

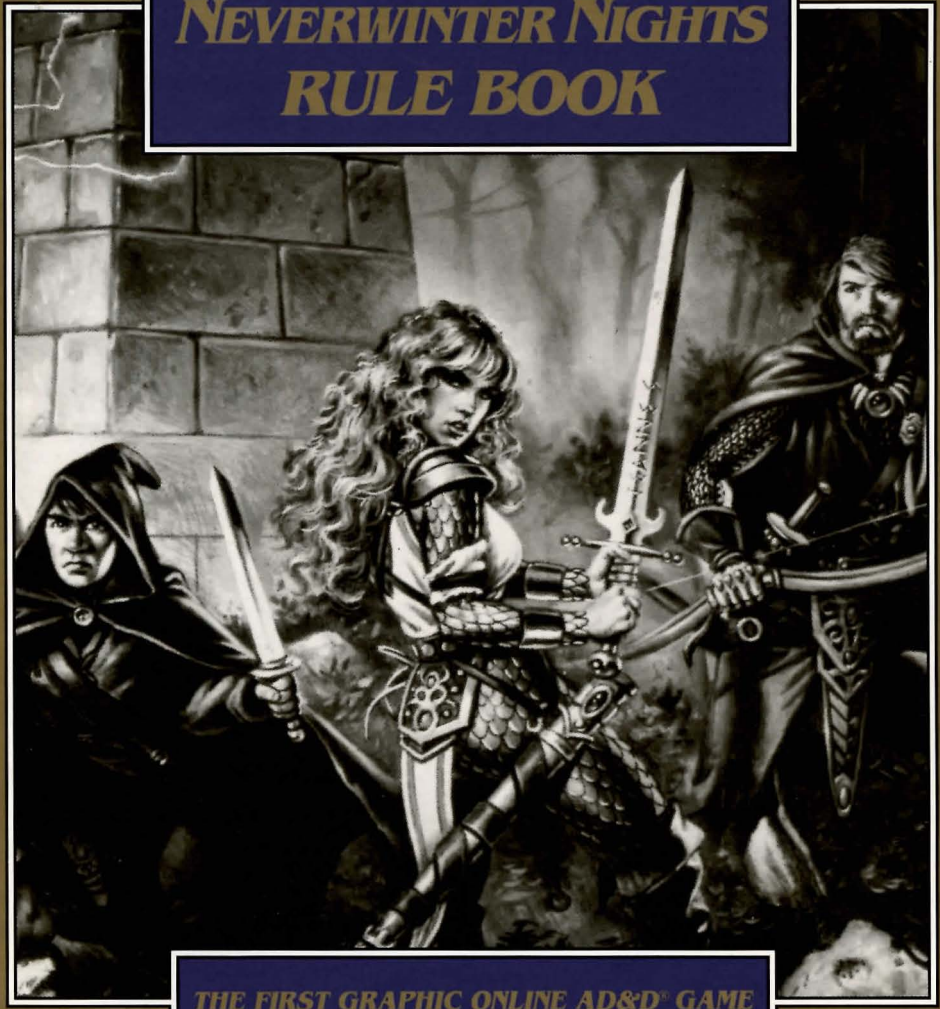
New
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2.0!

OFFICIAL

Advanced Dungeons & Dragons®

ONLINE COMPUTER PRODUCT

NEVERWINTER NIGHTS RULE BOOK



THE FIRST GRAPHIC ONLINE AD&D® GAME



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TABLE OF CONTENTS

INTRODUCTION	1
Using Menus	1
Beginning to Play	1
TRAINING CHARACTERS	2
Non-Player Characters (NPCs)	3
Viewing Characters	3
Character Status	3
View Menu	4
Items Menu	4
ADVENTURING	5
Display Screens and Points of View	5
Adventuring Options	6
Adventure Menu	6
Encamp	6
Encamp Menu	6
Rest Menu	6
Magic	7
Magic Menu	7
Memorize Menu	7
CIVILIZATION	8
Arms and Armor Shop Menu	8
Temple Menu	9
ENCOUNTERS	9
Sample Encounter Menu	9
Combat	9
Combat Menu	9
Aim Menu	9
Done Menu	10
Treasure	11
Treasure Menu	11
Take Menu	11



