger cave. Upon entering this quaint little crypt, you'll be accosted by Therik, a rather large skeleton set to guard the area. You can either agree to leave or fight, and you need a key from this crypt, leaving only the option of fighting. Attack Therik first, then worry about his two zombie friends. Once they're dead (again), cross the bridge with your strongest fighters up front.

Continue to the northeast and head down the eastern staircase to the two rooms in the center of the crypt. There are some more baddies in here as well as three areas to loot: the hole in the north wall of the burial room, the easternmost sarcophagus, and the container in the southern room. Be sure to pillage the southern container, as it contains the sanctum key, which you'll need in a bit along with the key from crypt two.

There are now two remaining areas to the vale: Kresselack's tomb, the area in which you'll need the two keys, and the ice cave. We'll hit the tomb first. Head straight north from crypt four, and you'll come to the tomb's entrance.

Once you're in the tomb, be on constant alert for fights; there are undead waiting for you everywhere. You can use one of the keys you picked up from the crypt two to enter the first door. Clear out the skeletons that attack you and clean up the southwest and southeast chambers first (watch out for the traps just inside each door). After plundering these areas, head to the western chamber, where you'll be attacked by zombies, tattered skeletons, and a wight. Watch out for the wight, as he can only be damaged by magic and magical weapons. Once you've eliminated the wight, be ready for the trap on the central looting point. Grab the key from the sarcophagus and head to the eastern room (which you can now open).





From the eastern room, you should emerge with the holy symbol of Myrkul, which will let you enter the northern chamber. In here, you'll meet Mytos, the guardian of the tomb, and his minions. Be sure to try to reason with him during the dialogue, as you'll be rewarded with experience before the battle begins. Try to take Mytos out first; if you engage the temple guardians, he'll pester you with spells.

After you've killed Mytos and his minions, move to the northwest and clear the archers from this area. Then, enter the northern chamber and take out Myrkul's sending (it can only be hit with magical weapons or magic). Then, proceed to the northeastern passage to the second level, being careful of the traps. There's a mummy through the door to the west (who's only susceptible to magic as usual) guarding a sarcophagus containing a key, which you'll need in level 2 of the tomb. After taking the key, proceed through the passageway to level 2. Watch out for a few arrow traps and some more weak guardians.

Proceed slowly, as there are a lot of enemies to fight on this level; try to take out a few enemies at a time without grabbing the attention of others. Once the main chamber is cleared out, hit the small hall to the north-center part of the map, then the one to the south. Next, hit the northeastern hall and get the key kept in the northernmost chamber there (you need it for the southeastern hall). Grab the runestone in the southeastern hall, then pull the lever in front of the eastern pillar in the main hall to open the western door to the third tomb level. Proceed through. Note that the runestone can be worn for a +10 hit point bonus.

This level pretty much consists of beating down legions of undead to get to the westernmost chamber and a meeting with Kresselack himself. Just keep the lure tactics going and try to fight just a few enemies at a time. You can explore the northern and southern chambers for some extra loot and experience. Once you get to Kresselack, talk to him, and he'll promise to help you if you kill Lysan, his enemy.

Let's go do that. Exit the tomb. We'll be going to the caves, the only unexplored area left in the vale (It's in the center, south of the statue). Just outside the entrance, you'll run into some yeti, including the yeti chieftain, who has Mirek's family heirloom. I told you we'd get it back. Enter the cave.

Inside, you'll find Lysan, along with several yeti. After speaking with her, you'll inevitably wind up in battle. Try to take Lysan out first with magic, then concentrate on the weaker yeti. Good luck!

After the battle, rest and head back to Kresselack. He'll tell you that he really didn't know anything about the evil plaguing Kuldahar other than the fact that he is not it, but he'll thank you and give you some nice booty (and a load of experience). Now, head back to Kuldahar.





On your return, don't forget to give Mirek back his heirloom. Also, be sure to unload all your loot and restock on missile weaponry before seeing Arundel and getting your next quest. When you're ready, go to Arundel.

He'll send you to the Temple of the Forgotten God to look for an ancient scrying artifact known as the heartstone gem. Let's go get it.

Temple of the Forgotten God

At the entrance to the temple, you'll run into a verbeeg named Red Toe who is running away from the bad priests at the temple. Enter the temple.

Upon entering, you'll be beset by an acolyte, who will accuse you of causing the carnage that so recently ensued. Regardless of your response, he'll attack you. Take him out and continue on. Your goal here is to get through the temple to the exit at the northern end (watch for the sleep trap on the stairs), but feel free to explore the temple for battle experience and tons of loot (including books you can sell to Gerth in Kuldahar).

Once you descend to the treasure level, the enemies are easier, but the traps become more perilous. There is one last verbeeg or acolyte stand in the eastern hallway before leaving the area, however. Be prepared. Once you've vanquished your foes, continue on to the worship room.

As you enter the worship room, you'll notice that a large battle has recently taken place, and the victor took the heartstone gem. Walk into the room, examine the gem's case to the north, and take the vial of mysterious liquid from the priestess' body in the center of the room before returning to Kuldahar without the gem. So to recap, Lysan tricked Arundel (and thus you) into slaughtering the undead in the vale, and whoever (or whatever) took the gem caused you to kill acolyte and verbeeg defenders of the temple, neither of which were inherently bad creatures. Is this angering you yet? Upon returning to town, sell off your loot, rest up, and buy some healing potions; you'll need them. It might be a good idea to go buy some scrolls from Orrick as well, as your mages can cast level 2 and 3 spells by now. Once you've spoken with Arundel, it's off to the Dragon's Eye, to smite some evil in chapter two!

Chapter 2

It's on to the Dragon's Eye to claim the heartstone gem to discern the location of the evil leader.





