

FORGOTTEN REALMS

Baldur's Gate II™




Shadows of Amn™

Quick Reference Card


<http://www.replacementdocs.com>

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 Book or [W]



Priest Book 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 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 [I] - [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 Ingame 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 When you have more than one character selected, click and hold right mouse button and move cursor in circular motion until your party is in the facing, and formation, you desire.

 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.

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

Character States

	Ability Score Drained		Dolorous Decay		Infravision
	Absolute Immunity		Domination		Intelligence Drained by Mind Flayer
	Bad Luck		Doom		Intoxicated
	Barbarian Rage		Draw Upon Holy Might		Invulnerability
	Bard Song		Energy Drained		Ironskin
	Barkskin		Enfeeblement		Kai
	Berserk		Enrage		Level Drained
	Blade Barrier		Far Sight		Level Up
	Bleeding		Fatigued		Lower Resistance
	Blessed		Feeblemind		Magic Armor
	Blind		Fire Shield Blue		Magic Resistance
	Boon of Lathander		Fire Shield Red		Mantle
	Called Shot		Free Action		Mazed
	Champions Strength		Friend		Melf's Acid Arrow
	Chant		Ghost Armor		Mental Combat
	Chaos		Glitter		Mephit Dust
	Chaotic Commands		Globe of Invulnerability		Mind Shield
	Charm		Good Luck		Minor Globe of Invulnerability
	Cloak of Fear		Greater Malison		Miscast Magic
	Confusion		Haste		Mislead
	Contingency Enabled		Held		Nauseated
	Cursed		Heroism		Negative Plane Protection
	Deafness		Holy Power		Non-Detection
	Death Ward		Hopelessness		Offensive Spin
	Defensive Harmony		Imprisoned		Otiluke's Resilient
	Defensive Stance		Improved Haste		Panic
	Detect Traps		Improved Mantle		Physical Mirror
	Dire Charm		In Dialogue		Poisoned
	Diseased		In Dialogue Store		Poison Weapon

	Polymorph Other		Slow
	Polymorph Self		Spell Deflected
	Projected Image		Spell Failure
	Protected from Electricity		Spell Immunity
	Protected from Elements		Spell Sequencer
	Protected from Evil		Spell Shield
	Protected from Fire		Spell Trap
	Protected from Magic		Spell Trigger
	Protected from Magic Weapons		Spell Turning
	Protected from Missiles		Spirit Armor
	Protected from Normal Weapons		Stoneskin
	Protected from Petrification		Storm Shield of Strength
	Protected from Poison		Strength of One
	Protected from Undead		Stun
	Protection from Acid		Tenser's Transformation
	Protection from Cold		True Sight
	Protection from Magic Energy		Unconscious
	Regenerating		Vocalize
	Repulse Undead		Weapon Immunity
	Resist Fear		Web
	Resist Fire/Cold		
	Righteous Magic		
	Rigid Thinking		
	Set Trap		
	Set Traps		
	Shielded		
	Shield of the Archons		
	Silenced		
	Sleep		

PRIEST SPELLS

Level 1	Armor of Faith	Bless	Command
	Cure Light Wounds	Detect Evil	Doom
	Entangle	Magic Stone	Protection from Evil
	Remove Fear	Sanctuary	Shillelagh

Level 2	Aid	Bark skin	Chant
	Charm Person or Mammal	Draw Upon Holy Might	Find Traps
	Flame Blade	Goodberry	Hold Person
	Know Alignment	Resist Fire/Cold	Silence 15' Radius
	Slow Poison	Spiritual Hammer	

Level 3	Animate Dead	Call Lightning	Cure Disease
	Cure Medium Wounds	Dispel Magic	Glyph of Warding
	Hold Animal	Holy Smite	Invisibility Purge
	Miscast Magic	Protection from Fire	Remove Curse
	Remove Paralysis	Rigid Thinking	Strength of One
	Summon Insects	Unholy Blight	Zone of Sweet Air

Level 4	Animal Summoning I	Call Woodland Beings	Cause Serious Wounds
	Cloak of Fear	Cure Serious Wounds	Death Ward
	Defensive Harmony	Farsight	Free Action
	Holy Power	Lesser Restoration	Mental Domination
	Negative Plane Protection	Neutralize Poison	Poison
	Protection from Evil 10' Radius	Protection from Lightning	

Level 5	Animal Summoning II	Cause Critical Wounds	Champion's Strength
	Chaotic Commands	Cure Critical Wounds	Flame Strike
	Greater Command	Insect Plague	Ironskin
	Magic Resistance	Mass Cure	Pixie Dust
	Raise Dead	Repulse Undead	Righteous Magic
	Slay Living	True Seeing	