INTRODUCTION

Welcome to the official **ADVANCED DUNGEONS & DRAGONS®** computer product, **NEVERWINTER NIGHTS**, a **FORGOTTEN REALMS™** fantasy role-playing epic based on the rules and background created by TSR, Inc. and a story line created by Beyond Software, Inc. especially for this game.

This rule book is designed to explain all your options and guide you through playing the game. If you are not familiar with the **ADVANCED DUNGEONS & DRAGONS** game system, you will find helpful information about how things work in the *Adventurer's Journal*.

The *Adventurer's Journal* contains a variety of information, including details about character classes, magic, combat and an introduction to the adventure story.

Using Menus

The concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the display. During combat the active character is highlighted at the start of his combat segment.

During combat the active character is chosen automatically according to a character's initiative and random factors. Other times the active character may be selected by you before choosing any commands.

Example: To look at your character's items, select that character, choose the **VIEW** command, and then choose the **ITEMS** command. The computer displays a list of your character's items and their readied status.

All commands are menu-based. Menus are displayed either vertically or horizontally. Vertical menus select the character, item, or spell to be acted upon. If there are more choices than will fit on the screen at one time, use the **NEXT** and **PREV** commands to view the additional selections.

Example: When purchasing items, selections are made from a vertical menu list of equipment.

Horizontal menus list what that character can do or what can be done to the character. In the rules, menus are shown with all their options. In some cases, options are not available every time a menu appears.

Example: The **Treasure** menu includes options to **VIEW TAKE POOL DETECT** and **EXIT**.

The **TAKE** option appears only if there is treasure to take. The **DETECT** option appears only if there is treasure and your character has a **Detect Magic** spell available.

The rule book lists the general menus only. With many encounters special menus appear that indicate available options.

Beginning to Play

To begin playing the game you must generate a character. You can have one character per screen name. If you already have a character for the screen name you are using, you re-enter the game at your last position. If you do not have a character, you are taken to the **Create New Character** menu. This first menu gives you the initial options:

CREATE NEW CHARACTER
EXIT TO SYSTEM



CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes and so on is available in the *Journal*. This command displays the following menus to define the character:

PICK RACE lists six races a player-character can be in the *Forgotten Realms*.

PICK GENDER lists the sex the character can be. Gender affects the character's maximum strength.

PICK CLASS lists the class or classes for which the character is qualified based on race.

PICK ALIGNMENT lists all the possible alignments for the character based on character class.

The computer randomly generates the character's ability scores. If you are not happy with the character's scores, you may reroll them.

SELECT COMBAT ICON allows you to design the shape that represents the character in combat. Customize this icon to represent the character's favorite weapon, armor, and colors. Different graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the **ALTER** command from the **Encamp** menu.

SAVE CHARACTER saves your new character.

EXIT TO SYSTEM ends play. You are returned to the network.

After saving your character, you are given a new menu:

VIEW CHARACTER
RETIRE CHARACTER
BEGIN ADVENTURING
EXIT TO THE SYSTEM

VIEW CHARACTER gives you the menu explained in "Viewing Characters," on page 3.

RETIRE CHARACTER deletes the character you just made and returns you to the original character creation menu.

BEGIN ADVENTURING places your character in the center of the city of *Neverwinter*.

EXIT TO THE SYSTEM returns you to the online system.

Training Characters

The **Training Hall** menu shows your character and lists the commands for modifying your character:

TRAIN CHARACTER
HUMAN CHANGE CLASS
VIEW CHARACTER
RETIRE CHARACTER
BEGIN ADVENTURING
EXIT TO SYSTEM

TRAIN CHARACTER increases a character's level when he has gained enough experience points (XP). If a character has gained enough XP to advance more than one level, he advances one level, then loses all XP in excess of one point below that required for advancement to the next level. See the section on "Experience Points" in the *Journal* for an example.



