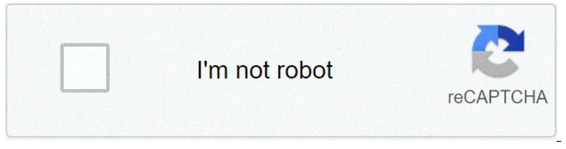

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Nwn2 eldritch knight chain shirt

A collection of freely downloadable software for Neverwinter Nights 2 developed by Brendan Bellina / Kaldor Silverwand. This software is made available for download for individual usage only. It cannot be re-distributed, modified, or included in any distributed works without the express permission of the author. Silverwand Software at Google Drive (all of my free software is available here, hosted on Google Drive) NexusMods (filter search where uploader is KaldorSilverwand) (note that not everything of mine is on the Nexus) All Neverwinter Nights 2 Mods and Campaigns (this is a link to the Google Drive folder for all the files detailed below) Instructions for installing NWN2 Custom Content on different OS platforms (blog post) Instructions for installing Windows versions of NWN2 and expansions on a Macintosh (blog post) Instructions for installing the Windows version of NWN2 Complete from GOG into a Wineskin wrapper for play on a Macintosh (blog post) Instructions for converting NWN2 modules to campaigns (blog post) Script for Making NPCs Dance and Sing (blog post) Instructions for Implementing the SoZ Death System (blog post) Harvest of Chaos: King's Festival + Queen's Harvest A NWN2 conversion by Kaldor Silverwand of the tabletop modules King's Festival and Queen's Harvest originally written by Carl Sargent and published by TSR, Inc. in 1989. Playing this campaign requires NWN2 and both the Mask of the Betrayer and Storm of Zehir expansions. It was designed and tested for single-player. Silverwand Sample Campaign A small campaign consisting of two modules, 3 exterior areas, and several interior areas. Demonstrates many techniques commonly used in modules and campaigns. Gems of Power Campaign (under development) NWN2 OC Makeover SoZ Edition The NWN2 OC Makeover SoZ Edition is a collection of scripts, items, and UI modification that can be applied to the NWN2 Official Campaign in order to enable features of SoZ when playing the OC. This requires the NWN2 OC, MoTB expansion, and the SoZ expansion. Also includes the "Allow Party To Talk in OC" and "NWN2 OC Nasher Set Fix" enhancements. Allow Party To Talk in OC - enables companions to be used as speakers rather than only the main PC NWN2 OC Nasher Set Fix - Lord Nasher has four magical items - boots, gloves, cloak, and ring. But in the NWN2 OC you can only get the ring and boots. According to the descriptions these four items when worn together provide additional enhancements, though individually they are outmatched by other items in the OC. These four items were defined in the game toolset but only the boots and ring were placed into the game itself. The ring, although intended to be a unique item, is actually in the OC in two places. This fix includes scripts which when copied into your override folder will address three problems: - the ring will no longer be available twice - the cloak and gloves will now be available - when all four items are worn together they will be enhanced This fix is included in the NWN2 OC Makeover SoZ Edition. NWN2 MotB Makeover SoZ Edition The NWN2 MotB Makeover SoZ Edition is a collection of scripts, items, modules, and UI modifications that can be applied to the NWN2 Mask of the Betrayer Campaign in order to enable features of SoZ when playing MotB and allow usage of some of the OC companions. This requires the NWN2 OC, MoTB expansion, and the SoZ expansion. A walkthrough is available that includes information on the areas added by the MotB Makeover. Also includes the "Enhanced Dream Weapon" and "MotB Spirit Eater Autopause" enhancements. Enhanced Dream Weapon - fixed and enhanced version of the MotB Dream Weapon. The Dream Weapon is a weapon originally included with the NWN2 MotB expansion. The weapon in MotB allows the wielder to change its shape, however the item as implemented in MotB has several problems: The longsword version is bugged such that once changed to a longsword the weapon can no longer change shape. The ability of the weapon to change is dependent on the feats of the main PC, not the feats of the weapon holder (MotB assumes that the weapon is only used by the main PC). The weapon has only eight possible shapes: battleaxe, dagger, greatsword, longbow, longsword, mace, quarterstaff, scimitar. The Enhanced Dream Weapon makes the following changes: The longsword version is corrected, so that it no longer prevents future shape changes. The ability of the weapon to change is dependent on the feats of the wielder, rather than the main PC. The weapon has 13 additional forms (total of 21 forms): Bastard sword, club, falchion, handaxe, katana, kukri, light crossbow, morningstar, rapier, scythe, shortsword, spear, and warhammer. The Enhanced Dream Weapon is included with the MotB Makeover SoZ Edition, so if you just want to use the item when playing MotB there is no need to install this. If you wish to use it in other campaigns then you should install this in your override folder. MotB Spirit Eater Autopause - Prevents Spirit Eater points from being lost when the party is idle (such as during conversations or when working with inventory or leveling) Spirit Eater Recharger: Part of the Silverwand Sundries Collection (see below), this is a usable item that allows the Spirit Eater in Mask of the Betrayer to recharge his/her Spirit Eater points to 100 at any time SoZ Party max override - increases the maximum number of party members allowed SoZ Party Editor Menu - allows access to the party editor from the menu MoW Party Editor Menu - allows access to the party editor from the menu Enhanced Dream Weapon - fixed and enhanced version of the MotB Dream Weapon. The Dream Weapon is a weapon originally included with the NWN2 MotB expansion. The weapon in MotB allows the wielder to change its shape, however the item as implemented in MotB has several problems: The longsword version is bugged such that once changed to a longsword the weapon can no longer change shape. 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Silverwand Apothecary - The following unique potions: Potion of Growth: Spell effect Enlarge Person when consumed. Potion of Stoneskin: Spell effect Stoneskin when consumed. Potion of Greater Stoneskin: Spell effect Greater Stoneskin when consumed. Potion of True Seeing: Spell effect True Seeing when consumed. Potion of the Sun: Spell effect Body of the Sun when consumed. An empty bottle will be left in the inventory of the imbiber. Silverwand Armory - A collection of unique armors and shields. Some items use tag-based scripts to enable certain functions. Modules that do not allow tag-based scripting will prevent these items from working properly. Armor of the Golem Giantkiller Mithral Plate: This suit of mithral plate was worn by the dwarven hero Gimlas who avenged the murder of his family against the northern frost giants with such zest that he became known as Gimlas Giantkiller. It is said that while wearing this armor Gimlas could brush off the strongest of giant blows. Restricted to dwarves, gnomes, and halflings. Eldritch Knight Chain Shirt: Provides +5 AC, Bonus Arcane Spell Level 5, Combat Casting, and Power Attack. Armor of the Golem: This studded leather armor of unknown origin provides magical protection to any wearer. However, for those of hearty constitution (15 or above) the armor also allows the wearer to polymorph into an Iron Golem for 1 hour plus an additional 15 minutes for each constitution point above 15 two times per day. Flying Leathers Flying Leathers: Casting arcane spells requires knowledge, concentration, and flexibility. Spell casting from the back of a Hippogriff in flight requires much more. This suit of flying leathers meets the necessary weight, strength, and flexibility requirements and has additional enhancements to protect its wearer from the dangers of tempermental steeds. Thayan Dueling Leathers: The merchant Urkonus thought that rogues with arcane interests would benefit greatly - and he could profit greatly - from leather armor designed to be exceptionally light and flexible. He had this armor commissioned and sold to Thieves' guildmasters under the brand name "Thayan Dueling Leathers". Urkonus was very wealthy when he inexplicably vanished without a trace. Warden of Torm Scale Mail: This mithral scale mail was created for the wardens of Torm. A small group of elite paladins serving Torm. The wardens were known for their blinding speed in battle. This scale mail provides +7 AC, Freedom of Movement, Bonus Feat: Mobility, Cast Spell: Sunburst 1/day, and Bonus