






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.


 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 enironment 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	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	

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

Baldur's Gate II Throne of Bhaal



Quick Reference Card

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