

FORGOTTEN REALMS

ICEWIND D.A.L.E.



QUICK REFERENCE CARD

PRIEST SPELLS

1st Level

- | | | |
|-------------------|----------------------|-------------|
| Bless | Detect Evil | Remove Fear |
| Command Word: Die | Entangle | Sanctuary |
| Cure Light Wounds | Magical Stone | Shillelagh |
| Curse | Protection from Evil | |

2nd Level

- | | | |
|------------------------|----------------------|---------------------|
| Aid | Draw Upon Holy Might | Know Alignment |
| Barkskin | Find Traps | Resist Fire/Cold |
| Chant | Flame Blade | Silence, 15' Radius |
| Charm Person or Mammal | Goodberry | Slow Poison |
| Cure Moderate Wounds | Hold Person | Spiritual Hammer |

3rd Level

- | | | |
|------------------|----------------------|------------------|
| Animate Dead | Hold Animal | Remove Curse |
| Call Lightning | Invisibility Purge | Remove Paralysis |
| Cure Disease | Miscast Magic | Rigid Thinking |
| Dispel Magic | Prayer | Strength of One |
| Glyph of Warding | Protection from Fire | |

4th Level

- | | | |
|---------------------|-------------------|----------------------------------|
| Animal Summoning I | Giant Insect | Protection from Evil, 10' Radius |
| Cloak of Fear | Mental Domination | Protection from Lightning |
| Cure Serious Wounds | Neutralize Poison | Recitation |
| Defensive Harmony | Produce Fire | Static Charge |
| Free Action | | |

5th Level

- | | | |
|---------------------|----------------------|---------------------------------|
| Animal Summoning II | Cure Critical Wounds | Raise Dead |
| Champion's Strength | Flame Strike | Righteous Wrath of the Faithful |
| Chaotic Commands | Insect Plague | Spike Stones |

6th Level

- | | | |
|------------------------|----------------|-------------------|
| Animal Summoning III | Entropy Shield | Heal |
| Conjure Fire Elemental | Fire Seeds | Sol's Searing Orb |

7th Level

- | | | |
|-------------------------|-----------------------------|------------------------|
| Confusion | Fire Storm | Sunray |
| Conjure Earth Elemental | Impervious Sanctity of Mind | Symbol of Hopelessness |
| Creeping Doom | Resurrection | Symbol of Pain |

MAGE SPELLS

1st Level

- | | | |
|---------------|-----------------------|-------------------------------|
| Armor | Friends | Protection from Evil |
| Burning Hands | Grease | Protection from Petrification |
| Charm Person | Identify | Shield |
| Chill Touch | Infravision | Shocking Grasp |
| Chromatic Orb | Larloch's Minor Drain | Sleep |
| Color Spray | Magic Missile | |

2nd Level

- | | | |
|-----------------------|-------------------|--------------------------|
| Agannazar's Scorchers | Horror | Resist Fear |
| Blindness | Invisibility | Snilloc's Snowball Swarm |
| Blur | Knock | Stinking Cloud |
| Decastave | Know Alignment | Strength |
| Detect Evil | Luck | Vocalize |
| Detect Invisibility | Melf's Acid Arrow | Web |
| Ghoul Touch | Mirror Image | |

3rd Level

- | | | |
|--------------|---------------------|---------------------------------|
| Dire Charm | Haste | Nondetection |
| Dispel Magic | Hold Person | Protection from Normal Missiles |
| Fireball | Icelandic | Skull Trap |
| Flame Arrow | Lightning Bolt | Slow |
| Ghost Armor | Monster Summoning I | Vampiric Touch |

4th Level

- | | | |
|------------------------|--------------------------------|----------------------------|
| Beltyr's Burning Blood | Emotion: Hopelessness | Otiluke's Resilient Sphere |
| Confusion | Greater Malison | Remove Curse |
| Dimension Door | Ice Storm | Shadow Monsters |
| Emotion: Courage | Improved Invisibility | Spirit Armor |
| Emotion: Fear | Minor Globe of Invulnerability | Stoneskin |
| Emotion: Hope | Monster Summoning II | |

5th Level

- | | | |
|-------------------------|-------------------------|-----------------------|
| Animate Dead | Conjure Fire Elemental | Hold Monsters |
| Chaos | Conjure Water Elemental | Monster Summoning III |
| Cloudkill | Demi-Shadow Monsters | Shroud of Flame |
| Cone of Cold | Domination | Summon Shadow |
| Conjure Earth Elemental | Feeblemind | |

