

20 February 2007

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[Icewind Dale II Cheats and Item Lists](#)

I'll never pass on a bargain deal again!

Black Isle Studios, the RPG development division inside Interplay is unfortunately no more, but they did leave an outstanding legacy behind. Game series such as Fallout, [Baldur's Gate](#) or [Icewind Dale](#) were on the lips of every player for a very long time. With Fallout 3 already in development with Bethesda Softworks (the creators of the Elder Scrolls series from which Morrowind and Oblivion are their greatest successes) all is left for us to wonder about is the fate of the provinces in the Forgotten Realms. Fortunately many former Black Isle Studios employees went working for Obsidian Entertainment and can already be proud of their latest project – Neverwinter Nights 2. Icewind Dale II, just like its predecessor Baldur's Gate II, is based on the Advanced Dungeons & Dragons 3rd edition ruleset, however due to the extensive hack-and-slash experience in-game it was compared more often to the Diablo series and it was comparable in importance to some of the greatest titles out the same year – Morrowind and Neverwinter Nights. Along the 3rd edition character classes such as Barbarian, Sorcerer and Monk there are many sub-races available too, such as Drow and Tieflings. With a much larger section of Icewind Dale to explore now, the player and his party will travel to the village of Targos, ice temples, ice fortresses, the town of Kuldahar (which you also visited in the first title of the series) and the mountains that surround the settlement as well as some elven ruins. Enemies are plenty and extremely varied. Some of the monsters made their way from the previous Icewind Dale, some from the Baldur's Gate series of the [Planescape: Torment](#). Goblins, white dragons, a clan of Duergar, evil Driders, orogs, yuan-ti and the twin half-demonic creatures leading the Legion of the Chimera (Isair and Madae) will all try to kill your hero and his party. The final battle will be at the monastery of the Black Raven and it will prove a veritable challenge for your fighting skills. The titanic battle with the twins must end to your advantage. So if you find yourself in need of a few tricks to keep up feel free to look over the following list of cheats and the list of items you can easily get for your character. To enable cheat keys you must first press **CTRL + TAB** and type in `ctrlaltdel:enablecheatkeys()`. Now you can press at any time during gameplay the following key combinations for bonuses.

CTRL + A - Scroll forward through available character sequences
 CTRL + S - Scroll reverse through available character sequences
 CTRL + C - Replay chapter introduction
 CTRL + F - Turn selected character around its axis
 CTRL + M - Debug dump with area information
 CTRL + J - Teleport party to mouse cursor
 CTRL + Y - Kill selected unit
 CTRL + K - Kill selected monster or remove character from party
 CTRL + R - Heal selected character or portrait
 CTRL + U - Receive free experience points
 CTRL + X - Display current mouse position and search square
 CTRL + 1 - Cycle through armor levels
 CTRL + 2 - Fade screen to dark
 CTRL + 3 - Fade screen to light
 CTRL + 4 - Display trigger polygons
 CTRL + 6 - Make your current selected character transform into the next one
 CTRL + 7 - Make your current selected character transform into the previous one
 CTRL + 9 - Display character bounding boxes

For a more classic style cheating you'll first to enable the cheat console from the game's configuration utility. Press **CTRL + TAB** during gameplay to bring up the console and enter any of the following cheat codes.

`ctrlaltdel:hans()` - Teleport selected party members to pointer
`ctrlaltdel:midas()` - Get 500 gold pieces
`ctrlaltdel:addgold(#number)` - Get indicated amount of gold pieces
`ctrlaltdel:explorearea()` - Full map for current area
`ctrlaltdel:setcurrentxp(#number)` - Set experience of selected characters
`ctrlaltdel:setchapter(0 to 6)` - Set current chapter; Prologue is chapter 0
`ctrlaltdel:movetoarea("AR#number")` - Load indicated area (check data directory of Disc 2 for names)
`ctrlaltdel:createitem("item name",#number)` - Spawn indicated number of

items ctrlaltdel:creature("creature name") - Spawn indicated creature
ctrlaltdel:addspell("spell name") - Selected character gains indicated spell

