Everything a player needs to understand the dozens of fixes for the classic journey to the Frozen North
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You hold in your hands the official release notes for the 1.4 update to Icewind Dale: Enhanced Edition. If you haven’t already updated your game, you can follow the directions below to get your game updated. Otherwise, skip to the next section to read about all of the changes that have been made.

A lot of work goes into updating a game. Fixes to bugs need to be researched and tested thoroughly to ensure that by fixing one issue we aren’t creating several others. Our team of testers, both professional and volunteer, have worked hard to make sure that the update you see is the cleanest, most polished version it can be. We hope you enjoy the results.

UpdAting Your Game

To update your game, follow the instructions below based on your chosen distribution platform. Note that any mods you have installed will be cleared out when you install the update. If you wish to keep these mods intact, be sure to back up the necessary files before updating.

Steam

By default, games on Steam update automatically as updates are detected. You can change this setting in an individual game’s properties by right-clicking that game in your Steam library. In the Updates tab of the Properties menu, choose the option under “Automatic Updates” that suits your preferences.

If you do not have the game set to update automatically, the game’s update will be downloaded and installed immediately the next time you launch it.

Beamdog

If you own the game through the Beamdog website, you can update the game using either the Beamdog Client or the stand-alone Icewind Dale: Enhanced Edition launcher, depending on which program you used to install the game.

To update, simply launch the program you used to install the game, and select the “Apply Update” button. In the Beamdog Client, this button is represented by an orange + symbol. The update will download and install immediately, and you will be able to launch the game once the update is finished.

Mac App Store and iTunes App Store

If you bought the game through the Mac App Store or iTunes App Store, you can update the game by opening the App Store application on your Mac or iOS device. You can also update your iOS version of the game through iTunes when your iOS device is connected to your computer.

Google Play

To update your game through the Google Play Store, simply open the Google Play Store application, view “My Apps”, and find Icewind Dale: Enhanced Edition in the list. Select it, and then tap “Update” to download and install the update.

You can set the game to update automatically from the “My Apps” screen as well.

GOG.com

If you bought your game through GOG.com, you can find the patch for Windows in your game library on the website. For Mac and Linux, simply reinstall the game using the GOG Downloader. Your saved games and exported characters will remain intact.

Where can I buy it?

If you haven’t bought your copy of Icewind Dale: Enhanced Edition yet, you can find it on Steam, Google Play, iTunes, the Mac App Store, GOG.com, and on Beamdog’s own website. Links to all available retailers are listed on the official website:

http://icewinddale.com
The items described below are all elements of the game that were fixed, added, or improved based on feedback from the official forums. The changes described in this section range from localization bugs to updated spell descriptions, as well as crash fixes, user interface changes, and mechanics tweaks. Our two new translations, Korean and Russian, are also described here.

**TEXT**

These items describe fixes or improvements to the in-game text of one or more languages:

**ALL LANGUAGES**

- The Flawless Waterstar Gem item description no longer describes flaws in the gem [10421]

- The Righteous Wrath of the Faithful spell description now correctly states that it cancels the effects of Improved Haste [10457]

- Racial thieving skill bonuses are now displayed accurately in each race’s entry during character creation [10767]

- The description of the Chaotic Commands spell now correctly states that it protects against fear [11567]

- The description of the Free Action spell now correctly states that it protects the recipient against stun [11569]

- The cleric biography has been tweaked in order to make sense for all alignments [10412]

**TURKISH**

- The Turkish font now correctly displays the letter İ [10253]

**POLISH**

- The Polish translation now includes text for the Trials of the Luremaster quest [10420]

- Rare selection sounds now play with the correct Polish voice-overs [10452]

**NEW TRANSLATIONS: KOREAN AND RUSSIAN**

This update adds text localizations for both Korean and Russian, proofread and polished from their original translations by a team of dedicated fans. These translations also include all of the dialogue and text from the Heart of Winter expansion and the Trial of the Luremaster storyline, as well as all of the new dialogue and item descriptions unique to the Enhanced Edition.
Spells, Items, and Abilities

These items describe fixes or improvements to spells, items, and special abilities found in the game:

• The spell Snilloc's Snowball Swarm now deals additional damage against fire-using or fire-dwelling creatures

• The item Oil of Second Chances now correctly casts the spells Remove Curse, Bless, and Luck on the user

• Scimitars now display correctly as scimitars on the paperdoll and in-game animation

• Bastard swords now display correctly as bastard swords on the paperdoll and in-game animation

• Severed Souls can no longer permanently increase the hit points of party members

• The spell Protection from Normal Missiles now protects against arrows used by Shadowed Goblins

• Piercing Arrows +1 now reduce the target's piercing resistance by 15% for one round

