

FORGOTTEN REALMS


ICEWIND DALE™



QUICK REFERENCE CARD

Quick Reference Card



PAUSE / UNPAUSE

Press **[Space Bar]** or  to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters – they will perform these actions when you un-pause.

HELP

Press **[Tab Key]** or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.


RESTING

Press  to rest [or] talk to an innkeeper and choose the Rent Room option. 

GAME SCREEN **[Escape Key]**

CHARACTER SELECTION

Select Single Character Left click on character, or Left click on character portrait or Select Character 1-6 **["1" KEY – "6" KEY]**

Select Group Drag a box around characters with Left click of the mouse or 

Add/Remove **[Control Key]** + Left click on character or character portrait, or **[Control Key]** and drag a box around characters with Left click

Center on Character Double Left click on character, or Double Left click on character portrait


MOVEMENT ACTIONS

Walk to Point Left click on ground to make the selected character(s) walk there.

Walk to Waypoint **[Shift Key]** + Left click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation Right click and drag in a circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.


Guard

Left click  , hold down and drag to define guard area.


Weapon Combo

Right click  to select preset combo.


Attack

Left click on  , Left click on creature you wish to attack.


Select Ammo

Right click on  , Left click on desired ammo.

Group Attack

Left click on  , Left click on creature you wish to attack.

Cast Spell

Left click on  , Left click on desired spell, Left click on target.

Quick Spell


Cast Spell

Left click on  , Left click on target.

Configure

Right click on  , Left click on desired spell.

Use Item

Left click on  , Left click on desired item, Left click on target.

Quick Item


Use Item

Left click on  , Left click on target.

Configure

Right click on  , Left click on desired choice.


Turn Undead

Left click on 

Bard Song



Left click on  , select song to play.

Search

Left click on  , to search for traps and secret doors.

Thieving




Pick Pockets Left click on  , Left click on creature. 

Open Locks Left click on  , Left click on door or container. 


Disable Device Left click on  , Left click on trap or device. 

Stealth

Left click on  , to hide and move silently.

Special Abilities Left click on  , Left click on ability, Left click on target.

Group Stop/Stop Current Action 

Group Formations  Right click to change your party makeup.

Change Party Order: Left click and hold on the character's portrait, when the cursor changes, drag the character to the desired location in the marching order.

MAP SCREEN  , ["M" KEY]


AREA MAP

Change View Area Left drag green box.

Zoom In On Point Left double click on point.


Zoom In On Character Left double click on character's ring, or character portrait.

WORLD MAP


Scrolling Left drag when  appears.

 **JOURNAL SCREEN** ["J" KEY]

 **OPTIONS SCREEN** ["O" KEY]

 **INVENTORY SCREEN** ["I" KEY]

 **CHARACTER RECORD** ["R" KEY]

 **SPELLBOOK** ["S" KEY]

Memorize Left click on spell slots to choose spells to memorize.

These spells will be memorized the next time the party rests.

Description Right click on spell icon to see the spell description.

Copy from Scrolls Right click on the scroll. Left click on the "Write Magic" button.