Dragon's Eye

When you first enter the map, you'll be beset by several ice trolls; they're not tough. Enter the eye and take out the lizard men. They're large, but they aren't tough. Take them out and help yourself to the treasure in the room to the north. After this, head south and proceed to clear out the level; just stay clear of the northeastern chamber, as that's where this level's final battle will occur. The area is occupied by a combination of lizard men, wraith spiders (that are only susceptible to magical attacks, and they will disease your party members; have some mummy's tea on hand to remedy this), sword spiders (quick melee spiders), and phase spiders (generally weak spiders with the dimension door ability). Kill them all and rest before the final northeastern battle.



The northeastern chamber holds a battle with the lizard king.

For the final battle, the lizard king will speak to you as you enter the room. After you're done talking, retreat down the passageway for a more close-quarters fight. There are two lizard man shamans in the room, so you don't want them to cast spells on you right away. After killing all your opponents, loot the large statue and head to the next level through the southeast exit.



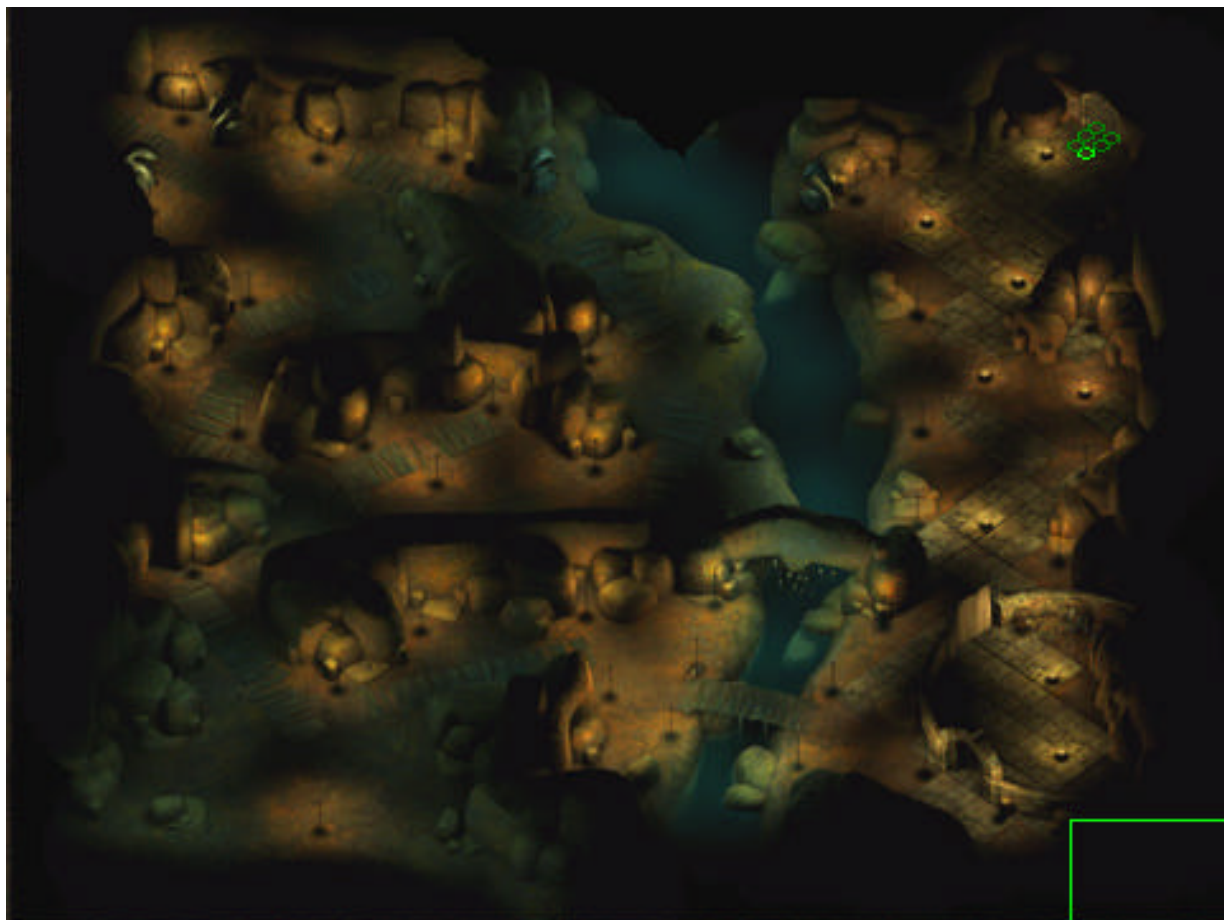


My party is guarding the exit to the third level.

You'll immediately run into a few more lizard men. Take them out and head to the southwest. Be prepared for tougher battles than on the last level. Trolls will attack you here, and even though they seem to go down after a few blows, you must hit them with magic or fire to kill them. Flaming oil is excellent for the task.

Be sure to rest before taking on the massive group of trolls and priests of Talona here. Also, they have a captive, Mother Egenia, and you don't want to erroneously kill her with a stray fireball spell. Once you've defeated them, Mother Egenia will tell you of the captives to the southeast. Note that in the small space directly north of this battle is Sheemish, Conlan's son. If you rescue him, you'll get a nice experience reward and more once you speak to him back in Kuldahar. Proceed eastward and talk to the captives, then go free Sheemish. Afterward, backtrack past the entrance to this level and clear out the easier eastern path. The exit to the third level of Dragon's Eye is in the southeast chamber.





Presio, a powerful mage, is waiting for you in the southeastern area surrounded by many a zombie and wight.

In the next level, you'll face many cold wights, another enemy susceptible only to magical attacks, a la the wraith spider. Be prepared. Other than this, be ready for the battle against the big, bad, Presio himself in the southeast room. Save this battle for last, then carefully approach the northeastern exit to level 4, as there are powerful traps everywhere.