• The spell Shield now protects the recipient from Magic Missile spells cast by traps and wands

• The spell Chain Lightning now correctly offers a saving throw to reduce the damage taken by half

• The Star Metal Cudgel now correctly deals additional damage against golems

• The Seven Eyes spell now displays the correct combat message when an eye is triggered

• Unconscious creatures can now take damage from the Wall of Moonlight spell

• Wearing the Shield Ring no longer prevents a character from equipping a Ring of Protection

• Creatures affected by the spell Power Word, Sleep now awaken when they take damage

• The Glyph of Warding spell's projectile now displays with the correct transparency effects

• Items and spells that grant Free Action no longer allow the recipient to move while under the effects of the Blade Barrier spell

• Casting Nature's Beauty while invisible now correctly ends the invisibility (but not improved invisibility) of the caster

• The Greater Shield of Lathander and Seven Eyes spell animations are no longer distorted

• Larloch's Minor Drain and Vampiric Touch no longer have any effect on constructs or undead

Sidebar: Specialist Mages

Specialist mages receive a bonus 15% chance to learn spells from their chosen school, as well as a +2 bonus on saving throws against those same spells. A specialist mage's chance to learn a spell from any other school receives a -15% penalty.

These traits are now described in the kit description for each specialist mage.

Mage

Abjurer
Conjurer
Diviner
Enchanter
Illusionist
Invoker
Necromancer

A Mage who specializes in magic dealing with death.

Advantages:
– May cast one additional spell per level.
– Receives a +15% bonus when scribing scrolls from the Necromancy school.
– Receives a +2 bonus when making Saving Throws against spells from the Necromancy school.

Disadvantages:
– May not learn or cast any spells of the Illusion or Enchantment schools.
– Receives a -15% penalty when scribing scrolls from other schools.
• Larloch’s Minor Drain no longer grants bonus hit points when the caster targets itself [11541]
• The Death Ward spell now protects the recipient from the damage effect of Finger of Death [11546]
• Entangled creatures in the area of a Grease spell are now correctly prevented from moving while entangled [11558]
• The Chaotic Commands spell now protects the recipient from spells and abilities that cause sleep [11559]
• The suffocation effect of the Hand of the Gloomfrost is now properly limited to a single target [11565]
• The secondary effects of the Suffocate spell are no longer cumulative [11566]
• The spell Impervious Sanctity of Mind now protects the recipient from spells and abilities that cause sleep [11568]
• The Potion of Mind Focusing now plays the correct sound effect when it is used [11587]
• Elves and half-elves can now resist the sleep effect of the Darig’s Rest weapon [11592]
• Creatures affected by a beholder’s Sleep ray now recover when they take damage [11594]
• Color Spray no longer displays the “Fatigue” icon on affected targets [11598]
• Hammer Darts, Berserker Darts, and Hammer Arrows are no longer identified when first picked up [11601]
• The Blade Barrier and Circle of Bones spell animations now display with the correct transparency effects and play the correct sounds [11535]
• The Blackguard’s Absorb Health ability no longer bypasses magic resistance [11628]
• The secondary effects of the Cloud of Pestilence spell are no longer cumulative [11605]

**STORY**

These items describe fixes or improvements to areas of the game that specifically target the game’s story. If you wish to avoid spoilers, skip this section!

• The transition between Lonelywood and the Trials of the Luremaster quest areas can no longer be interrupted by pausing the game [10320,10321]
• Terikan’s phylactery can now only be destroyed by bringing it to Jamoth’s tomb [10321]
• Telanis and Murdaugh now correctly return the Sword of Myrloch and Ballad of Daen Winterbrush after upgrading the sword [10456]
• The combat music played during the attack on Kuldahar will now properly start and finish [10476]
• Orrick’s store now receives improved inventory later in the game even if the player did not visit the store during chapters 2 or 3 [10332]
• The party will now be transported correctly out of the Trials of the Luremaster quest areas when the player has summoned creatures present [10333]
• The werewolf in Lonelywood no longer follows the player if the player enters a building [10335]
• The Whirlwind effect from Icasaracht’s wing buffet and the djinni’s spell now ends properly when they are defeated [10536, 10537]
• The badge slots and the staircase leading to the Ascension Cave no longer detect as traps [10643]
• Picking up the Vial of Mysterious Liquid now triggers the corresponding journal entry correctly [10692]
• Using a familiar to scout ahead no longer prevents the Temple of the Forgotten God quest from completing [10700]
• The Council Letter item can no longer be used as a scroll [10748]
• Mebdinga can no longer be killed before she speaks to the party [10832]
• Hobart no longer turns hostile until after the end of his transformation [10891]
• Gareth and the slaves now leave the area after being granted their freedom [10893]
• After speaking to Mirek, the resulting journal entry now correctly states that he will meet the party outside the potter’s house in Kuldahar [11146]
• Criek no longer gets stuck casting Dispel Magic forever [11537]
• Entering Arundel’s home after defeating Yxunomei no longer causes the game to freeze when the party leader is dead [11539]
• Enemies in Kuldahar no longer follow the player into buildings [11542]
• Malavon’s defensive spells (Shield, Mirror Image, Stoneskin, Blur, and Globe of Invulnerability) can now be dispelled with the appropriate spells [11560]
• The stairs in the courtyard area of the Trials of the Luremaster quest now require the player to gather their party [11586]
• Enemies in the Trials of the Luremaster quest area no longer follow the player into Hobart’s shack [11599]
• The game no longer freezes during Poquelin’s final cutscene if the player has only one party member [11629]