CHARACTER STATE ICONS



Aid



Animal Rage



Bad luck



Bard Song



Barkskin



Berserk



Blessed



Blind



Blood Rage



Cats Grace



Champions strength



Chant



Chaotic Commands



Charm



Confusion



Courage



Cursed



Dark Vision



Deafness



Defensive Harmony



Dire Charm



Diseased



Dominated



Draw Upon Holy Might



Eagle's Splendor



Exaltation



Fatigued



Feeblemind



Find Traps



Freedom of Movement



Ghost Armor



Haste



Held



Heroism



Hope



Hopelessness



Impervious Sanctity of Mind



Intoxicated



Invulnerability



Iron body



Level Up



Luck



Magic Armor



Malison



Mind Blank



Miscast Magic



Nausea



Non-detection



Pain



Panic



Petrified



Phased



Poisoned



Protection from Acid



Protection from Cold



Protection from Electricity



Protection from Evil



Protection from Fire



Protection from Magic



Protection from Missiles



Protection from Petrification



Protection from Poison



Protection from Undead



Rage



Regenerate



Resist Fire-Cold



Resist Fear



Rigid Thinking



Shield



Silenced



Sleep



Slowed



Spirit Armor



Stoneskin



Strength



Strength of One













Stunned









Tenser's Transformation

LIST OF CURSORS

	Attack
	Blocked Location
	Cast Spell
	Change Marching Order
	Enter Door
	Follow

	Locked Chest/Door
	Move
	Open Door
	Open Locks
	Pick Pockets
	Pick Up Item

	Remove Traps
	Rotate Formation
	Take Stairs
	Talk
	Thieving
	Travel

LIST OF SPELLS


	Acid Fog
	Acid Storm
	Aegis
	Aerial Servant
	Agannazar's Scorchers
	Aid
	Alicorn Lance
	Animal Rage
	Animate Dead
	Antimagic Field
	Armor of Faith
	Aura of Vitality
	Ball Lightning
	Bane
	Banishment
	Barkskin
	Beast Claw
	Belty's Burning Blood
	Black Blade of Disaster

	Blasphemy
	Bless
	Blindness
	Blink
	Blood Rage
	Blur
	Bull's Strength
	Burning Hands
	Cacofiend
	Call Lightning
	Carrion Summons
	Cat's Grace
	Chain Lightning
	Champion's Strength
	Chant
	Chaos
	Chaotic Commands
	Charm Person
	Charm Person or Animal
























	Chill Touch
	Chromatic Orb
	Circle of Blades
	Circle of Bones
	Circle of Death
	Cloak of Fear
	Cloud of Pestilence
	Cloudburst
	Cloudkill
	Color Spray
	Command
	Cone of Cold
	Confusion
	Conjure Animals
	Contagion
	Control Undead
	Creeping Doom
	Cure Critical Wounds
	Cure Light Wounds

LIST OF SPELLS ~ continued

	Cure Moderate Wounds		Exaltation
	Cure Serious Wounds		Executioner's Eyes
	Darts of Bone		Faerie Fire
	Deafness		Feeblemind
	Death Armor		Fiery Cloud
	Death Ward		Find Traps
	Decastave		Finger of Death
	Defensive Harmony		Fire Seeds
	Delay Poison		Fire Storm
	Delayed Blast Fireball		Fireball
	Destruction		Fire Shield (Blue)
	Dire Charm		Fire Shield (Red)
	Disintegrate		Flame Arrow
	Dismissal		Flame Blade
	Dispel Magic		Flame Strike
	Divine Shell		Flaying
	Dolorous Decay		Flesh to Stone
	Dominate Person		Freedom of Movement
	Doom		Frost Fingers
	Draw Upon Holy Might		Gate
	Eagle's Splendor		Gedlee's Electric Loop
	Elemental Swarm		Ghost Armor
	Emotion: Despair		Ghoul Touch
	Emotion: Fear		Giant Vermin
	Emotion: Hope		Globe of Invulnerability
	Emotion: Rage		Glyph of Warding
	Entangle		Goodberry

	Grease
	Great Shout
	Greater Command
	Greater Restoration
	Greater Shadow Conjunction
	Greater Shield of Lathander
	Harm
	Haste
	Heal
	Hold Animal
	Hold Monster
	Hold Person
	Hold Undead
	Holy Aura
	Holy Power
	Holy Smite
	Holy Word
	Horrid Wilting
	Horror
	Ice Blade
	Ice Knife
	Ice Storm
	Ice Lance
	Identify
	Impervious
	Sanctity of Mind