List of Items

Gems 00GEM01 - Fire Agate00GEM02 - Lynx Eye00GEM03 - Turquoise00GEM04 - Sunstone00GEM05 - Andar00GEM06 - Jasper00GEM07 - Tchazar00GEM08 - Skydrop 00GEM10 - Zircon00GEM11 - Bloodstone00GEM12 - Moonstone00GEM13 - Ziose 00GEM14 - Waterstar00GEM15 - Chrysoberyl00GEM16 - Shandon00GEM17 - Star Diopside00GEM18 - Horn Coral00GEM19 - Aquamarine00GEM20 - Garnet00GEM21 - Pearl00GEM22 - Sphene00GEM23 - Black Opal00GEM24 - Water Opal00GEM25 - Moonbar00GEM26 - Diamond00GEM27 - Emerald00GEM28 - Star Sapphire00GEM29 - Kings Tear00GEM30 - Rogue Stone

Amulets00HFAMMP - Mirabels Maleficent Pendant 00AMUL13 - Protection +1 Amulet00AMUL14 - Shield Amulet00AMUL15 - Intellect Amulet 00AMUL31 - Yeti Scarf00AMUL32 - Wolf Scarf00AMULBT - Belibs Tool00HFAMBT - Belibs Tool of Fortune00AMULDS - Druid Stone00HFAMDS - Stone of Thorns00AMULES - Eye of the Storm00HFAMES - Calm Before the Storm00AMULFD - Dance Talisman00HFAMFD - Sunfire Talisman00AMULGC - Gohoins Charm00AMULMP - Mirabels Pendant00AMULSL - Leopard Charm00AMUL12 - Necklace of Missiles00HFAMSL - Heart of a Snow Leopard Charm00HFAMGC - Secret Charm00HFPNBI - Bile of the Damned11AMULCM - Cleansing Medallion11HFAMCM - Medallion of Dawn11BARDWD - Pipes of the Dragon11HFBDWD - Pipes of the Craum Straugs12AMULHC - Houndstooth Collar12HFAMHC - Vghotan's Band 53AMULHD - House of Despana Insignia53AMULBS - Blue Ioun Stone

Belts 00BELT01 - Belt00BELT02 - Golden Belt00BELT03 - Bluntness Belt00BELT04 - Piercing Belt00BELT05 - Beatification Belt00BELTAD - Arcs of Disredain00HFBTAD - Insulated Arcs of Disredain 00BELTBG - Black Goat00HFBTBG - Blessed Black Goat00BELTDB - Dragon Belt 00HFBTDB - Warded Dragon Belt00BELTLG - Little Giant00BELTSS - Sash of Shadows 00HFBTLG - Ogre11BELTMK - Mercykiller11BELTSB - Black Raven11HFBTBSB - Binding Sash of Black Raven

Boots 00BOOT01 - Speed Boots00BOOT02 - Stealth Boots 00BOOT03 - Boots of the North00BOOT04 - Avoidance Boots00BOOT05 - Grounding Boots00BOOT09 - Witherbranch Boots00BOOT14 - Yeti Skin Boots00BOOT15 - Wolf Boots00BOOTCS - Slippers00HFBTCS - Warded Slippers00BOOTS - Shifters Boots 00HFBTBSB - Nimble Boots10BOOTTB - Treadlightly Boots50BOOT14 - Hunters Boots

Chain Mail Armors 00CHAN01 - Armor00CHAN02 - Armor +100CHAN03 - Armor +2 00CHAN04 - Splint00CHAN05 - Splint +100CHAN06 - Baleful00CHAN07 - Elven 00CHAN08 - Mail of Life00CHAN09 - Ogiens Scale

Heavy Crossbows00BWHX01 - Heavy Crossbow00BWHX02 - Masterwork00BWHX03 - Heavy Crossbow +100BWHX91 - Heavy Crossbow +500BWHX92 - Heavy Crossbow +400BWHX93 - Heavy Crossbow +3 00BWHX94 - Heavy Crossbow +2

