

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	 Fatigued	 Poisoned
 Animal Rage	 Feeblemind	 Protection from Acid
 Bad luck	 Find Traps	 Protection from Cold
 Bard Song	 Freedom of Movement	 Protection from Electricity
 Barkskin	 Ghost Armor	 Protection from Evil
 Berserk	 Haste	 Protection from Fire
 Blessed	 Held	 Protection from Magic
 Blind	 Heroism	 Protection from Missiles
 Blood Rage	 Hope	 Protection from Petrification
 Cats Grace	 Hopelessness	 Protection from Poison
 Champions strength	 Impervious Sanctity of Mind	 Protection from Undead
 Chant	 Intoxicated	 Rage
 Chaotic Commands	 Invulnerability	 Regenerate
 Charm	 Iron body	 Resist Fire-Cold
 Confusion	 Level Up	 Resist Fear
 Courage	 Luck	 Rigid Thinking
 Cursed	 Magic Armor	 Shield
 Dark Vision	 Malison	 Silenced
 Deafness	 Mind Blank	 Sleep
 Defensive Harmony	 Miscast Magic	 Slowed
 Dire Charm	 Nausea	 Spirit Armor
 Diseased	 Non-detection	 Stoneskin
 Dominated	 Pain	 Strength
 Draw Upon Holy Might	 Panic	 Strength of One
 Eagle's Splendor	 Petrified	 Stunned
 Exaltation	 Phased	 Tenser's Transformation

LIST OF CURSORS























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

LIST OF SPELLS

 Acid Fog	 Blasphemy	 Chill Touch
 Acid Storm	 Bless	 Chromatic Orb
 Aegis	 Blindness	 Circle of Blades
 Aerial Servant	 Blink	 Circle of Bones
 Agannazar's Scorcherspell	 Blood Rage	 Circle of Death
 Aid	 Blur	 Cloak of Fear
 Alicorn Lance	 Bull's Strength	 Cloud of Pestilence
 Animal Rage	 Burning Hands	 Cloudburst
 Animate Dead	 Cacofiend	 CloudKill
 Antimagic Field	 Call Lightning	 Color Spray
 Armor of Faith	 Carrion Summons	 Command
 Aura of Vitality	 Cat's Grace	 Cone of Cold
 Ball Lightning	 Chain Lightning	 Confusion
 Bane	 Champion's Strength	 Conjure Animals
 Banishment	 Chant	 Contagion
 Barkskin	 Chaos	 Control Undead
 Beast Claw	 Chaotic Commands	 Creeping Doom
 Belty's Burning Blood	 Charm Person	 Cure Critical Wounds
 Black Blade of Disaster	 Charm Person or Animal	 Cure Light Wounds
























LIST OF SPELLS -- continued




















































































-  Cure Moderate Wounds
-  Cure Serious Wounds
-  Darts of Bone
-  Deafness
-  Death Armor
-  Death Ward
-  Decastave
-  Defensive Harmony
-  Delay Poison
-  Delayed Blast Fireball
-  Destruction
-  Dire Charm
-  Disintegrate
-  Dismissal
-  Dispel Magic
-  Divine Shell
-  Dolorous Decay
-  Dominate Person
-  Doom
-  Draw Upon Holy Might
-  Eagle's Splendor
-  Elemental Swarm
-  Emotion: Despair
-  Emotion: Fear
-  Emotion: Hope
-  Emotion: Rage
-  Entangle
-  Exaltation
-  Executioner's Eyes
-  Faerie Fire
-  Feeblemind
-  Fiery Cloud
-  Find Traps
-  Finger of Death
-  Fire Seeds
-  Fire Storm
-  Fireball
-  Fire Shield (Blue)
-  Fire Shield (Red)
-  Flame Arrow
-  Flame Blade
-  Flame Strike
-  Flaying
-  Flesh to Stone
-  Freedom of Movement
-  Frost Fingers
-  Gate
-  Gedlee's Electric Loop
-  Ghost Armor
-  Ghoul Touch
-  Giant Vermin
-  Globe of Invulnerability
-  Glyph of Warding
-  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
-  Inflict Critical Wounds
-  Inflict Light Wounds
-  Inflict Moderate Wounds
-  Inflict Serious Wounds
-  Insect Plague
-  Invisibility
-  Invisibility Purge
-  Invisibility Sphere
-  Iron Body
-  Iron Skins
-  Knock
-  Lance of Disruption
-  Larloch's Minor Drain
-  Lesser Planar Binding: Air Elemental
-  Lesser Planar Binding: Earth Elemental
-  Lesser Planar Binding: Fire Elemental
-  Lesser Planar Binding: Water Elemental
-  Lich Touch
-  Lightning Bolt
-  Lower Resistance
-  Luck
-  Mage Armor
-  Magic Circle against Evil
-  Magic Missile

-  Magic Resistance
-  Magic Stone
-  Malavon's Rage
-  Malison
-  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
-  Minor Mirror Image
-  Mirror Image
-  Miscast Magic
-  Mist of Eldath
-  Mold Touch
-  Moonblade
-  Moon Motes
-  Mordenkainen's Force Missiles
-  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
 Resist Fear	 Spell Shield	 Invisible Stalker
 Restoration	 Spider Spawn	 Summon Nature's Ally I
 Resurrection	 Spike Growth	 Summon Nature's Ally II
 Rigid Thinking	 Spike Stones	 Summon Nature's Ally III
 Sanctuary	 Spirit Armor	 Summon Nature's Ally IV
 See Invisibility	 Spiritual Weapon	 Summon Nature's Ally V
 Seven Eyes	 Spiritual Wrath	 Summon Nature's Ally VI
 Shades	 Star Metal Cudgel	 Summon Nature's Ally VII
 Shadow Monsters	 Static Charge	 Summon Nature's Ally VIII
 Shambler	 Stinking Cloud	 Summon Nature's Ally IX
 Shield	 Stone to Flesh	 Summon Shadow
 Shield of Lathander	 Stoneskin	 Sunfire
 Shillelagh	 Storm Shell	 Sunbeam
 Shocking Grasp	 Strength of One	 Sunscorch
	 Suffocate	 Symbol of Death
	 Summon Monster I	 Symbol of Fear
		 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	 Viperout	 Whirlwind
 Tortoise Shell	 Vitriolic Sphere	 Wyvern Call
 Tremor	 Vocalize	
 Trollish Fortitude	 Wail of the Banshee	

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