Advancing in levels takes no game time. When magic-users advance, they may add a spell to their grimoire (spell book). See the "Maximum Level Limits by Race, Class, and Prime Requisite" chart in the Journal for level limits. Training costs 1000 GP.

HUMAN CHANGE CLASS allows a human character to become a dual class character. A dual class character loses the advantages of the first class until that level is exceeded in the new class. For more information about dual class characters, look under "Character Classes" in the Adventurer's Journal. Non-human characters do not see this option.

VIEW CHARACTER displays a character. For more information see the "Viewing Characters" section below.

RETIRE CHARACTER permanently deletes your character, letting you create a new character for your current screen name.

BEGIN ADVENTURING starts the game.

Non-Player Characters (NPCs)

During the game your character will encounter non-player characters (NPCs). They may talk to your character or attack your character.

Viewing Characters

The **VIEW** command displays the character summary screen.

Characters have little money at the start of the adventure. Your character can accumulate wealth, in the form of gems, jewelry, and coins, through adventuring. The value of gems and jewelry varies, and can only be determined by having the items appraised. Coins always have the

same values. Platinum coins are the most valuable while gold and copper are more common. The relative value of each kind of coin is:

1 platinum piece (pp) = 5 gold pieces (gp) = 10 electrum pieces (ep) = 100 silver pieces (sp) = 1000 copper pieces (cp)

Encumbrance is the total weight the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on the character's readied armor, strength, and total encumbrance.

Character Status

OKAY status means that the character has positive Hit Points (HP) and can move and fight normally.

VERY WEAK means your character has only 1 HP. He can move and fight normally, but any additional damage taken causes unconsciousness ... or worse!

UNCONSCIOUS status means that the character has 0 HP. He cannot move or fight, but is in no danger of dying. He will awaken near the entrance to the current region with some hit points returned.

DYING status means that the character has taken more damage than he has HP. He will awaken, partially healed, near the entrance to the current region.

STONED status means that the character has been turned to stone. Characters who have been turned to stone are returned to Neverwinter and healed at the temple there for a price.



View Menu

From the **View** menu, several options are available to inspect the active character. Not all of these commands are available at all times. You can only view other players when they are in the same location as your character. Only limited information can be found by viewing another character. When viewing your character the following menu may be seen:

ITEMS SPELLS TRADE DROP HEAL
CURE UNFOLLOW EXIT

ITEMS will show all the equipment the character is carrying. Items preceded by a **YES** are ready for use. Not all commands in the **Items** menu are always available. The following commands may be available when **Items** is selected:

READY USE TRADE DROP HALVE JOIN
SELL ID EXIT

READY is used to change the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow bolts are assumed to be in a quiver and can be readied at all times. Some items take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.) and others take no hands (rings, armor, etc.).

USE activates an item. If you are using an item in combat, the **Aim** menu appears if the item can be targeted. See the "Combat" section on page 9 for details about the **Aim** menu.

TRADE is used to transfer an item from one character to another.

Choose the item to trade and then the character to trade to. You can only trade to another character if he is in the same location as your character.

DROP permanently removes items from a character. Dropped items may not be recovered.

HALVE divides a bundle of some item into two bundles. For example, halve would turn one bundle of 42 arrows into two bundles of 21 arrows each. This is handy for dividing items to distribute among party members.

JOIN combines all similar items into one line. No more than 255 similar items can be joined on one line. Some items, such as potions, cannot be joined.

SELL is described under the **Arms and Armor Shop** menu.

ID is described under the **Arms and Armor Shop** menu.

SPELLS shows a listing of the spells a character has memorized and can cast.

TRADE is used to transfer money, gems, and jewelry from one character to another. Indicate which character is to receive, and then indicate what and how much is traded to the other character. You can only trade to characters in the same location.