SIDEBAR: ICASARACHT AND BLINDNESS [11612]
Blinding Icasaracht no longer prevents the player from defeating her.
**Gameplay Mechanics**

These items describe fixes or improvements to the game’s rules or mechanics:

- Rare selection sounds now only play when appropriate [10160]
- Dual-classed characters may now reach level 30 in their second class regardless of how much experience they received for their first class [10429]
- When dual-classing to the Thief class, all thieving skills are now displayed on the Skills screen [10430]
- The Beast Master kit now receives Animal Summoning I at level 6 [10431]
- Wailing Virgins no longer display combat messages about being stunned or unconscious if they were not affected by those effects [10434]
- New characters no longer receive double the normal starting gold [10442]
- Creatures that are summoned by spells and abilities now consistently receive augmented hit points when Heart of Fury Mode is enabled [10463]
- Nymphs created with Call Woodland Beings no longer override player commands during combat [10470]
- Kensai characters who dual-class to the Mage class may now wear mage robes [10472]
- Orcs that the player charms in the Easthaven cave now remain under the player’s control until the charm effect ends [10490]
- Recovering Thief abilities after dual-classing now also restores the character’s Crippling Strike abilities [10663]
- Creatures that are immune to poison are now correctly protected from poison-based spells and abilities [11534, 11555]
- Spells, items, and abilities that cause sleep now display the correct combat message for the target [11588]
- Shapeshifter druids in werewolf form no longer play a howl sound effect when they move [11591]
- Spells, items, and abilities that cause unconsciousness now display the correct “Unconscious” icon on the target’s portrait [11592]
- Spells and abilities that cause unconsciousness no longer allow the target to awaken when it takes damage [11593]
- Water Kin Elementals no longer move while blinded or panicked [11617]
- Melee attacks against creatures wielding ranged weapons now receive a +4 bonus to damage [10547]
- Elves may now select the Druid class during character creation [10726]
- Trolls and revenants will no longer be able to save against the extra damage from fire arrows when they are knocked down [11582]

**New Difficulty Options: XP and Damage**

A new difficulty option, “No Difficulty-Based XP Bonus”, has been added to the Gameplay Options menu. Enabling this option will disable the bonus XP normally awarded for playing at difficulty settings other than Core Rules.

There is also now an option for “No Difficulty-Based Damage Increase”, which disables the damage increase and decrease for playing at difficulty settings other than Core Rules. By default, this option is turned off (difficulty does affect damage).
**User Interface**

These items describe fixes or improvements to the game's user interface:

- The “Export Filename” label on the Export screen now displays in the correct color.
- The Cure Moderate Wounds spell now displays the correct description when selected in temple healing screens.
- Characters that have reached level 30 now display “Godhood” on the Record screen under “Next Level”.
- The quality of the sound effects when clicking on buttons in the user interface has been improved.

**Multiplayer**

These items describe fixes or improvements that specifically affect multiplayer games:

- Multiplayer: Return to Lonelywood from the Luremaster now displays a properly timed animation.
- Multiplayer: The message “Joining selected session” now displays in its entirety even at the largest font size.

**Sidebar: Improved Damage Display**

The Snow Maiden’s Reaver deals only cold damage, which until now was hidden from view on the Inventory screen. The screen now includes its cold damage on this screen, allowing players to see at a glance the weapon’s offensive capabilities.

This enhancement will also affect any other weapon in the game that solely deals non-physical damage.

**Performance**

These items describe fixes or improvements to the game’s performance on one or more platforms:

**All Platforms**

- The game no longer crashes when large numbers of items are taken out of containers such as the Ammo Belt.

**Linux**

- Localized voice-overs now play correctly for voiced NPCs.
- The game no longer freezes when casting the Contingency spell.

**All Tablets**

- When the magnifying glass tool is selected, icons for opening and closing doors will no longer overlap.

**iOS**

- The weight numbers on the Inventory screen are no longer blurry.
- The game no longer crashes when the party is exported.