

# ICEWIND D.A.C.E. ENHANCED EDITION

## FEATURE GUIDE

DUNGEONS & DRAGONS

Everything you need to know about the  
enhancements

# WELCOME BACK, TRAVELER.

When first considering development of an Icewind Dale: Enhanced Edition, before the work of integrating the existing game into our updated version of the Infinity Engine had even begun, we had numerous discussions about how best to handle Icewind Dale's groundbreaking content and mechanics. We knew we wanted to add to the player's experience by including all the kits and most spells available in Baldur's Gate II, as well as the advances we made with Baldur's Gate: Enhanced Edition (including dozens of engine improvements).

Beyond that, we all agreed Icewind Dale's story was a masterpiece better left intact. The developers at Black Isle Studios knew what they were doing: you can feel it in the biting wind; you can hear it in the music; you can smell it in the blood of those who came before. While we did restore content cut from the original game and included the Heart of Winter and Trials of the Luremaster expansions, what we mostly did was polish.

The best way to see what we've done is to play the game and experience it for yourself. But for those cold nights in the dead of winter, when the winds howl and your fingers are too frost-bitten to move, when the snow drifts around you and wolves circle your camp... Sit close to the fire, warm your hands, and read this short guide while you wait for the shadows to take you.

--The Icewind Dale: Enhanced Edition Development Team

# TROUBLE STIRS AT THE SPINE OF THE WORLD...

Whoever you are, wherever you come from, your journey has brought you to the harsh climes of the Spine of the World. Weary from your travels, you find yourself in the town of Easthaven. All is not well in this small fishing village. Orc raiding parties have been growing increasingly aggressive of late. Whispers of bad omens and dark dreams cast a dark shadow across the frost-covered land.

Arm yourself and your companions, stock up with what provisions you can find, and venture forth to uncover the secrets—and the riches—that lie buried in the snow.





# CLASSES, KITS, AND HALF-ORCS

Icwind Dale: Enhanced Edition features the full roster of classes, races, and more than thirty kits found in Baldur's Gate: Enhanced Edition, including swashbucklers, dwarven defenders, and demon-worshipping blackguards. Play a half-orc barbarian whose battlecry makes mountains tremble, or become a powerful dragon disciple able to burn your enemies with fiery breath.

Two new kits for the cleric class have also been added to the game: the Priest of Tyr and the Priest of Tempus. Both kits feature unique abilities new to Icwind Dale: Enhanced Edition.



# SPELLS

Icewind Dale: Enhanced Edition expands spell lists for divine and arcane casters alike, adding more than 90 spells for wizards and 30 for priests and druids. Find Familiar, Shapechange, and Regeneration can now be cast freely in the mountains of the Spine of the World.

Several new spells have also been created for the game, including Wither, a powerful necromancy spell that damages enemies over time, and Favor of Ilmater, a priest spell that allows the caster to diminish their health in order to heal an ally. With more than 150 spells and abilities reconfigured from Baldur's Gate: Enhanced Edition, Icewind Dale: Enhanced Edition features more than 400 spells, the most available in any Infinity Engine game to date.



# ADDITIONAL CONTENT

Original design documents and the long-term efforts of modder and Gibberlings3 founder Pete "CamDawg" Camagna have resulted in the restoration of more than three hours of awe-inspiring content cut from the original game. CamDawg's Item Upgrade mod has also been implemented and polished, allowing players to improve many of the game's existing items.

With heroic (and in some cases unheroic) biographies written for every class and kit, new dialogue choices, and never-before-seen items scattered across the Spine of the World, Icewind Dale: Enhanced Edition offers players more options than ever before.





# ADJUSTABLE FONTS

Icewind Dale: Enhanced Edition text size can be adjusted to match the player's needs, at any resolution, on any device, directly from the game's Graphics Options.



# HIGH-RESOLUTION ARTWORK

Character portraits and world map artwork have been restored and remastered from original hi-res pieces. In addition, smaller area maps on the Local Map screen are displayed with greater clarity, letting the player spot new details and leave more precise map notes during their travels.





## STORY MODE

Story Mode is a new difficulty setting for players who want to explore the Spine of the World without their progress being impeded, if not effectively ended, by difficult combat encounters. With Story Mode on, a player's party deal more damage and cannot die. Story Mode replaces the "Easiest" setting in the Gameplay options, and, like any difficulty setting, can be turned on or off at any time. But be forewarned: in Story Mode, the game is significantly less challenging.

## HEART OF FURY MODE

For truly hardcore players, Heart of Fury mode is still available as the maximum difficulty setting. Enemies deal more damage, take more punishment, and generally present the player with greater challenges.

Heart of Fury locks the game's difficulty at its hardest setting. While it's active, Story Mode cannot be enabled. Definitely not for the faint of heart, this mode is only recommended for advanced (13th level or higher) parties of adventurers.

# CROSS-PLATFORM MULTIPLAYER

Icewind Dale has always been a PC gamer's dream of beautiful landscapes, rich music, and terrifying monsters. Now, for the first time, the same game experience can be had on Windows, Mac, Linux, iOS, and Android--and all five platforms can connect and play seamlessly in multiplayer. Join your friends in the Spine of the World, regardless of their geographic location or preferred device brand.



# FEATURE SUMMARY

The Enhanced Edition treatment includes modern gameplay amenities like camera zoom, a handy quickloot bar for retrieving items from defeated enemies, auto-save checkpoints, and an intuitive journal interface. Never get lost in the snow again.

- 60 new items
- More than 400 spells and abilities
- Hundreds of combinations of classes, races, and kits
- Five restored quests
- Five restored music tracks
- New Story Mode difficulty setting
- Improved Journal interface
- No more loading screens
- Modernized gameplay features like quick-loot, map notes, and zoom
- Fully functional cross-platform multiplayer

Uncover the secrets of the Frozen North, now better than ever.





## WHO IS BEAMDOG?

Founded in 2009 by Trent Oster and Cameron Tofer, Beamdog's mission is to create rich and deep stories where players direct their hero's journey.

Beamdog's main offices are in Edmonton, Alberta; many of our employees are also scattered across the globe, in locations throughout the United States and as far away as Australia, Russia, and the UK.

## WHY ICEWIND DALE?

Even before Beamdog released *Baldur's Gate: Enhanced Edition* back in 2012, we knew that we eventually wanted to give *Icwind Dale* the same treatment. We love the mountain landscapes and the cold, haunting melodies of the game's soundtrack, and we love the challenging combat that tests even experienced players. With *Icwind Dale: Enhanced Edition*, we want to bring this awe-inspiring world to new gamers, as well as breathe life into an old classic.

# CREDITS (BEAMDOG)

## PRODUCTION

~ Project Manager ~  
Alex Tomovic

~ Executive Producers ~  
Trent Oster  
Cameron Tofer

~ Producer ~  
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# CREDITS (BEAMDOG)

## DEVELOPMENT

~ Lead Programmer ~

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# CREDITS (BEAMDOG)

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~ Additional Writing ~

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## SPECIAL THANKS

The Icewind Dale: Enhanced Edition team would like to thank Obsidian Entertainment for their support.

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**DUNGEONS & DRAGONS**