Light Crossbows00BWLX01 - Light Crossbow 00BWLX02 - Masterwork00BWLX03 - Light Crossbow +100BWLX92 - Light Crossbow +5 00BWLX93 - Light Crossbow +400BWLX94 - Light Crossbow +300BWLX95 - Light Crossbow +2

Long Bows00BOWL01 - Longbow00BOWL02 - Masterwork00BOWL03 - Longbow +100BOWL88 - Longbow +500BOWL89 - Longbow +400BOWL90 - Longbow +3 00BOWL91 - Longbow +2

Composite Long Bows 00BOWC01 - Longbow00BOWC02 - Masterwork Longbow00BOWC04 - Longbow +100BOWC92 - Longbow of Spell Resistance 00BOWC93 - Defender Longbow00BOWC95 - Longbow of Dodging00BOWC96 - Longbow +500BOWC97 - Longbow +400BOWC98 - Longbow +300BOWC99 - Longbow +2

Composite Short Bows 00BOWP01 - Shortbow00BOWP02 - Shortbow +100BOWP97 - Shortbow of Insight +500BOWP98 - Resistance Shortbow00BOWP99 - Shortbow Endurance +2

Arrows 00AROW01 - Arrows00AROW02 - Master Arrows00AROW03 - +1 Arrows00AROW04 - +2 Arrows00AROW05 - Corrosive Arrows +100AROW06 - Arrow of Biting00AROW07 - Arrow of Dispel00AROW08 - Flame Arrow +100AROW09 - Frost Arrows +100AROW10 - Piercing Arrows00AROW14 - Holdfast Arrows00AROW85 - Disruption Arrow +200AROW86 - Poison Tipped Arrow00AROW87 - Keen Arrows00AROW88 - Stunning Arrows +100AROW89 - Sure Strike Arrows00AROW90 - Lesser Dispelling Arrows 00AROW91 - Everlast Arrows00AROW92 - +5 Arrows00AROW93 - +4 Arrows00AROW94 -