Paladin Spell Slots for Level 1, Level 2, and Level 3 Master Arcane Trickster Armor: Provides +7 AC, Bonus Arcane Spell Level 5, Spell Resistance 20, Hide in Plain Sight, Silent Spell, Swift and Silent. Note: Feats that were added in the SoZ expansion may not work properly in the OC or MoTB. Wearing ThunderPlate and wielding the Rod of Lordly Might and Quickspur's Ally ThunderPlate Plate Mail: This Plate Mail is known as the legendary "ThunderPlate", said at one time to be worn by the Duke of Thunder, Lei Kung. Besides its protective capabilities, it gives its wearer immunity to electrical damage and inflicts 10 points of retributive electrical damage on any non-ranged attacker. Armor of the Phoenix: Armor of the Phoenix is scale mail made of phoenix feathers and red dragon hide, which provides immunity from fire and inflicts 6-12 points of retributive fire damage upon non-ranged attackers. (Successful reflex save adjusted upward by the difference in reflexes of the wearer and attacker for half-damage.) Once a day the wearer can cast the spell Body of the Sun. Wearing Armor of the Phoenix and wielding a fire-axe and Quickspur's Ally Quickspur's Ally: The original Quickspur's Ally was the shield of the legendary paladin Sir Rendal Arceldyn. While the original steel shield was lost, replicas were made from other materials. This replica is made from Darksteel granting it acid resistance. In addition to its defensive power, spellcasting ability, and protection against fire and acid, there is a chance of divine damage inflicted upon an attacker following a successful non-ranged attack on the shield bearer. A successful adjusted reflex save by the attacker halves the damage. Against a good alignment opponent grants 25% chance of inflicting 1-4 divine damage with adjusted reflex save for half damage: 12 + bearer reflex - attacker reflex. Against a neutral alignment opponent grants 50% chance of inflicting 2-8 divine damage with adjusted reflex save for half damage: 14 + bearer reflex - attacker reflex. Against an evil alignment opponent always inflicts 3-12 divine damage with adjusted reflex save for half damage: 18 + bearer reflex - attacker reflex. Quickspur's Ally cannot be used by creatures of evil alignment or with fewer than 5 levels of experience. Elysandes's Armor Set: This set includes the armor, boots, bracers, and cloak of the paladin Elysande who fell in battle against the undead army of the Blackguard Nirriti the Black. Legend says that the pureness of Elysande's devotion enhances the items she wore when she fell. The power of all four of the items are increased when worn as a set. Silverwand Sundries - a collection of clothing, jewelry, and other unique items Barrier Amulet: This powerful amulet was crafted by the enchanter Celemon of Calimport in 727 DR. He crafted ten such amulets on commission before jealous rivals killed him and attempted to duplicate the procedure. His colleagues were not as talented as Celemon, and destroyed their laboratory and themselves when a mishap occurred. The formula was destroyed as well. This particular amulet was owned by the elven warrior-mage Pelan Rainwind. It was lost when he was killed by giants in the Spine of the World somewhere around 840 DR. Simultaneously casts Stoneskin and Minor Globe of Invulnerability on the user. The bearer may also cast spells on the amulet to recharge its uses. The amulet will absorb the spells, converting spell levels into charges up to its maximum. Amulet of the Sacred Fist: Of unknown origin, an Amulet of the Sacred Fist mimics the protective inner aura of a Sacred Fist. The amulet when worn provides a +2 bonus to Natrural Armor Class and + 2 to Universal Saving Throws. Once per day the power of the Sacred Fist can be summoned to increase its protective power, providing an additional +4 Dodge AC bonus, +4 Universal Saving Throws bonus, and +25 Spell Resistance. These additional protections will last for a number of rounds equal to the wearer's wisdom bonus plus 3, for a minimum of 3 rounds. Guest Book Placeable (plc_bb_partyeditor.zip): For modders a placeable Guest Book that opens the Party Editor introduced with the NWN2 SoZ expansion. To add to a campaign copy the folder contents into your campaign folder. Campaign must allow Party Creation. This does not allow management of