OK, this level is by far the toughest you've faced so far. As you enter, everything will seem just peachy, as you've arrived at the Eldathyn temple, a place of peace and learning. Except the priests here are very secretive, and you'll become suspicious after you hear them talk. Rightly so. Turns out that they're hiding a group of yuan-ti, servants of Queen Yxunomei. They are bad. However, until you ask one too many questions or enter a locked area, they'll keep the charade going and let you rest, heal, and even get magical scrolls from Geelo the librarian.





This temple is not as it seems...

The best way to take this area is to split your party and have someone kill the mage Geelo as soon as Albion is uncovered. Have your smartest character go talk to Albion while everyone else stays with Geelo. Once the fiends are uncovered, take these two cronies out immediately, then rush the far eastern chamber to kill the yuan-ti high summoner, who will otherwise fill the level with lizard men and other nasties. Once you've taken everything out, be sure to talk to the adventurers locked in the middle-northwestern semicircular room. They'll offer to watch over your party as you rest, letting you recuperate without running three levels up. Once you're done, go to the southeastern room where your party is standing to go to the final Dragon's Eye level.





This snake-shaped level is filled with traps, yuan-ti, and their histachii creations. There's not much to say other than save often and be careful. The final Dragon's Eye battle, against Yxunomei, is in the head of the snake. Be ready, as there are tons of enemies in there, and Yxunomei is only vulnerable to +2 weapons and is resistant to magic. The best way to get her is to haste your party, give all bow users the +2 arrows you'll pick up from the high archer in the southern chamber, and hit her with all +2 weaponry and magic that you have. After she's dead, carefully disarm the traps on all containers in the room and loot them; there are several nice items as well as a few thousand gold pieces hidden in here. After pillaging, return to Kuldahar with the heartstone gem you got off Yxunomei's body.



Yxunomei is in the head of the snake, with my party.

Upon returning to Kuldahar, you'll find the town in chaos, with neo-orogs rampaging about (take them out; they're weak compared to what you just faced in the Dragon's Eye). Speak with Arundel, and you'll find an imposter, possibly the source of all the evil thus far. He'll laugh at you for destroying Yxunomei, his ancient enemy, then disappear. Run upstairs to speak to the dying real Arundel, and he'll inform you of Larrel, an undead archmage who can successfully use the heartstone gem to scry the source of evil. Before leaving for the Severed Hand to see Larrel, restock on





weaponry, and sell your loot; it'll be a long time before you return. Congratulations on completing chapter two and smiting some real evil this time.

Chapter 3

Now that Arundel's gone, it's time to find Larrel to have him use the gem for you. Good luck.

The Severed Hand

Enter the Severed Hand through the western entrance. Throughout the Severed Hand, the tactic you should employ is to progress slowly, not chasing any monsters into uncharted territory, for there are tons of shadowed (essentially upgraded and undead) versions of enemies throughout the fortress. Keep the party together and attack a small section of the level at a time. Now, the goal of the Severed Hand chapter is to reach Larrel and have him use the heartstone gem to divine the location of the evil plaguing Kuldahar. I'll save you some time: When you get to him, he'll make no sense at all, since he's apparently mad over the failure of his famed astrolabe in one of the towers. You must recover four missing pieces of the astrolabe so that one of Larrel's helpers can fix it before Larrel will help you.

One of the pieces is in a container in the eastern side of this level, but you can't get to it yet. (You'll clear levels 1, 2, and 3, then head back down on the other side.) Clear the level of enemies (slowly), then proceed to level 2 of the Severed Hand via the southern or northern staircase.

Once you arrive on level 2, clear out this west side and take the center exit to level 3. There's nothing important on this level, so just clear out the baddies and proceed upward through the northern exit.

Level 3 is much more of the same, only with tougher enemies. You can clear out the northern part, then return to the second level and come back up through the central pillar. Clear out the rest of this level, then proceed down the eastern elevator back to the east side of level 2 and clear that out. Finally, go back down to the east side of level 1 and get the first piece of the astrolabe, stashed away in a container along the eastern wall. When all that's completed, return here to proceed to level 4 through the southwestern stair.

Welcome to level 4. There are no hostile creatures here; just ghosts of the original hand inhabitants. This level leads to the four towers of the hand (though the way to Labelas Tower up the western ramp is broken and useless). You can talk to Sehriya in the northeastern room if you must rest. You must go to all four towers. However, since Larrel is in Labelas Tower through Sheverash to the east, that tower should be