6th Level

- | | | |
|-----------------|--------------------------|---------------------------|
| Antimagic Shell | Flesh to Stone | Otiluke's Freezing Sphere |
| Chain Lightning | Globe of Invulnerability | Power Word: Silence |
| Death Fog | Invisible Stalker | Shades |
| Death Spell | Lich Touch | Stone to Flesh |
| Disintegrate | Monster Summoning IV | Tenser's Transformation |

7th Level

- | | | |
|-------------------|----------------------|-----------------|
| Acid Storm | Monster Summoning V | Prismatic Spray |
| Finger of Death | Mordenkainen's Sword | |
| Mass Invisibility | Power Word, Stun | |

8th Level



- | | | |
|------------------|------------|----------------------|
| Incendiary Cloud | Mind Blank | Monster Summoning VI |
|------------------|------------|----------------------|

9th Level


- | |
|-----------------------|
| Monster Summoning VII |
| Power Word, Kill |

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PAUSE/UNPAUSE

Press  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  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


CHARACTER SELECTION

Select Single



Character L click on character, or L click on character portrait, or Select Character 1- 6.

 - 

Select Group

Drag a box around characters with L click of the mouse or 

Add/Remove

 + L click on character or character portrait, or  and drag a box around characters with L click

Center on Character


Double L click on character, or Double L click on character portrait. You can also push the "+" key.

MOVEMENT ACTIONS

Walk to Point

L click on ground to make the selected character(s) walk there.

Walk to Waypoint

 + L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation

R 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.




TALK

L click on , L click on creature.



QUICK WEAPON

Attack


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

Select Ammo

R click on , L click on desired ammo.



GROUP ATTACK

Select multiple characters, L click on , L click on creature you wish to attack.



CAST SPELL

Use Item: L click on , L click on desired spell, L click on target.




QUICK SPELL

Use Item: L click on , L click on target.

Configure: R click on , L click on desired spell.



USE ITEM

L click on , L click on desired item, L click on target.



QUICK ITEM

Use Item: L click on , L click on target.

Configure: R click on , L click on desired choice.



TURN UNDEAD





BARD SONG





DETECT TRAPS AND SECRET DOORS





THIEVING

Pick Pockets L click on , L click on creature. 

Open Locks L click on , L click on creature. 

Remove Traps L click on , L click on creature. 

 **STEALTH** L click on  to hide in shadows.

 **SPECIAL ABILITIES** L click on , L click on ability, L click on target.

 **GROUP STOP/STOP CURRENT ACTION**

 **GROUP FORMATIONS**
R click to select different quick formations.

CHANGE PARTY ORDER

L 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** 


AREA MAP

Change View Area L drag green box.

Zoom In on Point L double click on point.

Zoom In on Character L double click on character's ring, or R click on character portrait.

WORLD MAP

Scrolling Left drag when  appears.

 **JOURNAL SCREEN** 

 **OPTIONS SCREEN** 

 **INVENTORY SCREEN** 

 **CHARACTER RECORD** 

 **MAGE BOOK SCREEN** 

 **PRIEST SCROLL SCREEN** 

Memorize

L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

Description

R click on spell icon to see the spell description.

Copy from Scrolls

R click on the scroll. L click on the "Write Magic" button.

CHARACTER STATE ICONS

 Bad Luck

 Bard Song

 Barkskin

 Berzerk

 Blessed

 Blind

 Chant

 Charm


 Confusion

 Cursed

 Dire Charm

 Diseased


 Fatigued


 Free Action

 Haste

 Held


 Heroism

 Intoxicated


 Invulnerability

 Level Up

 Luck

 Magic Armor


 Nausea


 Nondetection


 Panic

 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

 Regenerate

 Resist Fear

 Resist Fire-Cold

 Rigid Thinking

 Shield

 Silenced

 Sleep

 Slowed


 Stoneskin


 Strength


LIST OF CURSORS

 Attack

 Blocked Location


 Cast Spell

 Change Marching Order

 Enter Door

 Follow


 Information


 Locked Chest/Door


 Move


 Open Door

 Open Locks

 Pick Pockets

 Pick Up Item

 Remove Traps

 Rotate Formation

 Take Stairs

 Talk

 Thieving

 Travel

 Use Item