cohorts, only player-created party members. Belt of Stealth: Enhances the wearer's ability to hide and move silently, while also enhancing the ability to search for things often unseen by others. Greater Gloves of the Rogue: The elderly Oghmanyte Milladolin found that age was affecting her and her fellows quite rapidly, causing their hands to shake and preventing them from performing many of their priestly duties. With Oghma's blessings, Milladolin created magical gloves that steadied their hands and heightened their muscle control. Years later, a young Oghmanyte was caught for thievery - guilty of using the gloves. Word spread, and soon the gloves themselves were stolen away. The gloves can be used by Rogues and Shadow Thieves and provide +6 skill bonuses to Disable Device, Open Lock, Sleight of Hand, and Set Trap. Amulet of Seramon: Gives the wearer various protections including Protection from Spells, Sanctuary, and Protection from Alignment. It also provides +1 saving throw bonus. Seastone Pendant: After years of studying and aiding merefolk the sorceress Robyn de Kenyon was given a pendant allowing her to control water elementals by the the lord of the merefolk. Not as powerful as the original, this pendant allows the wearer to summon a water elemental. Dragon Belts: Dragons Belts are made from the hides of Black, Blue, Red, and White Dragons and offer protections when worn. A Black Dragon's Belt is made from the hide of a Black Dragon and offers resistance to acid attacks, immunity to several acid spells, and general spell resistance. A Blue Dragon's Belt is made from the hide of a Blue Dragon and offers resistance to electrical attacks, immunity to several electrical spells, and general spell resistance. A Red Dragon's Belt is made from the hide of a Red Dragon and offers resistance to fire attacks, immunity to several fire spells, and general spell resistance. A White Dragon's Belt is made from the hide of a White Dragon and offers resistance to cold attacks, immunity to several cold spells, and general spell resistance. Helm of the Adversary: This helm is made from the tanned hide of an Illithid, giving the wearer enhanced intelligence and wisdom, protection from many mental attacks and spells, and the abiliy to cast charm, domination, and Mind Blank spells. Hands of the Healer: This pair of gloves is imbued with the spirit of an ancient cleric, allowing the wearer to heal others (Heal once per day) and granting the wearer protection (+1 AC) and 100% immunity to negative energy. Hand of Kwll: Legend has it that the Hand of Kwll was the actual hand of the ancient god Kwll, worn by the fabled champion Corum Jhaelen Irsei and used to summon aid from the land of the dead. Inspired by this legend and using skin from the hands of powerful beings, the necromancer Lynder D'Even created gauntlets of similar capabilities. Though their maker was eventually destroyed his hands live on. The wearer of the hand gains +3 strength and +2 attack bonus, and can cast the spells Create Undead and Bigby's Clenched Fist once per day. The wearer's charisma is lowered by 2. (Inspired by The Swords Trilogy by Michael Moorcock.) Token of Mystra: An inventory item that allows arcane spell casters to wear armor and bear a shield without the normal risk of arcane spell failure. It also gives the necessary feats for wearing armor and using a shield. Ring of Shooting Stars: A Ring of Shooting Stars shines with a white light when worn and allows the wearer during night hours in exterior areas to cast the spell Magic Missile. Helm of Magic Comprehension: Allows the wearer a greater understanding of arcane magic. Ring of the Dragonlord: Provides resistance to acid, fire, and electrical damage, and allows the wearer to transform into a red, black, or blue dragon once per day. The effect lasts for 12 rounds. While shape changed the user will not have access to inventory items, spells, or weapons, but can converse with others. Verge of Morpheus: A rod that allows the party to rest anywhere at any time with no passage of time and no risk of encounters. This has all the advantages and disadvantages of a full night's rest and will recharge items with limited usage per day. In addition the rod allows the bearer to cast the sleep spell 3 times per day. Compatible with the NWN2 OC, MotB, SoZ, the