PRIEST SPELLS

Level 6	Aerial Servant	Animal Summoning III	Blade Barrier
	Bolt of Glory	Conjure Animal	Conjure Fire Elemental
	Dolorous Decay	False Dawn	Fire Seeds
	Harm	Heal	Physical Mirror
	Sol's Searing Orb	Wondrous Recall	

Level 7	Confusion	Conjure Earth Elemental	Creeping Doom
	Earthquake	Finger of Death	Fire Storm
	Gate	Greater Restoration	Holy Word
	Nature's Beauty	Regeneration	Resurrection
	Shield of the Archons	Sunray	Symbol of Death
	Symbol of Fear	Symbol of Stun	Unholy Word

WIZARD SPELLS

Level 1	Armor	Blindness	Burning Hands
	Charm Person	Chill Touch	Chromatic Orb
	Color Spray	Find Familiar	Friends
	Grease	Identify	Infravision
	Larloch's Minor Drain	Magic Missile	Protection from Evil
	Protection from Petrification	Reflected Image	Shield
	Shocking Grasp	Sleep	Spook

Level 2	Agannazar's Scorcher	Blur	Deafness
	Detect Evil	Detect Invisibility	Ghoul Touch
	Glitterdust	Horror	Invisibility
	Knock	Know Alignment	Luck
	Melf's Acid Arrow	Mirror Image	Power Word Sleep
	Ray of Enfeeblement	Resist Fear	Stinking Cloud
	Strength	Vocalize	Web

WIZARD SPELLS

Level 3

Clairvoyance	Detect Illusion	Dire Charm
Dispel Magic	Fire Ball	Flame Arrow
Ghost Armor	Haste	Hold Person
Hold Undead	Invisibility 10' Radius	Lightning Bolt
Melf's Minute Meteors	Minor Spell Deflection	Monster Summoning I
Non Detection	Protection from Cold	Protection from Fire
Protection from Normal Missiles	Remove Magic	Skull Trap
Slow	Spell Thrust	Vampire Touch

Level 4

Confusion	Contagion	Farsight
Emotion	Enchanted Weapon	Greater Malison
Fire Shield Blue	Fire Shield Red	Minor Globe of Invulnerability
Ice Storm	Improved Invisibility	Otiluke's Resilient Sphere
Minor Sequencer	Monster Summoning II	Remove Curse
Polymorph Other	Polymorph Self	Spirit Armor
Secret Word	Spider Spawn	Wizard Eye
Stone Skin	Teleport Field	

Level 5

Animate Dead	Breach	Chaos
Cloudkill	Cone of Cold	Conjure Lesser Air Elemental
Conjure Lesser Earth Elemental	Conjure Lesser Fire Elemental	Domination
Feeblemind	Hold Monster	Lower Resistance
Minor Spell Turning	Monster Summoning III	Oracle
Phantom Blade	Protection from Acid	Protection from Electricity
Protection from Normal Weapons	Shadow Door	Spell Immunity
Spell Shield	Sunfire	

WIZARD SPELLS

Level 6

Carrion Summons	Chain Lightning	Conjure Air Elemental
Conjure Earth Elemental	Conjure Fire Elemental	Contingency
Death Fog	Death Spell	Disintegrate
Flesh to Stone	Globe of Invulnerability	Improved Haste
Invisible Stalker	Mislend	Pierce Magic
Power Word Silence	Protection from Magic Energy	Protection from Magical Weapons
Spell Deflection	Stone to Flesh	Summon Nishruu
Tenser's Transformation	True Sight	Wyvern Call

Level 7

Cacofiend	Control Undead	Delayed Blast Fireball
Finger of Death	Khellon's Warding Whip	Limited Wish
Mantle	Mass Invisibility	Mordenkainen's Sword
Power Word Stun	Prismatic Spray	Project image
Protection from the Elements	Ruby Ray of Reversal	Spell Sequencer
Sphere of Chaos	Summon Djinni	Summon Efreeti
Summon Hakeashar	Turning	

Level 8

Abi Dalzin's Horrid Wilting	Improved Mantle	Incendiary Cloud
Maze Pierce	Magic	Power Word Blind
Simulacrum	Spell Trigger	Summon Fiend
Symbol of Death	Symbol of Fear	Symbol of Stun
Protection from Energy		

Level 9

Absolute Immunity	Black Blade of Disaster	Chain Contingency
Energy Drain	Freedom	Gate
Imprisonment	Meteor Swarm	Power Word Kill
Shape change	Spell Trap	Spell Strike
Time Stop	Wall of the Banshee	

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