

FORGOTTEN REALMS


Baldur's Gate II™



Shadows of Amn™


Quick Reference Card

Keyboard Commands

Pause/ Unpause Press [Space Bar] or  to pause play and issue commands to any of your characters. Press again to unpause and continue play.

Help Press [Tab] or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear through the Options screen.



or press [Z] to rest your party. You can also talk to an innkeeper and choose the Rent Room option .



Inventory or [I]



Character Record or [R]



Return to Game or [ESC]



Journal or [J]



Mage Book or [W]



Priest Book or [P]



Options or [O]



Toggle AI or [A]



Map or [M]

Hide/Retrieve Interface [H]

Right Interface [U]


Left Interface [Y]

Quick Save [Q]

Change View Area Left click anywhere on area map and green box will go to that location.


Zoom in on Point Double left click on point.

Zoom in on Character Double left click on character's ring, or right click on character portrait.

World Map  Access World Map via Area Map. To scroll on World Map, left click and hold until [scroll_hand] appears and drag map to desired location.

Character Selection

Select Single Character Click left mouse button on character, on character portrait, or press keyboard key [1] – [6] for desired character.

Select Group Click and hold left mouse button and drag a box around desired characters, hold [Shift] key while left clicking desired character portraits, or click  to select all party members.

Remove from Group Press [Ctrl] and left click on desired character or character portrait, or press and hold [Ctrl], while clicking and holding left mouse button, and drag a box around the character.

Center on Character Double left click on character or on character portrait.

Movement and Ingame Actions



Walk to location

Left click on ground to have selected character(s) walk there.



Setting Waypoints

Press and hold [Shift] while left clicking on different ground areas to create a series of waypoints that your selected character(s) will follow.



Rotate Formation

When you have more than one character selected, click and hold right mouse button and move cursor in circular motion until your party is in the facing, and formation, you desire.



Group Formations

Left click on default quick formations, or right click and choose from a larger list.



Change Party Order

Left click and hold on the character's portrait, and when the cursor changes, drag the character portrait to the desired position in the marching order.



Dialogue

Left click on button, or press [T], and click on desired person/creature to initiate dialogue.



Quick Weapon Attack

Left click on button, left click on creature to attack.



Select Ammo

Right click on button, left click on desired ammo.



Group Attack Attack

Left click on button, left click on creature to attack.



Guard Defend Area

Left click on button, left click, hold and drag circle around area for character to defend/guard.



Thieving



Pick Pockets

Left click cursor on victim.



Open Locks

Left click cursor on door or chest.



Remove Traps

Left click cursor on trapped door, chest or floor.














Detect Traps and Secret Doors



Stealth/Hide in Shadows






















Turn Undead


















































	Bard Song	Left click on button to play Bard Song.
	Cast Spell	Left click on button or press [S], left click on desired spell, left click on target.
	Quick Spell Configure	Right click on button, left click on spell.
	Quick Spell Cast	Left click on button, left click on target.
	Use Item	Left click on button, left click on desired item, left click on target.
	Quick Item Configure	Right click on button, left click on desired item.
	Use Item	Left click on button, left click on target.
	Special Abilities	Left click on button, left click on desired ability, left click on target.
	Group Stop/Stop Current Action	Left click on button to cancel previous orders.
	Memorize Wizard Spells	Left click on button to list known Wizard Spells.
	Memorize Priest Spells	Left click on button to list known Priest Spells.
	Descriptions	Right click on spell icon to see full description.
	Memorize	Left click on desired spell icon to fill an open spell slot. To replace a spell with a different one, simply left click on the spell slot to unmemorize and click on the desired spell to replace it. These spells will be memorized the next time the party rests.
	Copy from Scrolls	Right click on scroll, left click on "Write Magic" button.

List of Cursors

	Attack		Locked Chest/Door		Rotate Formation
	Blocked Location		Move		Select
	Cast Spell		Open Door		Take Stairs
	Change Marching Order		Open Locks		Talk
	Enter Door		Pick Pockets		Thieving
	Follow		Pick Up Item		Travel
	Information		Remove Trap		Use Item