OC Makeover SoZ Edition, and the MotB Makeover SoZ Edition. Expansions are not required to use this item with the NWN2 OC. Boots of Eagle's Flight: Allow the wearer the benefits of both Freedom of Movement and Haste. Twin Fists of Fire: Hosgali the Purified was a monk who believed in purification through fire. He would travel the lands, fighting for those he believed to be unjustly accused of crimes. With his hands flaming, he became a symbol of the defendant's champion. When he died, Hosgali's spirit entered the fighting gloves he always wore. Now his spirit will assume the flaming form of whoever wears these gloves. Provides the wearer with attack bonus +4, fire damage 4, and the ability to cast Flame Twin once per day. Restricted to monks. Deck of Trumps (bb_it_partyeditor.zip): This usable item can be used to open the Party Editor introduced with SoZ. Use this to summon aid at any time rather than having to travel to an inn. This does not manage cohorts, only player created characters. It should be compatible with any campaign that uses the party editor. Inspired by The Chronicles of Amber by Roger Zelazny. Spirit Eater Recharger: A usable item that allows the Spirit Eater in Mask of the Betrayer to recharge his/her Spirit Eater points to 100 at any time. Ring of Doom: In the 9th century DR the human archmage Sammaster First-Speaker rose to power as a Chosen of Mystra, Goddess of Magic. He exhaustively researched the magic of life, death, and undeath, and eventually abandoned his sanity, turning against Mystra and embracing undeath becoming a lich. For the members of his Cult of the Dragon, Sammaster crafted his Rings of Doom. A Ring of Doom grants the wearer immunity to Death Magic and allows the wearer to polymorph into a Doom Knight once daily. The effect lasts for 12 rounds. While shapechanged the user does not have access to inventory items, spells, or weapons, but can converse with others. Ring of Skeletal Form: In the 9th century DR the human archmage Sammaster First-Speaker rose to power as a Chosen of Mystra, Goddess of Magic. He exhaustively researched the magic of life, death, and undeath, and eventually abandoned his sanity, turning against Mystra and embracing undeath becoming a lich. Though seemingly destroyed in 916 DR by the Harpers and an avatar of Lathander, over three centuries later in 1282 DR Sammaster resurfaced in the Desertsmouth Mountains, building an army of humanoids, undead, and dragons. The Company of Twelve, a group of adventuring paladins, finally destroyed Sammaster in 1285 DR, at the cost of nine of their company. Crafted by unknown hands between 1282 and 1285 this ring's purpose was to allow a human spy to infiltrate the stronghold of Sammaster cloaked in the appearance of the undead. The wearer of the ring is granted immunity to Death Magic and the ability to take on the appearance of a living skeleton. Activating the ring a second time or removal restores normal appearance. [This ring requires SoZ and not all races and NPC's are compatible with the appearance change used by this ring.] Silverwand Weaponry - A selection of unique weaponry. All weapons, unless otherwise noted, are compatible with NWN2, Mask of the Betrayer, and Storm of Zehir. Some items use tag-based scripts to enable certain functions. Modules that do not allow tag-based scripting will prevent these items from working properly. Hammer of Redemption: Legend says that the infamous Blackguard Nirriti the Black led his army of the soulless undead for many years, conquering many lands and kingdoms in the name of his dark god. As his enemies were slain they became undead under his command and his army was unstoppable. Then one night, for reasons unknown, he faced what he had become and turned away from his evil path. Seeking redemption by eradicating the evil army he had created, he emerged from his war tent, mithril warhammer in hand, and laid waste to his own army of the undead. When the battle concluded the army of undead was destroyed, Nirriti succumbed to his many wounds, and his mithril warhammer was forever blackened and empowered by the energies he channelled through it that day. This warhammer channels the turning powers of any cleric or paladin who wields it with each blow. (Nirriti the Black is a character from Lord of Light by Roger Zelazny) Flaming