DROP permanently removes coins from a character. Dropped money may not be recovered. Exception: If you drop coins while in a shop, you may **TAKE** the coins back while you are still in the shop.



HEAL is an ability of paladins (described in the **Adventurer's Journal** under "Character Classes"). Paladins may heal two HP per level of damage a day. Select the HEAL command and then select the character to be healed. This command is only displayed when a paladin has a heal available.

CURE is another ability of paladins. A paladin may perform one disease cure per week at levels 1-5, two cures a week at levels 6-10, and three cures a week at levels 11-15. This option is only displayed if the paladin has a cure available.

UNFOLLOW lets you stop following another player.

If you are viewing someone else's character, the following menu items may be available:

FOLLOW UNFOLLOW EXIT

FOLLOW allows you to let another player guide your character through a region. Your character moves exactly where his does. To stop following a character, select UNFOLLOW from your **View** menu.

UNFOLLOW lets you stop another player from following you. This item only appears if a player selected FOLLOW while viewing your character. The other character is returned to manual movement.

ADVENTURING

After setting up your character and reading the background information in the **Adventurer's Journal**, it is time to head for adventure, fame, and glory. During your adventuring your character engages in fierce battles, finds treasures,

and sometimes has to stop, recuperate, and memorize spells for future use.

Display Screens and Points of View

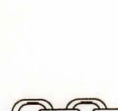
Neverwinter Nights uses three different points of view: 3-D, area and combat.

3-D appears in town, underground, and so on. This view appears at the top left of your screen and shows the surrounding area from the character's perspective. Rotate your character's facing and move using the directional controls. The directional controls are described on the Data Card.

AREA provides an overhead view of your character's surroundings, replacing the 3-D view. Choose the AREA command from the **Adventure** menu. This view is not available in all regions. In the area display a cursor shows your character's position. The cursor is an arrow that indicates current party facing. You may move around while in the area view.

To the right of the point of view window, in either 3-D or area, are the map coordinates, current time, facing direction (N, S, W, E) and what your character is doing (searching, camping, etc.).

COMBAT view occurs automatically whenever your character engages in battle. The combat screen is a detailed view of the area your character was in when the encounter began.



Adventuring Options

The **Adventure** menu offers the following options:

MOVE AREA CAST VIEW ENCAMP
SEARCH LOOK

MOVE is used to change your character's facing or to move forward. Your character can turn right or left, turn around, or move forward. Moving with SEARCH on increases the chance of a random encounter, but will alert you to the presence of secret doors. Refer to the Data Card for specific movement information. Select EXIT to return to the **Adventure** menu.

AREA toggles between the area and 3-D view. In many regions this command may not be available.

CAST displays the **Cast** menu if the active character is a spell-caster. See the Magic section on page 7 for more information. Some spells only have an effect in combat.

VIEW displays the character screen and the **View** menu.

ENCAMP displays the **Encamp** menu. See the "Encamp" section which follows for a description of the available commands.

SEARCH toggles searching on and off. A character moving with SEARCH on is more likely to have a random encounter than a character moving with SEARCH off because he is checking for secret doors, traps, etc. instead of moving stealthily. When a character has SEARCH on, SEARCH is displayed on the screen to the right of the point of view window.

LOOK is used to search an individual square. A LOOK command acts as if your

character moved into the current square with SEARCH on. When you select LOOK, you are given the choice of looking HERE, NORTH, SOUTH, EAST, and WEST.

ENCAMP

The **Encamp** menu includes options like saving the game, resting to heal and memorize spells, and changing items such as your character's combat icon. It includes:

QUIT VIEW MAGIC REST ALTER
FIX EXIT

QUIT allows you to quit out of Neverwinter Nights and return to the system. Your character information and location are saved on the host computer (**not** on your disk), letting you continue from the same point the next time you play the game.

VIEW displays the **View** menu and the character screen of the active character.