+3 Arrows00AROW95 - Impact Arrows +100AROW96 - Hunting Arrows00AROW97 - Target Arrows00AROW98 - Stunning Arrows +100AROW99 - Sparking Arrows +1**Bolts** 00BOLT01 - Bolt00BOLT02 - Masterwork Bolt00BOLT03 - Bolt +100BOLT04 - Bolt +2 00BOLT05 - Sparking Bolt +100BOLT08 - Tranquil Bolt00BOLT93 - Stunning Bolts +1 00BOLT94 - Frost Bolts +100BOLT95 - Flaming Bolts +100BOLT96 - Corrosive Bolts +1 00BOLT97 - Bolt +500BOLT98 - Bolt +400BOLT99 - Bolt +3**Bullets** 00BULL01 - Bullet 00BULL02 - Bullet +100BULL03 - Bullet +200BULL04 - Force Bullet00BULL86 - Return Flame +1 Bullet00BULL87 - Bullet of Disruption +100BULL88 - Stun +100BULL89 - Corrosive Burst00BULL90 - Wounding00BULL91 - Sure Strike00BULL92 - Stunning +1 00BULL93 - Sparking Bullet +100BULL94 - Frost Bullet +100BULL95 - Flaming Bullet +1 00BULL96 - Corrosive +100BULL97 - Bullet +500BULL98 - Bullet +400BULL99 - Bullet +3 **Darts** 00DART01 - Dart00DART02 - Dart +100DART03 - Stunning00DART04 - Wounding 00DART88 - Sure Strike00DART89 - Masterwork00DART90 - Dart +500DART91 - Dart +4 00DART92 - Dart +300DART93 - Dart +2**Daggers** 00DAGG01 - Dagger00DAGG02 - Masterwork00DAGG03 - Dagger +100DAGG04 - Dagger +200DAGG05 - Longtooth 00DAGG06 - Throwing00DAGG84 - Throwing +200DAGG85 - Throwing +100DAGG86 - Sure Strike00DAGG87 - Dagger +500DAGG88 - Dagger +400DAGG89 - Dagger +3 00DAGG94 - Resistance00DAGG95 - Warding**Wands**00WAND01 - Wand Of Fear 00WAND02 - Wand Of Magic Missiles 00WAND03 - Wand Of Paralyzation 00WAND04 - Wand Of Fire 00WAND05 - Wand Of Lightning 00WAND06 - Wand Of Sleep 00WAND07 - Wand Of Summon Monster00WAND08 - Wand Of The Heavens**Flails** 00FLAL01 - Flail 00FLAL02 - Flail +100FLAL87 - Stun Flail +100FLAL91 - Flail +500FLAL92 - Flail +4 00FLAL93 - Flail +300FLAL94 - Flail +200FLAL99 - Masterwork**Morning Stars**00MSTR01 - Morningstar 00MSTR02 - Masterwork00MSTR03 - Morningstar +100MSTR87 - Morningstar +500MSTR88 - Morningstar +400MSTR89 - Morningstar +300MSTR90 - Morningstar +2 **Long Swords**00SWDL01 - Longsword00SWDL02 - Masterwork00SWDL03 - Longsword +1 00SWDL04 - Longsword +200SWDL82 - Wounding +100SWDL86 - Longsword +5 00SWDL87 - Longsword +400SWDL88 - Longsword +3**Bastard Swords**00SWDBRC - Rage of Chaos00CWSWDF - Bastard Sword +100CWSWDE - Master Bastard Sword 00HFSBRC - Nemesis00SWDBWR - Wroth00HFSBWR - Bloody Wroth00SWDB01 - Bastard Sword00SWDB02 - Masterwork Bastard Sword00SWDB86 - Bastard Sword +5 00SWDB87 - Bastard Sword +400SWDB88 - Bastard Sword +300SWDB89 - Bastard Sword +200SWDB91 - Icy Sword +100SWDB92 - Static Sword00SWDB93 - Sword of Heroism00SWDB94 - Miasmatic Sword00SWDB95 - Sword of Wrath00SWDB96 - Sword +3 Cold Fire00SWDB97 - Sword +2 Black Adder00SWDB98 - Sword of Frost +100SWDB99 - Fang**Great Swords** 00SWDT03 - Greatsword +100SWDT86 - Greatsword +500SWDT87 - Greatsword +400SWDT88 - Greatsword +300SWDT89 - Greatsword +200SWDT94 - Rage +5**Clubs** 00CLUB01 - Club00CLUB85 - Club +100CLUB93 - Club +200CLUB99 - Frost **Axes** 00AX1H01 - Battleaxe00AX1H02 - Masterwork Axe00AX1H03 - Axe +100AX1H04 - Axe +200AX1H78 - Keen Axe +100AX1H79 - Ice Axe +100AX1H80 - Corrosive Axe 00AX1H81 - Displacement Axe00AX1H82 - Wounding Axe00AX1H83 - Battleaxe of Decay +500AX1H84 - Celerity Axe00AX1H85 - Winter Axe +500AX1H86 - Disruption +5 00AX1H87 - Fiery Defense +500AX1H88 - Precision +500AX1H91 - Axe +500AX1H92 - Axe +400AX1H93 - Axe +300AX1H94 - Focus Axe00AX1H95 - Axe of Burning00AX1H97 - Speed Axe**Great Axes** 00AX2H01 - Greataxe 00AX2H86 - Ice +500AX2H88 - Greataxe +5 00AX2H89 - Greataxe +400AX2H90 - Greataxe +300AX2H91 - Greataxe +200AX2H92 - Greataxe +100AX2H95 - Might +500AX2H97 - Masterwork**Halberds** 00HALB02 - Masterwork00HALB03 - Halberd +100HALB04 - Halberd +200HALB87 - Halberd +5 00HALB88 - Halberd +400HALB89 - Halberd +3