Greatsword: The runes along the blade of this mighty sword do not reveal its maker, but there can be no doubt that it was forged in the strongest of fires. Provides +2 to hit and 2d8 fire damage. Fire-axe: Crafted by the fire-wizards of the great desert wastes, fire-axes are a favored offhand weapon of many adventurers. Provides +1 bonus to hit, and 1d6 fire damage. Wielding the Bastard Sword of Ruin Bastard Sword of Ruin: The Sword of Ruin is a bastard sword that allows its wielder to unequip the armor and shield of an attacker. Highly disciplined attackers or those wearing magic armor or using a magic shield are less likely to lose their defenses. The stronger the sword's wielder the greater the chance of success. Requires 8th level or greater to wield. Ice Staff: A staff of ice is produced by binding a low-level elemental from the plane of ice to a magical staff. Icestaves are often favored by sorcerors and mages specializing in cold manipulation. Provides +2 to hit and 1d4 cold damage and glows with white light. Casts spells Cone of Cold, Ice Storm, Ray of Frost, and Burst of Glacial Wrath. The wielder may also cast spells on the staff to recharge its uses. The staff will absorb the spells, converting spell levels into charges to its maximum. Restricted to wizards and sorcerers. Frost Brand: Forged in the cold wastes by an unknown hand, the Frost Brand longsword burns with a cold blue light that protects its bearer from heat damage and inflicts cold damage upon those hit. Provides +3 to hit and 1d6 cold damage. Also provides damage resistance Fire 15/-. Glows with blue light. Allows bearer to cast the spell Ray of Frost 3 times per day. Wearing Armor of the Golem and wielding a Shadowblade Shadowblade: A favored sword of master assassins, a Shadowblade robs its victims of their strength and often their lives. This +3 short sword drains strength (DC=18), provides the bearer +1 Regeneration and +3 bonus to the Hide skill. It is restricted to non-Lawful Good bearers. Staff of Entanglement: Sometimes carried by master druids, the staff of entanglement bears the power of the living wood. Provides +1 to hit and 1d6 bludgeoning damage, and immunity to entangle. In addition to its other enchantments, there is a 25% chance of entangling a hit creature for 2 rounds unless a successful reflex save is made. Stink Bomb: When a Stink Bomb bottle is thrown at a target it releases a cloud of stinking gas. Wolfsbane: The sword Wolfsbane, also called Rhindon, was said to have been the blade of an ancient High King. It is especially deadly when used against shapechangers. Provides +2 to hit, +5 vs shapechangers. Restricted to bearers of Lawful Good alignment. (Inspired by The Lion, The Witch, and the Wardrobe by C. S. Lewis) Dymondheart: Dymondheart is a longsword shaped from a single piece of darkly oiled and gleaming wood. The grain runs the length of the blade, and the wood is vibrant, as if still living. The bearer of Dymondheart is imbued with the strength of the great forest and wields a deadly force against unnatural beings such as constructs, outworlders, and the undead. And the most natural of beings, the elementals are also especially susceptible to the blade, fearing its bearer. The blade gives its bearer the knowledge to use martial weapons in combat. (Inspired by the Dymondheart longsword from the D&D Weapons of Legacy manual.) Flindbar: A flindbar is a club-like weapon consisting of two clubs connected by chains used by Flinds, a race related to Gnolls. It is an exceedingly fast weapon and can be used to devastating effect by Flind warriors. In inexperienced hands a flindbar acts as a standard club. Those with Exotic Weapon Proficiency have a 75% chance of an immediate second strike after a successful first strike. Wielder's with an unmodified strength of at least 13 and an unmodified dexterity of at least 13 have a chance on each hit of entangling their opponent's primary weapon (modified reflex save). An entangled weapon will be dropped (if droppable) or destroyed. (Download includes a normal flindbar, a +1 flindbar, and a +3 flindbar.) Elanee wielding the Scimitar of the Arch-Druid Scimitar of the Arch-Druid, "Sif's Gift": The history of the Scimitar of the Arch-Druid, also called "Sif's Gift", is largely unknown. It is said to have been forged by