MAGIC is a very important part of Neverwinter Nights and is described under its own heading on page 7.

REST allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to encamp. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected from the MEMORIZE command in the **Magic** Menu. For every 24 uninterrupted hours of rest in camp, a wounded character regains one HP. Rest can be interrupted by encounters. If possible find safe places to take long rests, such as an inn or places that you are told are safe during the game.

REST DAYS HOURS MINUTES ADD
SUBTRACT EXIT



REST begins the resting process. Unless interrupted, your character rests for the indicated time.

DAYS, HOURS, MINUTES selects the unit of time to be changed by the ADD and SUBTRACT options.

ADD, SUBTRACT increases or decreases the time that your character attempts to rest. Decreasing the time may not allow spell-casters to memorize all their spells.

ALTER is used to change the characteristics of your character and the parameters of the game. The **Alter** menu includes:

RETIRE ICON EXIT

RETIRE permanently deletes your character, letting you create a new character for your current screen name.

ICON is used to change a character's combat icon.

FIX will let clerics and spell-casting paladins automatically memorize and cast Healing spells. After casting, they will re-memorize their normal spells. Characters who cannot cast Healing spells will rest for one day, gaining back one HP.

Magic

To get the **Magic** menu options, your character must be able to cast spells. Spell-Casters can get a list of their memorized spells from the CAST option of the **Magic** menu or from the SPELLS option of the **View** menu. They can get a list of their spells on scrolls from the SCRIBE option of the **Magic** menu.

The **Magic** menu options include:

CAST MEMORIZE SCRIBE DISPLAY
REST EXIT

CAST displays the **Cast** menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may be cast only while encamped.

MEMORIZE displays the **Memorize** menu, the character's grimoire of spells or clerical spell list, and how many spells of each level the spell-casters may memorize. Once you have selected the spells you want your character to memorize, choose the REST command to actually memorize the spells. Remember that a spell-casters can have the same spell memorized multiple times.

MEMORIZE NEXT PREV EXIT

MEMORIZE selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the **Memorize** menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer verifies your choices. The system remembers which spells you have cast and will give you the option to memorize those spells again. To memorize different spells, select NO at the prompt.

SCRIBE displays the **Scribe** menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at the Arms and Armor Shop or temple, or the magic-user must have cast a Read Magic spell on them.



Indicate any spells to be scribed into the character's spell book. Once you have indicated the spells you want your character to scribe, choose the REST command to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

DISPLAY lists the magic that currently affects your character. This includes spells like Bless or Invisibility plus effects like disease. This is an important command because diseased characters cannot regain HP until they have a Cure Disease spell cast on them.

REST displays the **Rest** menu referred to in the "Encamp" section.

Remember: A character's spells are not memorized until he has rested the necessary time.

A SPELL is defined by who can cast it (cleric, magic-user, or ranger), when it can be cast, its range, duration, area of effect, and, of course, its actual effect. The Spell Parameters List summarizes all the available spells. When using spells from the **Encamp** menu or the **Adventure** menu (such as Find Traps), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). For more information about magic and the effects of spells look under "Spells" on page 17 of The Adventurers Journal.

CIVILIZATION

The town of Neverwinter provides many valuable services and supplies for the adventurer. In the town you will find Arms and Armor Shops, Training Halls, Temples, Shops, and Lord Nasher's Palace.

Lord Nasher gives Quests to characters who enter his palace. Successfully completing a Quest and returning a certain object to Lord Nasher gains a character experience or treasure.

The Arms and Armor Shops provide places to buy and sell equipment using the **Shop** menu.

When you enter an Arms and Armor Shop or general shop, the following menu options will be available:

BUY VIEW APPRAISE EXIT

BUY displays the items available in the Arms and Armor Shop or other shop. Select the items that the active character is buying. The shops allow you to purchase miscellaneous items, such as a silver mirror, which may be useful in your travels.

VIEW displays the character screen with the SELL and ID commands available in the **Items** Menu.

