

FORGOTTEN REALMS

Baldur's Gate II

Throne of Bhaal™




Quick Reference Card





DEVELOPED BY
BiOWARE™
CORP



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 Spell Book or [W]  Priest Spells 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 a 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 In-game 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/ Manipulate Environment** When you have more than one character selected, click and hold down the right mouse button and move cursor in circular motion until your party is in the facing, and formation, you desire. This cursor also indicates the parts of the environment that can be manipulated, such as machines and puzzles.


 **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.
	Erase From Spellbook	A mage with a low intelligence can only know a limited number of spells. If you have reached your maximum and wish to learn a new spell, simply right click on an unused spell in your spellbook and choose the Erase button to remove the spell from your list of known spells

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
					Manipulate Environment

New Mage Spells













	Nahal's Reckless Dweomer (Wild Mage)		Bigby's Clenched Fist
	Chaos Shield (Wild Mage)		Bigby's Crushing Hand
	Improved Chaos Shield (Wild Mage)		Wish

High Level Abilities













Wizard Pool (Mage, Sorcerer)

	Extra 6th Level Spell		Energy Blades		Summon Planetar
	Extra 7th Level Spell		Improved Alacrity		Summon Dark Planetar
	Extra 8th Level Spell		Dragon's Breath		Comet












Priest Pool (Cleric, Druid)

	Energy Blades		Summon Fallen Deva
	Storm of Vengeance		Implosion
	Elemental Summoning		Mass Raise Dead
	Greater Elemental Summoning - Druid Only		Aura of Flaming Death
	Globe of Blades		Elemental Transformation (Earth) - Druid Only
	Summon Deva		Elemental Transformation (Fire) - Druid Only

Rogue Pool (Thief, Bard)

	Set Spike Trap		Greater Evasion		Alchemy
	Set Exploding Trap		Use Any Item		Scribe Scrolls
	Set Time Trap		Assassination - Thief Only		Enhanced Bard Song - Bard Only
	Evasion		Avoid Death		Magic Flute - Bard Only

Warrior Pool (Fighter, Ranger, Paladin, Barbarian, Monk)

	Whirlwind Attack		Resist Magic		War Cry
	Greater Whirlwind Attack		Power Attack		Hardiness
	Deathblow		Smite		Tracking - Ranger Only
	Greater Deathblow		Critical Strike		

Character States

- Ability Score Drained
- Absolute Immunity
- Bad Luck
- Barbarian Rage
- Bard Song
- Barkskin
- Berserk
- Blade Barrier
- Bleeding
- Blessed
- Blind
- Boon of Lathander
- Called Shot
- Champions Strength
- Chant
- Chaos
- Chaotic Commands
- Charm
- Cloak of Fear
- Confusion
- Contingency Enabled
- Cursed
- Deafness
- Death Ward
- Defensive Harmony
- Defensive Stance
- Detect Traps
- Dire Charm
- Diseased

- Dolorous Decay
- Domination
- Doom
- Draw Upon Holy Might
- Energy Drained
- Enfeeblement
- Enrage
- Far Sight
- Fatigued
- Feeblemind
- Fire Shield Blue
- Fire Shield Red
- Free Action
- Friend
- Ghost Armor
- Glitter
- Globe of Invulnerability
- Good Luck
- Greater Malison
- Haste
- Held
- Heroism
- Holy Power
- Hopelessness
- Imprisoned
- Improved Haste
- Improved Mantle
- In Dialogue
- In Dialogue Store

- Infravision
- Intelligence Drained by Mind Flayer
- Intoxicated
- Invulnerability
- Ironskin
- Kai
- Level Drained
- Level Up
- Lower Resistance
- Magic Armor
- Magic Resistance
- Mantle
- Mazed
- Melf's Acid Arrow
- Mental Combat
- Mephit Dust
- Mind Shield
- Minor Globe of Invulnerability
- Miscast Magic
- Mislead
- Nauseated
- Negative Plane Protection
- Non-Detection
- Offensive Spin
- Otiluke's Resilient
- Panic
- Physical Mirror
- Poisoned
- Poison Weapon

- Polymorph Other
- Polymorph Self
- Projected Image
- Protected from Electricity
- Protected from Elements
- Protected from Evil
- Protected from Fire
- Protected from Magic
- Protected from Magic Weapons
- Protected from Missiles
- Protected from Normal Weapons
- Protected from Petrification
- Protected from Poison
- Protected from Undead
- Protection from Acid
- Protection from Cold
- Protection from Magic Energy
- Regenerating
- Repulse Undead
- Resist Fear
- Resist Fire/Cold
- Righteous Magic
- Rigid Thinking
- Set Trap
- Set Traps
- Shielded
- Shield of the Archons
- Silenced
- Sleep

- Slow
- Spell Deflected
- Spell Failure
- Spell Immunity
- Spell Sequencer
- Spell Shield
- Spell Trap
- Spell Trigger
- Spell Turning
- Spirit Armor
- Stoneskin
- Storm Shield of Strength
- Strength of One
- Stun
- Tenser's Transformation
- True Sight
- Unconscious
- Vocalize
- Weapon Immunity
- Web

New Character States



Assassination



Aura of Flaming Death



Chaos Shield



Critical Strike



Death Blow



Elemental Transformation-Earth



Elemental Transformation-Fire



Evasion



Globe of Blades



Greater Death Blow



Greater Evasion



Greater Whirlwind Attack



Hardiness



Improved Alacrity



Improved Chaos Shield



Power Attack



Smite



Whirlwind Attack