the Durin at the request of Sif of the Aesir, goddess of excellence and skill in battle, and given as a gift to a druid of her favor. The curved blade of this adamantine scimitar is etched with unreadable runes that glow with an inner light in battle. Shock and Awe: Legend has it that a simple weaponsmith forged the dagger "Shock" and the katana "Awe" at the orders of a cruel king who held the smith's family as ransom. Wielding his own blades the smith turned on the king's forces and defeated them, but his wife and child died shortly after having become ill while held captive in the king's dungeon. The smith left his home with his weapons and was never heard from again. But the names of Shock and Awe are remembered to this day. Shock is a +3 darksteel keen dagger. It provides the feat Two-Weapon Defense, causes additional 1d6 electrical damage and 1d6 piercing damage, and 1d6 bonus damage vs. humans. It provides 5/- electrical resistance. Awe is a +5 silver keen katana. It provides the feat Two-Weapon Fighting, causes an additional 2d6 slashing damage, and can cause doom and stun effects on opponents. It burns with blue fire. Returning Thrown Weapons: Runed Throwing Axe, Runed Dart, Runed Shuriken. Each of these items is carved with runes that give them additional damage and the ability to automatically return when used. Note: The scripts used with these items are generic. To use with standard thrown items all that is needed would be to rename the ncs file based on the tag of the standard item and that item will auto-return when thrown. Returning Ammunition items: Bullet of Runes, Bolt of Runes, Arrow of Runes. Each of these items is carved with runes that give them additional damage and the ability to automatically return when used. Icy Death Katana: Forged for an Ice Gnome chieftain, this +5 katana delivers 3d6 cold damage while offering protection from cold and fire. Wielding a Fire Staff Fire Staff: A staff of fire is produced by binding a low-level elemental from the plane of fire to a magical staff. Firestaves are often favored by sorcerors and mages specializing in fire manipulation. Provides +2 to hit and 1d4 fire damage and glows with red light. Casts the spells Fireball, Burning Hands, Wall of Fire, and Flare. The wielder may also cast spells on the staff to recharge its uses. The staff will absorb the spells, converting spell levels into charges to its maximum. Restricted to sorcerers and wizards. Arrows of Entanglement: Arrows of Entanglement have a 25% chance of entangling targets who fail their reflex saving throw for 4 rounds. Death Bomb:A Death Bomb is filled with a smoky green liquid. When thrown at a target a cloud of toxic gas is released. Staff of Earthmight: Produced by binding an elemental from the plane of earth to a magical staff, staves of Earthmight are used by sorcerors and wizards specializing in the powers of the earth. Provides +3 to hit and casts spells Bull's Strength, Earthquake, Greater Stoneskin, and Summon Earth Elemental. The wielder may also cast spells on the staff to recharge its uses. The staff will absorb the spells, converting spell levels into charges to its maximum. Restricted to sorcerers and wizards. Holy Mace of Disruption: Infused with the spirit of a long lost Paladin, this +3 mace inflicts additional damage on all evil creatures but is particularly deadly against the undead, turning them with the power of a 12th level cleric. It also offers its wielder protection against fear, disease, and level draining. If a cleric or paladin wields it whose divine classes exceed 12 levels then the mace acts at the level of the wielder. Evil characters attempting to equip this mace will incur 5-20 points of divine damage. Elemental Staff of Power: This +3 quarterstaff is imbued with the Elemental Aura property, allowing it to be transformed by its wielder at will from a weapon of fire to cold to acid to electricity to acid to sonic. It also gives off light. (added 10/2014) The following weapons have a special ability that allows them to be thrown as well as being used in close combat. They automatically return to the wielder. Axe of the Dwarvish Lords: This epic axe grants many abilities of dwarves to the wielder as well as being a powerful melee weapon. In addition it has a special attack which allows it to be thrown and