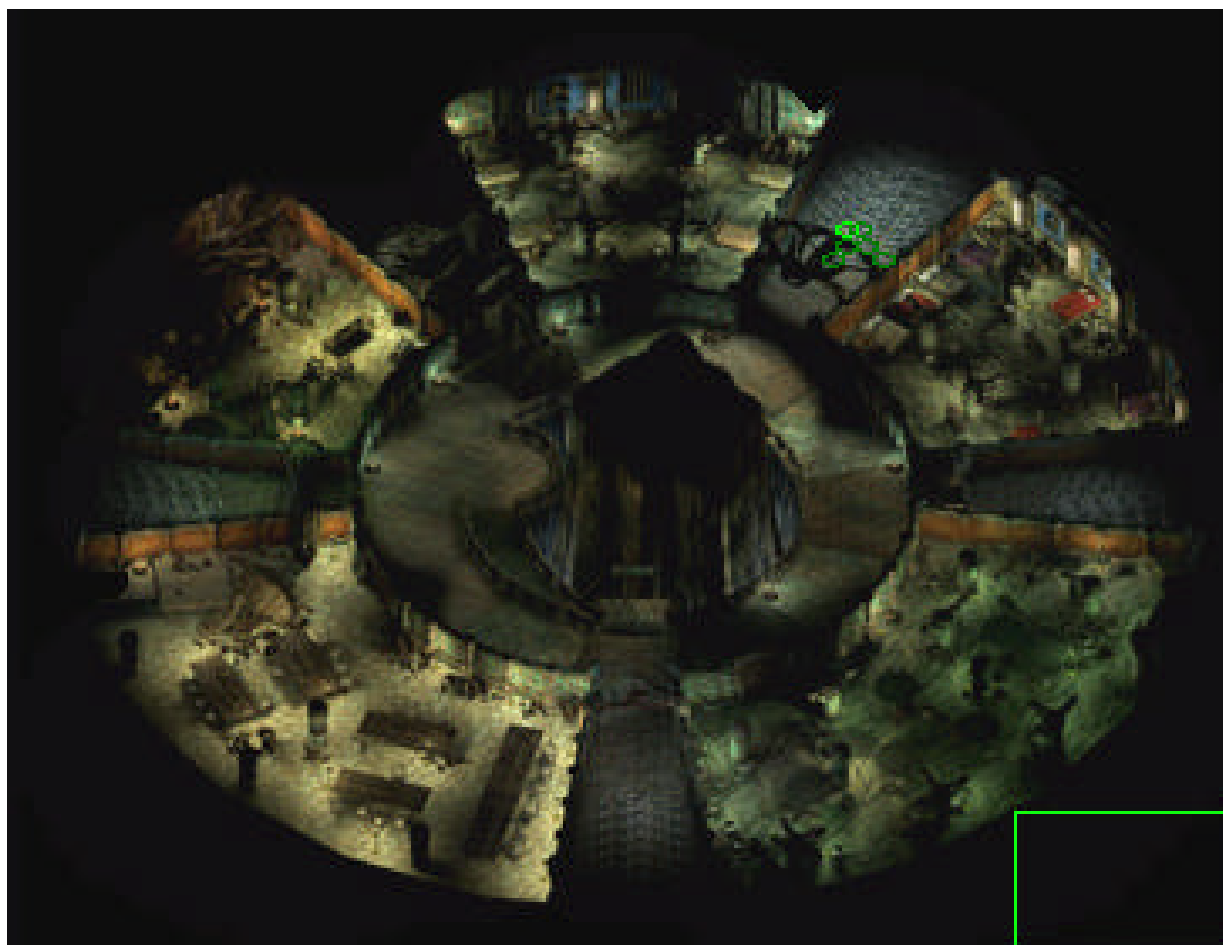




taken last. (You need all four pieces of the astrolabe to talk to Larrel.) Let's take Corellon Tower first, up the northeastern ramp.

This four-leveled tower contains the second piece to the astrolabe, sitting on a table on level 2. The first three levels are filled with enemies, so proceed with caution. These areas are small, and as such, no maps are necessary. Be sure to grab the astrolabe piece from level 2, though. Once you've reached the fourth and final level, you'll meet Valestis.

Valestis used to be in charge of the arboretum (level 4), but it has fallen apart. He'll ask you to find items that will let him restore it, but none is available in this chapter. Once you've gotten the astrolabe piece, head back down to the main room and go up to Solonar Tower thorough the southern ramp.



East lies Sheverash Tower, northeast is Corellon Tower, south is Solonar Tower, and to the west is the broken ramp to Labelas Tower. Take the northeastern ramp to Corellon first.





Solonar Tower is filled with acolytes and priests. On the first level, you should talk to Denaini and get two quests: one to bring back holy water and the other to kill the inhabitants of level 4. After getting these quests, proceed to level 2 via the southwestern staircase.

Level 2 contains several enemies and a couple of containers to plunder. Kill and pillage, then continue to level 3. On that level, you'll smite more enemies and find the third piece to the broken astrolabe hidden away in the northern container. Grab it and go to level 4, ready to smack down some more baddies.

Level 4 consists of several small rooms, each with some enemies in it. In the southern room's container, you'll find some holy water, which you can return to Denaini on the level 1 of this tower for a reward. Also, be sure you've cleared out all the enemies in the tower before returning to Denaini. After talking to her (and returning the holy water as well as notifying her of the acolytes' newfound peace), return to level 4 in the main fortress.

Next up is Sheverash Tower to the east. In Sheverash's first level, you'll encounter Kaylessa, former weapons master for the Severed Hand. She'll ask you to perform a similar task to that of Denaini: put her men out of their misery. Clear the four tower levels of enemies (level 4 is optional, as it contains wraith spiders rather than former elven soldiers), then return to Kaylessa. She'll ask you to do the same favor for her personally, so oblige her and hit her with everything you have. Once she's dead, loot her corpse for the final piece of the astrolabe. Now, you must go to Labelas Tower, accessible through a heavily guarded bridge on the west side of Sheverash Tower level 3.

Once you're in Labelas Tower (you'll begin in level 2, since level 1 has been destroyed), you'll face enemies right away. Dispatch them, loot any containers (especially the one in the northwestern room containing the diary of Evayne), and proceed to level 3 through the southern staircase. Talk to the librarian Cuthanatos on level 3 and retrieve that book on mythal magic that Orrick asked you for back in Kuldahar. Once you've accomplished this, go up to Larrel, the astrolabe, and level 4 through the southern stairs. First, talk to Gelarith and return the four astrolabe pieces to him; only then can you speak with Larrel and learn anything of value. Ask him about the heartstone gem and, after the cutscene, have him transport you back to Kuldahar. Once there, sell loot, restock on healing potions and missile weapons as usual, and see Orrick to get the experience (and item) reward for retrieving the mythal theory book. Congratulations! You've completed chapter three. It's on to Dorn's Deep and chapter four!





Chapter 4

Here's a little spoiler about your main goal for the next major portion of the game: There are six lieutenants in service to the Main Enemy. You must collect each of their badges before you can face the big baddie himself. One of them is located in Dorn's Deep here, while the others won't come until the next chapters. Before you enter Dorn's Deep, you'll meet some neo-orogs who will try to stop you. Eliminate them and enter the cave.