SELL causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

ID is used to identify an item. There is a 100 gold piece charge for this service.

APPRAISE, available at Arms and Armor Shops, other shops, and temples, finds the monetary value of any gems or jewelry the character has. Choose a gem or item of jewelry and an appraisal and purchase offer is made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list.

The Training Hall is where the characters can advance levels. Here you can modify



your character using your character **Training/Hall** menu. The Temples offer healing spells and perform other cleric al services. The commands on the **Temple** menu are the same as those on the **Arms and Armor Shop** menu with the addition of the HEAL command:

HEAL VIEW TAKE APPRAISE EXIT

HEAL displays a list of the temple's healing spells. Select the character on whom to cast the spell, and then the spell to be cast. Each healing service costs a certain amount of gold pieces.

ENCOUNTERS

When a character comes across monsters or NPCs, an encounter occurs. Most of the time, your character immediately enters combat. However, occasionally you are presented with the menu shown below. If your character attacks immediately he may receive a bonus for his initiative in combat. If the monsters surprise your character, the monsters can attack immediately and get a bonus for their initiative in combat. If the monsters do not attack immediately, your character can react by choosing from an **Encounter** menu. **Encounter** menus vary but they all list options for new situations. A sample **Encounter** menu may include:

COMBAT WAIT FLEE ADVANCE/PARLAY

In this menu you have opportunities to fight immediately, wait and see, run away, or try to talk.

Combat

In combat with more than one character, the computer chooses the active character. Characters with higher dexterity tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command.

The active character is centered on the screen at the start of his combat segment. The active character's name, HP, AC, and current weapon are displayed. The **Combat** menu lists the character's options:

MOVE VIEW AIM USE CAST TURN
DONE

MOVE allows a character to move. Attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy gets a free attack at the character's back.

VIEW displays the character screen and **View** menu. The USE command appears on the **Items** menu to permit items such as wands to be used in combat.

AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target is displayed above the menu bar on some systems. If a character moves adjacent to an enemy, and has no more movement remaining, the AIM command can be used to attack with a melee weapon (sword, mace, etc.). The AIM command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or monster, information about him is displayed on the right of your screen. The **Aim** menu will appear as follows:

NEXT PREV MANUAL TARGET
CENTER EXIT



NEXT is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. NEXT and PREV only indicate targets in the character's line of sight.

PREV (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magic attack.

MANUAL permits the player to aim anywhere on the map. Only targets in the character's line of sight can actually be targeted.

TARGET is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc.). If this option is not displayed, the target is out of range, not in line of sight, invisible, or under the effect of a Blink spell.

CENTER centers the screen around the cursor. This is helpful when targeting manually.

USE allows a character to activate an item without having to go through the **View** menu. Items such as scrolls and wands may then be targeted with the **Aim** menu.

CAST is only available to spell-casters when they have spells available. The spell-caster selects from the list of available spells and then targets with the **Aim** menu. If your character has been hit recently his concentration may be broken and the CAST command does not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from your character. This does not affect the more powerful undead types, and has no effect on any other kind of monster. Only clerics and paladins see this option.

DONE brings up the following menu:

GUARD DELAY PASS ALTER EXIT

GUARD sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.

DELAY causes the character to hold his turn until after the other characters and monsters have acted.

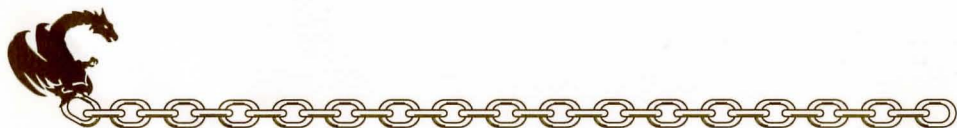
PASS ends a character's turn.