automatically return to the wielder. Video clip (Inspired by the Axe of the Dwarvish Lords from p. 156 of the AD&D Dungeon Masters Guide, 1979, by Gary Gygax.) (added 8/2016) Dwarven Thrower Warhammer: This powerful warhammer can be thrown and will automatically return to the wielder. When wielded by a dwarf its hurling attack does double damage to all non-giants and triple-damage to giants. Video clip (Inspired by the Dwarven Thrower from p. 168 of the AD&D Dungeon Masters Guide, 1979, by Gary Gygax.) (added 8/2016) Javelin of Lightning: This powerful Zalantar spear delivers 20 points of electrical damage to any creature hit. In addition it can be thrown and will automatically return to its wielder. When hurled and successfully hitting a creature the electrical burst energizes the spear and creatures on a line between the thrower and the creature hit can suffer electrical damage as the spear returns to the wielder. Video clip (Inspired by the Javelin of Lightning from p. 149 of the AD&D Dungeon Masters Guide, 1979, by Gary Gygax.) (added 8/2016) Flaming Spear of Explosive Might: A cold iron spear that does 2d6 fire damage on hits. It can be thrown and automatically returns to the wielder. In addition to piercing and fire damage, there is a chance of an explosion of fire when thrown, The chance of explosion and piercing damage to the target increases if the wielder has the spear weapon focus and weapon specialization feats. Video clip (added 8/2016) Hammer of Thunderbolts set: This set of items includes the Hammer of Thunderbolts, Belt of Giant Strength, and Gauntlets of Ogre Power, and a True Name Scroll. These items were created for the Tomb of Horrors campaign but should be compatible with any campaign. The Hammer is also compatible with the standard NWN2 Belts of Giant Strength and Gauntlets of Ogre Power. Video clip (added 8/2016) Teleportation Items - Ring of Teleportation and Rod of Teleportation allow short distance teleportation Transforming Weapons - A pair of items that can be transformed at will by the PC or companions into a variety of alternate forms. The transformations are restricted based on the feats of the activator. Installation instructions for adding the items to the NWN2 Original Campaign are included. (Note that the Elemental Staff of Power in the Silverwand Weaponry collection is also a transforming weapon.) The Dagger of Chaos can be transformed into a staff, dagger, greatsword, scimitar, longsword, and scimitar. (Inspired by the Dagger of Chaos from Neverwinter Nights) The Rod of Lordly Might can be transformed into a staff, mace, spear, battleaxe, or longsword. (Inspired by the Rod of Lordly Might from the AD&D Dungeon Masters Guide, 1979, by Gary Gygax.) Werewolf Rings - Ring of the Werewolf and Ring of the Wolflord allow polymorphing Baldur's Gate Reloaded Enhancements A set of unofficial enhancements to Baldur's Gate Reloaded. Allows party creation, multi-classing companions, a functional clock, dropping inventory when killed, and changes to the death system. An optional download allows the wands in BGR to be recharged by casting spells upon them. An optional campaign.cam file removes the level 10 level cap. NWN2 Blueprint fixes - corrections to many bugged NWN2 item blueprints Item Level Restriction - a script for module authors that allows customizable Item Level Restrictions based on item value or enhancement bonuses of armor, shields, and weapons. Rechargeable Mage Items - override to allow magical staves and wands to be recharged Require Minimum Level - a template tag-based On Equip script that checks for a minimum experience level in order to successfully equip the item. SoZ Crafting Plus System - allows module authors to easily add SoZ style crafting to their modules and campaigns Silverwand Context Menu Visibility - use the context menu to make your character or party invisible on screen. This can enhance screenshots and also be used to simulate First Person style of play. Silverwand Context Menu Additions - a number of context menu additions including the character and party visibility options, a character meditation option (immediate rest), and dropping inventory. The visibility options can enhance screenshots and also be used to simulate First Person style of play.

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