In here, you'll come across many myconids, little mushroom-like creatures who will shoot spores at you. There are several little caves off this main area, but the only one you must enter is the barracks, all the way on the east side. Of course, clearing out the entire place is recommended for the experience points. If you do clear the area out, be sure to grab the razorvine extract from the body in the ettin cave (south cave) and bring it to Bandoth in the northeastern corner of the main myconid cave.



My party is standing on the eastern bridge to Dorn's Deep.





Once you've crossed the bridge and entered the barracks, you'll hit several tough fights, especially the first one. There will be several neo-orogs that will block you in the middle of the bridge, while two spiders spawn close in behind you. To make matters worse, the terraces are covered with archers and sorcerers. Haste your party and cast area-effect spells on the terraces, while your warriors push forward on the bridge. Clear out all the rooms, then enter the umber hulk caves through the northwestern room's exit.

The main goal in these caves is to kill the ogre lieutenant, who is hiding in the southeast corner of the caverns. Speak to the first umber hulk you come upon, as he's not what he seems. He'll actually ask you to kill the lieutenant, but that's not why you must do so. This lieutenant is one of the six servants of the big bad guy, and you need his badge to beat the game. Clear out the level and face him last. Incidentally, you'll also come upon the body of Kalabac, an explorer who was looking for the secret entrance to the depths of Dorn's Deep. We'll be going there next. After retrieving his badge, return to the barracks and go to the main northern room (with the circular table in it).

Back in the barracks, look at the circular table and memorize the symbols, for you'll need them in the next room. Look at the fourth statue from the right, and you'll find a secret room. (If you don't see it, have a thief use his find traps skill, or a priest can cast the spell.) Enter the door and don't move. The symbols on the floor are all trapped except for three. You must step on the symbols from the table outside. I've marked the symbols and the order that you must step on them on the map by placing a party member on each one. Step on them in order from the outside of the circle to the inside and send only one party member to do this, as it's impossible with more. Once you've hit all three (you should hear a click on each one; once you're done, the traps will be disabled), return to the previous room and pull the hammer on the third statue from the right. Then, return to this room and proceed through the now-available center staircase to Dorn's Deep.

Upper Dorn's Deep

In the next room, you'll find a note from another adventurer less fortunate than you. Proceed to the next room, avoiding the trap near the body.

Here, you'll talk to Norlinor, a priest who will tell you about Terikan, a lich who is infesting the entombment area to the north. Tell him you'll help, then proceed northward. (You can ask him to heal you if you need it.)

In this room, you'll find many enemies and many sarcophagi that can be looted. Kill the enemies first, but don't ascend the center stairway until you've explored the rest of the area, as the lich is up on top of those stairs. Also be aware that a lot of the sarcophagi are trapped. Once you're ready, climb the stairs and take on Terikan. Once he's dead, grab his key (one of the tombs is directly in front of the next door on





the west side) and immediately proceed through the northern door. (He'll respawn until you destroy his phylactery.)

Once you're in the tomb room, immediately head for the second tomb from the far end on the left. Grab Terikan's phylactery, then go to the second tomb from the entrance on the right. Terikan's essence (and his minions) will then be destroyed, and you'll be free to explore the rest of these two areas without him constantly respawning. Be sure to go back and talk to Norlinor, as he'll give you tons of experience and a cool weapon, along with the key to the northern tomb exit door. You can also optionally get another item from Larrel's daughter, Evayne, in the tomb across from Terikan's. Once you're done here, you can take it back to Larrel for a huge reward.

After you've spoken with Norlinor, go back to the tomb and exit through the northern exit with your newfound key. Chapter four is completed. On to Wyrms Tooth and the fifth chapter.

Chapter 5

Upon exiting from the upper Dorn's area, you'll come out into an icy area and will immediately be set upon by ice and snow trolls. Take them out, but note that like other trolls, the snow trolls are not dead until you hit them with fire or acid while they're down.

Wyrms Tooth

In here, you'll find a bunch of escaped slaves of the frost salamanders above. Find Gareth, their leader, and tell him that you'll get the key to the slaves' safety from Kerish, the frost salamanders' leader. Also speak with Soth on the western side of the area, as he can tell you how to fix that rickety bridge on the outer map. Once you've done these things, head up to the museum through the northern steps.

You'll be escorted to Kerish, and you should bluff him into giving you the key. Before leaving, explore the area (you'll take cold damage while here, so do your exploring quickly) and be sure to talk to Vera in the northwestern corner as well as the frost salamander nearest to her. If you tell the salamander that you'll investigate the noise he's hearing around the corner, then talk to Vera, then return to him and tell him that he's "worrying for nothing," you'll get a nice chunk of experience.