	Improved Invisibility		Magic Resistance
	Inflict Critical Wounds		Magic Stone
	Inflict Light Wounds		Malavon's Rage
	Inflict Moderate Wounds		Malison
	Inflict Serious Wounds		Mass Cure
	Insect Plague		Mass Dominate
	Invisibility		Mass Haste
	Invisibility Purge		Mass Heal
	Invisibility Sphere		Mass Invisibility
	Iron Body		Melf's Acid Arrow
	Iron Skins		Melf's Minute Meteors
	Knock		Mental Domination
	Lance of Disruption		Meteor Swarm
	Larloch's Minor Drain		Mind Blank
	Lesser Planar Binding: Air Elemental		Minor Elemental Barrier
	Lesser Planar Binding: Earth Elemental		Minor Globe of Invulnerability
	Lesser Planar Binding: Fire Elemental		Minor Mirror Image
	Lesser Planar Binding: Water Elemental		Mirror Image
	Lich Touch		Miscast Magic
	Lightning Bolt		Mist of Eldath
	Lower Resistance		Mold Touch
	Luck		Moonblade
	Mage Armor		Moon Motes
	Magic Circle against Evil		Mordenkainen's Force Missiles
	Magic Missile		Mordenkainen's Sword
			Negative Energy Protection

	Neutralize Poison
	Nondetection
	Otiluke's Freezing Sphere
	Otiluke's Resilient Sphere
	Phantom Blade
	Planar Binding: Air Elemental
	Planar Binding: Earth Elemental
	Planar Binding: Fire Elemental
	Planar Binding: Water Elemental
	Poison
	Power Word Blind
	Power Word Kill
	Power Word Silence
	Power Word Sleep
	Power Word Stun
	Prayer
	Prismatic Spray
	Produce Flame
	Protection from Evil
	Protection from Lightning
	Protection from Petrification
	Protection from Acid
	Protection from Arrows

	Protection from Electricity		Shout		Summon Monster II
	Protection from Fire		Shroud of Flame		Summon Monster III
	Protection from Magic Energy		Silence		Summon Monster IV
	Protection from the Elements		Skull Trap		Summon Monster IX
	Raise Dead		Slay Living		Summon Monster V
	Ray of Enfeeblement		Sleep		Summon Monster VI
	Recitation		Slow		Summon Monster VII
	Remove Curse		Smashing Wave		Summon Monster VIII
	Remove Disease		Snakebite		Summon Djinni
	Remove Fatigue		Snilloc's Snowball Swarm		Summon Efreeti
	Remove Fear		Sol's Searing Orb		Summon Fiend
	Remove Paralysis		Soul Eater		Summon Invisible Stalker
	Resist Fear		Spell Shield		Summon Nature's Ally I
	Restoration		Spider Spawn		Summon Nature's Ally II
	Resurrection		Spike Growth		Summon Nature's Ally III
	Rigid Thinking		Spike Stones		Summon Nature's Ally IV
	Sanctuary		Spirit Armor		Summon Nature's Ally V
	See Invisibility		Spiritual Weapon		Summon Nature's Ally VI
	Seven Eyes		Spiritual Wrath		Summon Nature's Ally VII
	Shades		Star Metal Cudgel		Summon Nature's Ally VIII
	Shadow Monsters		Static Charge		Summon Nature's Ally IX
	Shambler		Stinking Cloud		Summon Shadow
	Shield		Stone to Flesh		Sunfire
	Shield of Lathander		Stoneskin		Sunbeam
	Shillelagh		Storm Shell		Sunsorch
	Shocking Grasp		Strength of One		Symbol of Death
			Suffocate		Symbol of Fear
			Summon Monster I		Symbol of Hopelessness

	Symbol of Pain		Undead Ward		Wall of Fire
	Symbol of Stun		Unholy Blight		Wall of Moonlight
	Tenser's Transformation		Vampiric Touch		Web
	Thorn Spray		Vipergout		Whirlwind
	Tortoise Shell		Vitriolic Sphere		Wyvern Call
	Tremor		Vocalize		
	Trollish Fortitude		Wail of the Banshee		

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