ALTER brings up the following menu:

AUTO QUIT EXIT

AUTO turns control of the character over to the computer. Press the ESC key to regain control of your character. Under computer control, a fighting character with a readied missile weapon tends to hang back and attack from a distance. If the character has no readied missile weapon, he readies a melee weapon and charges. Single class magic-users fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They never rush into close combat, even if all of their missile attacks are expended.

Characters remain under computer control for all subsequent combats until manual control is again selected. When a spell-caster character is on



AUTO, you may toggle his spell casting on and off. Consult your Data Card for instructions on how to do this on your computer.

QUIT takes you out of Neverwinter Nights and returns you to the system.

EXIT backs you up to the DONE menu.

Treasure

When combat is over you will see how much experience (XP) your character receives and then the **Treasure** menu is displayed. Most of the **Treasure** menu commands work like the commands in the **Temple and Arms and Armor Shop** menus. Treasure menu options are:

VIEW TAKE DETECT EXIT

VIEW displays the character screen and **View** menu.

TAKE permits the active character to pick up treasure from defeated monsters. This will only appear if the monsters had a treasure. A character carrying a large number of coins and heavy equipment can be slowed in combat. The options on the **Take** menu are:

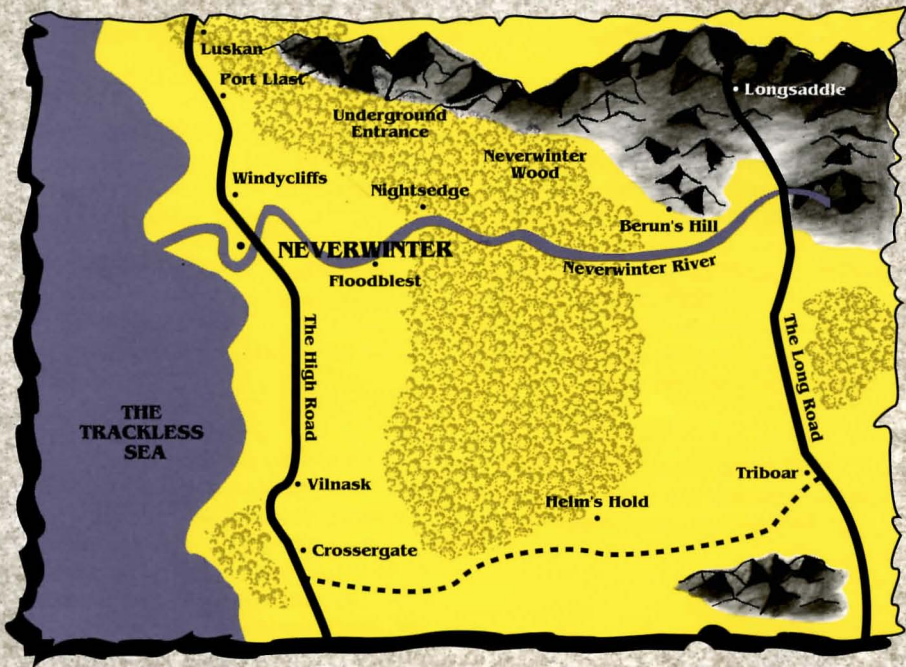
ITEMS MONEY EXIT

ITEMS lists the equipment found in your share of the monsters' treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.

MONEY displays the number and type of coins, gems, and jewelry in the treasure. Indicate the type, then number of items the active character takes.

DETECT casts a Detect Magic spell from the current active character. Magic items in the treasure are marked with an asterisk (*). This option only appears if the active character has a Detect Magic spell available.

EXIT leaves the scene of the battle. If any treasure remains, the option to return to the **Treasure** menu is displayed.



NEVERWINTER NIGHTS: A FORGOTTEN REALMS™ ADVENTURE

Questions or Problems?

Your best source of help with Neverwinter Nights is online in the AD&D® Online area (keyword: AD&D). Information about other SSI games can be found in the Strategic Simulations, Inc. Forum in Computing and Software's Industry Connection. If you experience trouble launching the game or connecting to the service, please call

1-800-827-6364

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