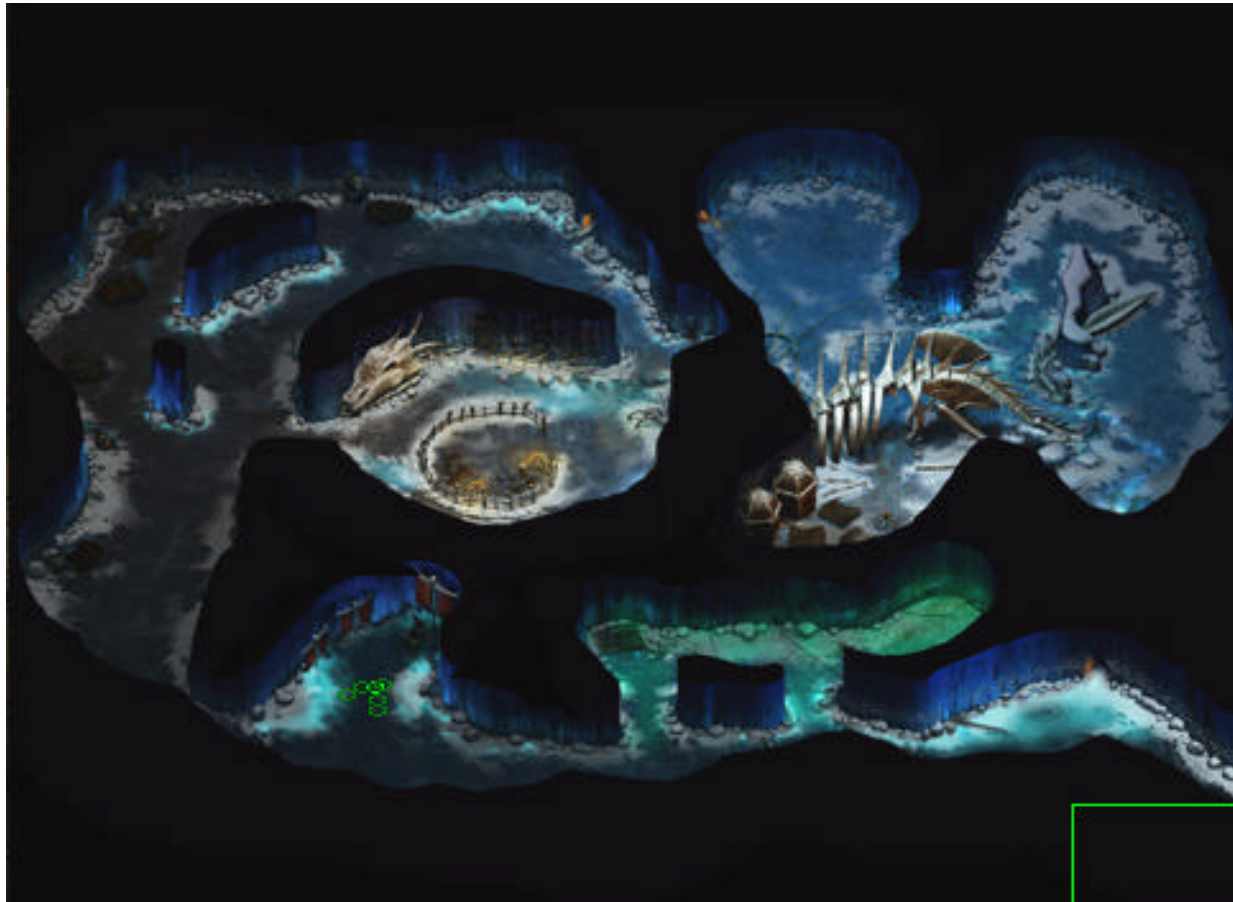
Return to Gareth and deliver the key to him. You'll receive some experience, and you can loot the basement. You'll find a note from Joril, leader of the trolls, to Kerish saying that he has taken his father's place as "one of the chosen six," on the table next to Gareth. Hmm. I think we could use his badge. Let's go get it. You must first





deal with the angry frost salamanders, however. Exit through one of the southern doors and be prepared for battle. Once you have vanquished your enemies, proceed through the now-open central northern door. This will take you to a sort of crossroads area with four exits. The one you just emerged from, in the northwest, leads to the temple area, while the northeastern one goes back to the world map. The southwestern exit leads back to the main icy area you began the chapter in, and the southeastern exit goes to lower Dorn's Deep. For now, take the southwestern exit; we must grab Joril's badge before we're ready for the lower Deep.

If you wish, you can go back to the museum where Karish and his minions hang out and kill them for some experience. (If you return to Vera and tell her that the slaves have been freed, you'll receive yet another load of experience.) Return to the broken bridge, and you can fix it, since you got the engineering book from Soth. (If you failed to get it, you can return to the museum basement and grab it from the western side.) Cross the bridge and enter the cave ready for battle.



My party is standing in Joril's throne room.

You'll come upon a pack of winter wolves. Kill them and head through the northern hole (don't go west yet, as there be large bad guys over yonder). Waiting up north is





a group of ice trolls, so be sure you have fire and acid magic stocked up. Once they're dead, head west for a battle with Kontik, a friend of Lysan. Seeing how you dispatched Lysan earlier, Kontik won't be very friendly. Be very thorough preparing for this battle, as Kontik's ice knights are amazing fighters. Summon the most powerful creatures you can to aid you and bless and haste your party before the battle. Be sure to loot the bodies afterward as well, as Kontik drops some magnificent items, and the knights are carrying gold. Kill Kontik and her minions, then continue west through the hole to the northwest.

Immediately head south and talk to Gorg, the frost giant guard. You can find out a little more about what's going on in this area from him, and he'll tell you of the slave pen to his west. Go talk to Davin, leader of the slaves. He'll ask you to kill Frostbite, a wyrm who is eating a slave a day. Frostbite and friends are located just west of where you first entered. Backtrack through the two holes to the entrance and head west. Turn north as soon as you can, and you'll meet Frostbite. Dispatch the wyrms and return to Davin without going any further west than you have to. Davin will thank you and ask you to remove Kontik. You've already done that, so all you must do is kill Gorg, and the slaves will be freed. Do so and return to Davin. Freeing these slaves provides an amazing amount of experience. (I've played through the game twice, and both times, all six of my characters leveled up during or after the freeing dialogue.) Once the slaves are freed, head around the rest of the cave to the northwest and work your way down to Joril's southwestern throne room.

If you have a charismatic character, and you spoke with Karish about Joril's assassination of his father, you can bluff him into giving you his badge by asking him who he thinks will be sent to retrieve it next. This will give you an experience reward. However, you'll get more points if you just attack and kill everyone. The choice is up to you. Once you've secured the badge, leave the cave, then leave Wyrms' Tooth through the northeastern exit. Then, head into lower Dorn's Deep through the eastern cave of the crossroads area. (You should now have both Joril's and Krilag's badges.) Be sure to loot the shrine to the east of the throne room on your way out.

