

Spells and Abilities

A spell in NWN, in essence, is a way to fire a script in-game that applies some effects.

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Spell Types

"Spells" can be a variety of types. This outlines the main differences of how each spells.2da line type can be used. The main difference between them is the **UserType** column. This dictates a lot engine stuff.

For instance if you want an NPC only spell it would be recommended to just not add it to any class, and have it as UserType 1 to allow ResistSpell, GetSpellSaveDC, etc. to work correctly.

For info on Saving Throws (especially vs. Spells) see: [Saving Throws](#)

Spell Type	Example	spells.2da UserType column	Availability	Attack of Opportunity	Concentration Checks (if UseConcentration is 1)	Spell Failure	Counterspellable	Spellcraft to Identify	ResistSpell	GetCasterLevel calculation	Applied Effect
Standard Spell	Magic Missile	1	Spellbook	Yes	Yes	Yes	Yes	Yes (unless AltMessage)	Works as intended	Class level of spell caster	Class level c
Standard Spell (Item)	Magic Missile (3)	1	Cast From Scroll	Yes (item use)	No	Yes	Yes	Yes (unless AltMessage)	Works as intended	Item Properties determine this	Buggy: Prev spell caster cheat-cast (' See bug rep
Standard Spell (Spell Ability on Monster only)	Magic Missile Aura of Hellfire Evil Blight Greater Bulls Strength	1	Monster spell	Yes	Yes	Yes but no armor check (since not assign to a specific class)	No (acts like cheat-spell)	Yes (unless AltMessage)	Works as intended	1-15 from toolset. Hardcoded limit as per notes below.	1-15 from to Hardcoded l notes below
Special Abilities or Monster Abilities	Domination Gaze Illithid Mind Blast	2	Monster ability tab Polymorphs	No	No	No	No	No	Fails and always returns -1	Shouldn't be used (but might be tied to HD? needs testing)	Shouldn't be might be tied to HD? needs testing

Class Feat Spell	Divine Protection (Cleric Domain Feat) Greater Ruin	1 or 3	Feat assignment to a class	No	Yes Testing Harper Feats does have concentration checks occur, while Epic spells have it set to 0 so won't for them. A bug: if UseConcentration is 0, Entangle still forced a concentration check.	No	No	No	No	Can check spell resistance only, not spell immunity / immunity to school / immunity by level	Class level of the class using the feat but needs testing to be sure (in the case of multiclass for instance). Note that ActionUseFeat() will bug out this number, resulting in 0 for some reason.	Buggy: As c 10-17...how As some act Blackguards Strength) an Innate level those at cas See bug rep
Race Feat Spell	na	3	Feat assignment as a race	No	No	No	No	No	No	Unknown likely as class feat	Unknown - probably something whacky. Maybe hit dice. Needs testing.	Unknown - r Likely howe bug report h
Item-only spell	Rod of Wonder	4	Assigned Item Properties	Yes (item use)	No	No	No	No	No	Fails and always returns -1	Item Properties determine this If not used on an item property it likely will bug out - see shifter polymorph abilities such as Illithid Mind Blast.	Buggy: Prev spell caster cheat-cast (' See bug rep
Cheat- cast only spell or DM cast spell	Goblin Ballista Fireball Basically cheat-casting anything with ActionCastSp ell bCheat parameter	4	Scripting only	Yes (if UserType is 1) No (if UserType isn't 1)	Yes (if UserType is 1) No (if UserType isn't 1)	Yes but no armor check (if spell) No (if UserType isn't 1)	No	Not sure	As above depending on UserType. 1 works, 2 or 4 will fail, 3 will only use spell resistance	Always minimum of 10, or (2 * Innate spell level) - 1 (so 10 for 1-5, then level 6 is 11, 7 is 13, 8 is 15 and 9 is 17). If Innate is blank this goes barmy.	As left.	

Monster Spells Caster Level Limit

There is a caster limit of 15 in the game - this is seemingly hardcoded and unable to be set higher - if set via. a GFF edit of a creatures UTC file the game still loads it at a maximum of 15.

This limit apparently is to do with network packet usage (ie; packets saying "I want to initiate a spellcasting action") bundle in this caster level as 4 bits which is 16 possible values (0 - 15).

Spells.2da

See [spells.2da](#) for further info.