Character States

 Ability Score Drained	 Dolorous Decay	 Infravision
 Absolute Immunity	 Domination	 Intelligence Drained by Mind Flayer
 Bad Luck	 Doom	 Intoxicated
 Barbarian Rage	 Draw Upon Holy Might	 Invulnerability
 Bard Song	 Energy Drained	 Ironskin
 Barkskin	 Enfeeblement	 Kai
 Berserk	 Enrage	 Level Drained
 Blade Barrier	 Far Sight	 Level Up
 Bleeding	 Fatigued	 Lower Resistance
 Blessed	 Feeblemind	 Magic Armor
 Blind	 Fire Shield Blue	 Magic Resistance
 Boon of Lathander	 Fire Shield Red	 Mantle
 Called Shot	 Free Action	 Mazed
 Champions Strength	 Friend	 Melf's Acid Arrow
 Chant	 Ghost Armor	 Mental Combat
 Chaos	 Glitter	 Mephit Dust
 Chaotic Commands	 Globe of Invulnerability	 Mind Shield
 Charm	 Good Luck	 Minor Globe of Invulnerability
 Cloak of Fear	 Greater Malison	 Miscast Magic
 Confusion	 Haste	 Mislead
 Contingency Enabled	 Held	 Nauseated
 Cursed	 Heroism	 Negative Plane Protection
 Deafness	 Holy Power	 Non-Detection
 Death Ward	 Hopelessness	 Offensive Spin
 Defensive Harmony	 Imprisoned	 Otiluke's Resilient
 Defensive Stance	 Improved Haste	 Panic
 Detect Traps	 Improved Mantle	 Physical Mirror
 Dire Charm	 In Dialogue	 Poisoned
 Diseased	 In Dialogue Store	 Poison Weapon

 Polymorph Other	 Slow
 Polymorph Self	 Spell Deflected
 Projected Image	 Spell Failure
 Protected from Electricity	 Spell Immunity
 Protected from Elements	 Spell Sequencer
 Protected from Evil	 Spell Shield
 Protected from Fire	 Spell Trap
 Protected from Magic	 Spell Trigger
 Protected from Magic Weapons	 Spell Turning
 Protected from Missiles	 Spirit Armor
 Protected from Normal Weapons	 Stoneskin
 Protected from Petrification	 Storm Shield of Strength
 Protected from Poison	 Strength of One
 Protected from Undead	 Stun
 Protection from Acid	 Tenser's Transformation
 Protection from Cold	 True Sight
 Protection from Magic Energy	 Unconscious
 Regenerating	 Vocalize
 Repulse Undead	 Weapon Immunity
 Resist Fear	 Web
 Resist Fire/Cold	
 Righteous Magic	
 Rigid Thinking	
 Set Trap	
 Set Traps	
 Shielded	
 Shield of the Archons	
 Silenced	
 Sleep	

PRIEST SPELLS

Level 1	Armor of Faith	Bless	Command
	Cure Light Wounds	Detect Evil	Doom
	Entangle	Magic Stone	Protection from Evil
	Remove Fear	Sanctuary	Shillelagh
Level 2	Aid	Bark skin	Chant
	Charm Person or Mammal	Draw Upon Holy Might	Find Traps
	Flame Blade	Goodberry	Hold Person
	Know Alignment	Resist Fire/Cold	Silence 15' Radius
	Slow Poison	Spiritual Hammer	
Level 3	Animate Dead	Call Lightning	Cure Disease
	Cure Medium Wounds	Dispell Magic	Glyph of Warding
	Hold Animal	Holy Smite	Invisibility Purge
	Miscast Magic	Protection from Fire	Remove Curse
	Remove Paralysis	Rigid Thinking	Strength of One
	Summon Insects	Unholy Blight	Zone of Sweet Air
Level 4	Animal Summoning I	Call Woodland Beings	Cause Serious Wounds
	Cloak of Fear	Cure Serious Wounds	Death Ward
	Defensive Harmony	Farsight	Free Action
	Holy Power	Lesser Restoration	Mental Domination
	Negative Plane Protection	Neutralize Poison	Poison
	Protection from Evil 10' Radius	Protection from Lightning	
Level 5	Animal Summoning II	Cause Critical Wounds	Champion's Strength
	Chaotic Commands	Cure Critical Wounds	Flame Strike
	Greater Command	Insect Plague	Ironskin
	Magic Resistance	Mass Cure	Pixie Dust
	Raise Dead	Repulse Undead	Righteous Magic
	Slay Living	True Seeing	