Chapter 6

You'll begin the chapter at the entrance to lower Dorn's Deep. This first area gives you access to many (most, actually) of the remaining areas of the game. As such, before you enter any areas, let's clean out this area. Don't touch the southeastern quarter of the map, however, as there's a watchtower that continually shoots arrows at your characters. Leave it alone until you're ready to clear it out later. This map is filled with tough enemies (salamanders and tarnished sentries), so be constantly ready for battle. Once everything but the southeastern quarter has been cleared, enter Norl's house through the left bridge in the middle of the map. He'll tell you about Marketh and hit minions in the palace to the northeast. Now, before we go





after Marketh, we're going to eliminate Malavon in the artisan's district to the north. Enter through the door in the north-center portion of the map.

Lower Dorn's Deep

There are a few things to be wary of in this area. Avoid any symbols of eyes on the ground, as they're trapped. Also try to take out the umber hulks with missile weapons or magic, as their stare can confuse your party members, possibly turning them against the rest of the party for a short while. Clear the area, then enter Malavon's hideout through the north-central door. Be sure to save and rest first.



This area will be the staging point for the majority of the remaining areas.

Kill the umber hulks that assault you and head west. You'll meet some blind svirfneblins and get a first-hand look at Malavon's experiments. Clear out the area and head east to face the man himself. Hit Malavon with all the missile weapons you have, so he can't cast spells as easily. Once you've killed both him and his iron golems, be ready, as he'll reappear. Kill that instance of Malavon, then be sure to grab his badge as well as all of his magic goodies. (You should now have three badges.) Exit Malavon's hideout.





Now, we'll head to Marketh's palace through the south-central artisan's district exit (not the one you entered the district from) to smite yet more evil.

Clear out the first level of the palace (there are a lot of enemies), being careful not to harm any of the gnome slaves in the center of the map. When you're finished, speak to Callard, a slave working on the statue in the center, and he'll give you a sketch of Lord Marketh that will be useful in a moment. Then proceed to level 2 of the palace via the doorway in the northwestern corner of the map.

Level 2 of the palace is not as full of enemies as the first. However, there are a bunch of backstabbing (literally) thieves roaming about, in addition to two of Marketh's bodyguards, his girlfriend, and his cook. Clear the place out in a counterclockwise direction starting with the southwestern room, Fleezum's room.

You can speak with Fleezum, but he'll attack you afterward. He's a powerful melee fighter, but will go down more easily than some enemies you've fought thus far. After he does, be sure to loot both his body and room before returning to the hallway. Next, hit Ginafae's room, just east of this one, if you like. There's nothing of importance that can happen here unless you meet Marketh and don't kill him. If that's the case, you can free Ginafae from Marketh's spell over her with the oil of null effect that you should have retrieved from Malavon's hideout.

Continue on to Flozem's room, and have a Bard speak to him if you have one. You can convince the man to leave Marketh and pursue a painting career (and receive an experience point bonus), using the sketch you got from below. Or, you can just kill him, your choice. Next, check out the northern dining room and kitchen. Be sure to grab the bag of potatoes from the kitchen, as you'll need it shortly. Finally, proceed to Marketh's palace, level 3, using the northeastern stairs.

The third and final level of the palace is filled with even more shadowy thieves than the second. Clear out the southern half of the level, then enter the northeastern room. These are Seth's chambers, and if you didn't dispatch him at the entrance to the palace, do so now, or he'll show up to help Marketh in a moment. Loot his room, then head over to Marketh's to the west.

Once you meet Marketh (a truly cowardly fellow), you can kill him, let him go in exchange for his badge, or if you have a highly intelligent character, you can let him go in exchange for his badge and items. Let him keep the item that he asks to keep, as it's cursed. (You should now have four of the six lieutenants' badges.) If you let him live, be sure to go back go Ginafae on level 2 and give her the oil of null effect for an experience point reward. Now, let's go back to the main lower Dorn's Deep area through the southern exit of the palace, level 1.





Before going for the fifth badge, we'll clear out the watchtower in the southeastern corner of the main map. From Marketh's palace, head southeast and wait on the bridge until Fengla, a little slave girl, comes to you. Speak to her and get the key to the watchtower. Then, rest and storm the tower.

Clear out the tower (this will cause the arrow trap outside to cease firing and will also cause Fengla to give you an experience reward) and rest on level 2 if you wish - it's safe. When you're finished, head back to the northwestern corner of the main lower Dorn's Deep area. Take the round elevator down.

Tarnelm will automatically initiate dialogue with you. Tell him you brought him food from the palace (the sack of potatoes that you should have swiped from the kitchen on level 2), and he'll cheer up and ask you to take out some umber hulks for him. Piece of cake. Clear out this level (the rhinoceros beetles are significantly weaker than they look; the hulks are the only real threat) and wait around in the northeastern corner for the hulk assault. Be prepared for battle when you get there, as there are quite a few hulks coming. Once they're smitten, proceed through the northeastern holes from which the umber hulks entered.

When you arrive at the refugee camp, Beorn will confront you; let him know that you're his friend, and he'll leave you be. He'll also ask you to meet him in the northeastern temple in a little while. This camp will serve as a sort of mini-Kuldahar for now; you can sell off and restock your weapons and equipment with Nym on the west side, talk to Dirty Llew for your alchemy needs (and sale of umber hulk hides), and of course there's Beorn, the local priest. Oh, and there's an inn right in the center of town in which you can rest. Do what you must, then go see Beorn in the northeast.

Beorn will tell you of Guello, the little camp's high priest. He's been taken to the deeper mines, and now we have to go get him. Let's go. A side note about this area: If you talk more with Nym, you'll find that he's very old and very evil. He's the one behind the splitting of the elf-dwarf alliance that resulted in the fall of both the Severed Hand and Dorn's Deep. You can either take him out or leave him for now, so you can still access his store - your call. If you stock up well now, you can make it the rest of the way without needing him.

Return to the main lower Dorn's Deep entrance and proceed to the lower Dorn mines through the far southeastern exit.

