

Community Patch contains:

Note, this doesn't always mean that the exact files are there - some projects contains multiple fixes which some were fixed by Bioware already in some patch, or some projects are included in other projects (this is a case of Single spell fixes and Spellfix compilations), or only the original idea was used but performed in completely different way (that's the case of The Krit's packages) - in these cases I list the original package in order to clarify that it is not needed anymore and to give credit to the original author. Also, most of the stuff has been in some way modified, updated, improved or revised.

Added in 1.70:

[Coloured eyes, lips and eyebrows](#) by DeathFace

[Item level restriction level 41+ fix](#) by Shadooow

[Fix to head from Linu in OC for HotU 1.66](#) by Mordaedil

[kurairyu's hands 1.5](#) by kurairyu and NWNEnhanced team which updated this to 1.69

[Doom \(fixed\)](#) by LoCash

[Drider animation fix](#) by kroko

[DOA Base Item Model Set 2.0](#) by DOA

[Transparent Feat Icons](#) by fire&ice

[Fixed Sou Scroll Icons](#) by fire&ice

[Scroll spell icons corrected](#) by Melliuc

[Negative Energy Burst](#) by Dyrcona

[Melf's Acid Arrow Fix](#) by JD Robertson (partially)

[Spell Bugfixes for Builders](#) by kovi (most of that fixed in official patches though)

[Spellfixes](#) by DonWulff

[Script, Spell fix compilation](#) by ILKAY and Shadooow

[Immunity Icons](#) by Mordaedil (and PRC team which adds some more)

[Platinum-haired Nymph](#) by Blackfire

[Gorgon Retexture](#) by Ben Harrison

[Dire Boar Retexture](#) by Ben Harrison

[One-Handed Shortspear & Off Hand Whips](#) by Ben Harrison (just whip)

[Familiar & Companion Fixes](#) by Ben Harrison (and The Krit and BCH who added more fixes)

[Item Properties Expanded](#) by Ben Harrison (partially)

[TTF Edge Fixes](#) by helvene

[More of Rural and Forest fixes](#) by helvene (not foliage)

['My henchman stops fighting' bugfix](#) by Melliuc

[Emote Icons for NWN 1.69](#) by The Amethyst Dragon

[Craft Magic Fixes](#) by The Krit

[Remove PC Properties](#) by The Krit

[Spells for CEP](#) by The Krit

Added in 1.71:

[Enhanced class icons](#) by BoomWav

[Enhanced skill icons](#) by BoomWav

[Custom Domain Icons](#) by Q-Necron

[Chicken Reskin](#) by Ancarion

[Human Male Model Bugfix](#) by NWC Snake (actually using file from [Old Time Radio](#) but I think it's a same fix) - removed due to issues

[Spell Icons: Colorized: Generation 2](#) by The Amethyst Dragon

[Low-impact Zombie Corpses](#) by The Krit

[Magic Electrifier Fix](#) by The Krit

[Icon and Texture Upgrades for Helmets](#) by Realms of Mythology Creative Team (only fixes for vanilla)

[Icon and Texture Upgrades for Clothing](#) by Realms of Mythology Creative Team (only fixes for vanilla)

[Equip exploit fix](#) by Shadooow

[More TNO Placeables](#) by Tiberius_Morhuun (only fixes for vanilla)

[Castle, City, Rural & Below Expanded \(CCR&BEX\) v5](#) by Chaos_Theocrat (only BioWater patch)

[More Rural and Forest tileset fixes](#) by helvene (foliage)

[Tropical Tileset Fix](#) by Squatting Monk

[Custom Appearance Fix](#) by tsunami282

Added in 1.72:

[Throwing weapon exploit fix](#) by Shadooow (but using different method - fixed via nwnx plugin)

[Custom Content Challenge 2012 Jun - Animals](#) by CCC creators (only badger from Ruby)

[Enhanced Creature AI for Herbivores/Omnivores](#) by LoCash (implemented as optional feature, it is not enabled automatically)

[Improved "nw_02_onoff" with on/off torchfire noises for lights](#) by Gilthonym

[Improved Shifter Wildshape Script](#) by Iznoghoud (partially)

[Desert Male - Head 143 Reskin](#) by Yavel

[IMProvements](#) by Adinz & Sixesthrice (partially)

[Melliuc's emoticons](#) by Kage Melliuc

[Aribeth HotU Romance Fix](#) by Shir'le E. Illios

[Valen HotU Romance Fix](#) by Shir'le E. Illios

[HotU Smith Fix](#) by AlanC9