PRIEST SPELLS

Level 6	Aerial Servant	Animal Summoning III	Blade Barrier
	Bolt of Glory	Conjure Animal	Conjure Fire Elemental
	Dolorous Decay	False Dawn	Fire Seeds
	Harm	Heal	Physical Mirror
	Sol's Searing Orb	Wondrous Recall	
Level 7	Confusion	Conjure Earth Elemental	Creeping Doom
	Earthquake	Finger of Death	Fire Storm
	Gate	Greater Restoration	Holy Word
	Nature's Beauty	Regeneration	Resurrection
	Shield of the Archons	Sunray	Symbol of Death
	Symbol of Fear	Symbol of Stun	Unholy Word

WIZARD SPELLS

Level 1	Armor	Blindness	Burning Hands
	Charm Person	Chill Touch	Chromatic Orb
	Color Spray	Find Familiar	Friends
	Grease	Identify	Infravision
	Larloch's Minor Drain	Magic Missile	Protection from Evil
	Protection from Petrification	Reflected Image	Shield
	Shocking Grasp	Sleep	Spook
Level 2	Agannazar's Scorcher	Blur	Deafness
	Detect Evil	Detect Invisibility	Ghoul Touch
	Glitterdust	Horror	Invisibility
	Knock	Know Alignment	Luck
	Melf's Acid Arrow	Mirror Image	Power Word Sleep
	Ray of Enfeeblement	Resist Fear	Stinking Cloud
	Strength	Vocalize	Web

WIZARD SPELLS

Level 3	Clairvoyance	Detect Illusion	Dire Charm	
	Dispel Magic	Fire Ball	Flame Arrow	
	Ghost Armor	Haste	Hold Person	
	Hold Undead	Invisibility 10' Radius	Lightning Bolt	
	Melf's Minute Meteors	Minor Spell Deflection	Monster Summoning I	
	Non Detection	Protection from Cold	Protection from Fire	
	Protection from Normal Missiles	Remove Magic	Skull Trap	
	Slow	Spell Thrust	Vampire Touch	
Level 4	Confusion	Contagion	Farsight	
	Emotion	Enchanted Weapon	Greater Malison	
	Fire Shield Blue	Fire Shield Red	Minor Globe of Invulnerability	
	Ice Storm	Improved Invisibility	Otiluke's Resilient Sphere	
	Minor Sequencer	Monster Summoning II	Remove Curse	
	Polymorph Other	Polymorph Self	Spirit Armor	
	Secret Word	Spider Spawn	Wizard Eye	
	Stone Skin	Teleport Field		
	Level 5	Animate Dead	Breach	Chaos
		Cloudkill	Cone of Cold	Conjure Lesser Air Elemental
Conjure Lesser Earth Elemental		Conjure Lesser Fire Elemental	Domination	
Feeblemind		Hold Monster	Lower Resistance	
Minor Spell Turning		Monster Summoning III	Oracle	
Phantom Blade		Protection from Acid	Protection from Electricity	
Protection from Normal Weapons		Shadow Door	Spell Immunity	
Spell Shield		Sunfire		

WIZARD SPELLS

Level 6	Carrion Summons	Chain Lightning	Conjure Air Elemental
	Conjure Earth Elemental	Conjure Fire Elemental	Contingency
	Death Fog	Death Spell	Disintegrate
	Flesh to Stone	Globe of Invulnerability	Improved Haste
	Invisible Stalker	Mislead	Pierce Magic
	Power Word Silence	Protection from Magic Energy	Protection from Magical Weapons
	Spell Deflection	Stone to Flesh	Summon Nishruu
	Tenser's Transformation	True Sight	Wyvern Call
Level 7	Cacofiend	Control Undead	Delayed Blast Fireball
	Finger of Death	Khellon's Warding Whip	Limited Wish
	Mantle	Mass Invisibility	Mordenkainen's Sword
	Power Word Stun	Prismatic Spray	Project Image
	Protection from the Elements	Ruby Ray of Reversal	Spell Sequencer
	Sphere of Chaos	Summon Djinni	Summon Efreeti
	Summon Hakeashar	Turning	
	Level 8	Abi Dalzin's Horrid Wilting	Improved Mantle
Maze Pierce		Magic	Power Word Blind
Simulacrum		Spell Trigger	Summon Fiend
Symbol of Death		Symbol of Fear	Symbol of Stun
Protection from Energy			
Level 9	Absolute Immunity	Black Blade of Disaster	Chain Contingency
	Energy Drain	Freedom	Gate
	Imprisonment	Meteor Swarm	Power Word Kill
	Shape Change	Spell Trap	Spell Strike
	Time Stop	Wail of the Banshee	

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