

FORGOTTETT REALMS

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

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

GAME SCREEN [Escape Key]

Press

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 [Control Key] + Left click on character or character portrait, or Add/Remove [Control Key] and drag a box around characters with Left click Double Left click on character, or Double Left click on character portrait **Center on Character** MOVEMENT ACTIONS Walk to Point Left click on ground to make the selected character(s) walk there. [Shift Key] + Left click on ground creates a series of waypoints that Walk to Waypoint your character(s) will follow.

Right click and drag in a circular motion when you have more than one **Rotate Formation** 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
Attack	Left click on 🗾 , Left click on creature you wish to attack.
Select Ammo	Right click on
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 interest.
Configure	Right click on a , Left click on desired spell.
Use Item	Left click on street, Left click on desired item, Left click on target
Quick Item Use Item	Left click on target.
Configure	Right click on Figure 1 , 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 son , 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

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

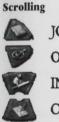
, ["M" KEY]

AREA MAP

Change View Area Zoom In On Point Zoom In On Character Left drag green box. Left double click on point. Left double click on character's ring, or character portrait.

. Left click on ability. Left click on target.

WORLD MAP



Left drag whenappears.JOURNAL SCREEN['J'' KEY]OPTIONS SCREEN["O'' KEY]INVENTORY SCREEN["T''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

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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

* Poisoned ٢ Protection from Acid ۲ Protection from Cold 0 Protection from Electricity 6 Protection from Evil ۲ Protection from Fire 0 Protection from Magic 0 Protection from Missiles Protection œ from Petrifaction \odot Protection from Poison 0 Protection from Undead 2 Rage Ŷ Regenerate ۲ **Resist Fire-Cold Resist Fear** 0 **Rigid Thinking** ÷ Shield Silenced ଷ୍ପ Sleep M Slowed Spirit Armor Stoneskin -Strength 92 Strength of One 光 Stunned Tenser's Transformation

LIST OF CURSORS



Attack

Blocked Location

Cast Spell

Change Marching Order



Enter Door

Follow

LIST OF SPELLS



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

Black Blade of Disaster



Locked Chest/Door

Move

Open Door

Open Locks

Pick Pockets

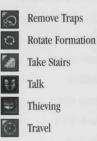
Pick Up Item



Blasphemy Bless Blindness Blink **Blood Rage Bull's Strength Burning Hands** Cacofiend Call Lightning Carrion Summons Cat's Grace Chain Lightning Champion's Strength Chant Chaos

Chaotic Commands

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

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Cure Moderate Wounds 0 C **Cure Serious Wounds** Darts of Bone Deafness Death Armor Death Ward Decastave 0 **Defensive Harmony Delay Poison Delayed Blast Fireball** Destruction Dire Charm Disintegrate 永 Dismissal 1.4 **Dispel Magic Divine Shell Dolorous Decay** Dominate Person ~ Doom 6 Draw Upon Holy Might Eagle's Splendor **Elemental Swarm** 6 **Emotion: Despair** C **Emotion: Fear Emotion: Hope** -**Emotion:** Rage Entangle

2.10 Exaltation **Executioner's Eves Faerie** Fire Feeblemind **Fiery Cloud Find Traps** 64.8 Finger of Death 6.0 **Fire Seeds Fire Storm** Fireball Fire Shield (Blue) Fire Shield (Red) Flame Arrow Flame Blade Flame Strike Flaving Flesh to Stone 0 Freedom of Movement **Frost Fingers** Gate Gedlee's Electric Loop **Ghost Armor** 10 **Ghoul Touch Giant Vermin** Globe of Invulnerability Glyph of Warding Goodberry



	Improved Invisibility
	Inflict Critical Wounds
23	Inflict Light Wounds
\$\$	Inflict Moderate Wound
	Inflict Serious Wounds
100	Insect Plague
	Invisibility
٢	Invisibility Purge
	Invisibility Sphere
1	Iron Body
E	Iron Skins
-	Knock
	Lance of Disruption
e	Larloch's Minor Drain
1	Lesser Planar Binding: Air Elemental
	Lesser Planar Binding: Earth Elemental
<u> </u>	Lesser Planar Binding: Fire Elemental
C.	Lesser Planar Binding: Water Elemental
STA .	Lich Touch
X	Lightning Bolt
۲	Lower Resistance
-	Luck
8	Mage Armor
	Magic Circle against Evi
Ş	Magic Missle

Magic Resistance Magic Stone Malavon's Rage Malison Wounds ounds Mass Cure Mass Dominate Mass Haste Mass Heal Mass Invisibility Melf's Acid Arrow Melf's Minute Meteors Mental Domination Meteor Swarm Mind Blank Minor Elemental Barrier Minor Globe of Invulnerability 10 Minor Mirror Image Mirror Image Miscast Magic Mist of Eldath Mold Touch Moonblade Moon Motes Mordenkainen's N Force Missiles Mordenkainen's Sword inst Evil Negative Energy 0 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

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Prayer **Prismatic Spray Produce Flame** Protection from Evil Protection from Lightning

Protection from Petrification

Protection from Acid

Protection from Arrows

Protection from Electricity Protection from Fire Protection from Magic Energy Protection from the Elements Raise Dead Ray of Enfeeblement Recitation **Remove Curse Remove Disease Remove Fatigue Remove Fear Remove Paralysis Resist Fear** Restoration Resurrection **Rigid Thinking** Sanctuary See Invisibility Seven Eves Shades Shadow Monsters Shambler Shield Shield of Lathander Shillelagh Shocking Grasp

Shout Shroud of Flame Silence Skull Trap Slay Living Sleep Slow Smashing Wave Snakebite Snilloc's Snowball Swarm Sol's Searing Orb Soul Eater Spell Shield Spider Spawn Spike Growth Spike Stones Spirit Armor Spiritual Weapon Spiritual Wrath Star Metal Cudgel Static Charge Stinking Cloud Stone to Flesh Stoneskin Storm Shell Strength of One Suffocate Summon Monster I

Summon Monster II Summon Monster III Summon Monster IV Summon Monster IX Summon Monster V Summon Monster VI Summon Monster VII Summon Monster VIII Summon Djinni Summon Efreeti Summon Fiend Summon Invisible Stalker Summon Nature's Ally I Summon Nature's Ally II Summon Nature's Ally III Summon Nature's Ally IV Summon Nature's Ally V Summon Nature's Ally VI Summon Nature's Ally VII Summon Nature's Ally VIII Summon Nature's Ally IX Summon Shadow Sunfire Sunbeam Sunscorch Symbol of Death Symbol of Fear Symbol of Hopelessness



	Wall of Fire
	Wall of Moonlight
-	Web
R	Whirlwind
X	Wyvern Call

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