You'll be immediately attacked by some salamanders when you enter, so be prepared. Keep the gnomes alive at all costs, as Guello is on this level, and you must find him for Beorn. Take out the salamanders, including their leader, Skikata, and tell Guello he can leave. You can then return to the refugee camp for an





experience reward from Beorn if you like. Next, we'll go to the forge, through the southeastern exit of this level.

Again, you'll be attacked immediately by salamanders, only this time, they have elemental help. Take out any resistance and proceed to the south-central portion of the map for a confrontation with Maiden Ilmadia, the fifth lieutenant of the main enemy. She's a very tough fighter and has some tough help to boot, so be ready for a difficult battle. Alternatively, you can charge into the area guns-a-blazing, as everything on this level is ultimately hostile. If you just walk up to Ilmadia, she'll call all her help in and corner you. After slaying her and her minions, loot her body and home and grab her badge. (You should now have all but one of the six lieutenants' badges.) Now, head out of the forge through the north-central exit to the broken temple. It is here that we will collect the final badge and move on to the last battle.



In this forge, you'll confront the Maiden Ilmadia, another of the evil lieutenants.

Now, this fallen temple can be a very, very tough level, but it doesn't have to be. There are tons of spell-wielding undead here, all determined to destroy you. However, they're all controlled by an idol in the north-central area of the map. If you





take it out, all the undead will immediately die. Cast any beneficial spells you can on your party before entering (chaotic commands and haste are two particularly useful spells for this area) and make a mad dash for the idol.

Once the idol is vanquished, everything else will die, and you can speak to the now-normal Brother Perdiem and get his badge. (You should now have all six lieutenants' badges.) Now, head to the northern section of the room and place each badge in its corresponding socket underneath the stairs to unlock the stairway to the enemy's hiding spot. (Click on each symbol to place its corresponding badge.) Rest up before continuing.

In this cave, you'll have a meeting with Brother Poquelin, or should we call him Belhifet, his real name? Attack him mercilessly, as other enemies will begin to come see what all the commotion is about. Once you get Belhifet severely injured, he'll flee back to Easthaven and will bring your party with him.



Back in occupied Easthaven, my party stands at the entrance to the temple, site of the final showdown between your party and Belhifet.





Back in Easthaven, you'll want to explore the town, killing any cyclopes you come upon. Go to the prison camp and release the captives. Next, speak with Everard, and he'll tell you how to enter the temple, your final destination. Also speak with a townspeople for some free potions.

In the temple, you'll meet back up with Everard, and he'll (as is typical of this game's NPCs) be of no help. He'll inform you that you must climb the tower and look for another entrance to Jerrod's stone. Let's do it; climb the spiral staircase.

In level 2 of the temple, you can finally rest again. Be sure to do so, as the rest of the game is all difficult battling. Cast beneficial spells on your party before going to level 3, where you'll meet Belhifet's local Easthavenite follower, Pomab.

Pomab will create moving mirror images of himself, so send your party to attack each one until you can figure out which one is really Pomab (check the status messages to tell). Ignore the cryshal sentries, as they can't be killed unless Pomab is dead. Good luck.

Once you've eliminated Pomab and his sentries, return to the previous level and rest before continuing upward. You'll need all the strength you have for the final battle that's coming next.

In the next room, you'll find a floating crystal and a portal. Don't bother to cast any beneficial spells you have, as Belhifet will just dispel them all when you enter (and there are dispel magic traps all over the next room). Step through the portal to...

...Jerrod's stone and Belhifet. Everard will enter and pull a Jerrod, leaping into the portal to seal it. But this will only make Belhifet angry, causing him to lose control and revert to his true form. Well folks, this is it: the last hurrah, the fat lady's singing... Once you kill Belhifet, the Icewind Dale is saved, and the game is completed. But you must kill him first, and that's no easy task. Use your best weapons on him, as he's only vulnerable to +3 or better items. Just keep on Belhifet with all your physical weapons and ignore the rest of the enemies.

Congratulations; it's been a long journey. Enjoy the end cinematics and thanks for reading!





Appendix Cheating

It's conceivable that you'll hit a point in the game that you just can't get past, no matter how many times you try. For these rare occurrences, game designers of old invented a little system called CHEATING. If you need (or just want) to cheat in Icewind Dale, here's how you do it.

First, note that these cheats will only work with version 1.05 and later of Icewind Dale. You can obtain a patch to the latest version from <http://www.interplay.com/icewind>. Next, back up your 'icewind.ini' file. (Just in case)

Use Notepad to edit the 'icewind.ini' file (Located in your Icewind Dale directory) by choosing 'Start -> Run -> Notepad.exe'. Add the line 'Cheats=1' under the '[Game Options]' section. Start the game and press [Ctrl] + [Tab] to display the console window. Type 'CHEATERSDOPROSPER:EnableCheatKeys();' (case-sensitive) to enable cheat mode. Then, enter one of the following codes while playing a game:

| Code | Effect |
|------------|--|
| [Ctrl] + J | Moves selected characters to pointer position |
| [Ctrl] + R | Heals or resurrects the selected character |
| [Ctrl] + Y | Kills selected monster or NPC (No experience rewarded) |
| [Ctrl] + 4 | Displays trigger polygons; shows traps and secret doors. |
| [Ctrl] + 9 | Displays character bounding boxes |

Press [Ctrl] + [Tab] to display the console window and then enter any of the following codes:

| Code | Effect |
|---|---|
| CHEATERSDOPROSPER:ExploreArea() | Reveals game map |
| CHEATERSDOPROSPER:Hans() | Teleports party to pointer |
| CHEATERDOPROSPER:SetCurrentXP([number]) | Gives selected characters the indicated experience |
| CHEATERDOPROSPER:AddGold([number]) | Adds indicated gold to party total |
| CHEATERDOPROSPER:Midas() | Adds 500 gold to party's total |
| CHEATERSDOPROSPER:FirstAid() | Yields 5 healing potions, 5 antidotes, and 1 scroll Of Stone To Flesh |

