

# **BiG WORLD PROJECT**

by Leonardo Watson

# Baldur's Gate™



Entire installation instructions for the Baldur's Gate Mega-Mod, Version 8.2



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### LEGEND

 not in English	 normal	 hard	 no more available
 easy			 buggy
 more smoothly but not standard mods			

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## LEGEND

X not in English			no more available
E easy	N normal	H hard	buggy
M more smoothly but not standard mods			

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## LEGEND

	not in English		easy		normal		hard		no more available
	more smoothly but not standard mods								buggy

## CONTENT

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## LEGEND

- |  |  |  |   |
|--|--|--|---|
|  not in English                      |  normal |  hard |  no more available |
|  easy                                |  |  |  buggy             |
|  more smoothly but not standard mods |  |  |   |

## GREETING OF AUTHOR

Baldur's Gate is a game which absorbs me since I have played it the first time. Over and over again there is new to discover or other play variations are possible.

When some years ago internet was absolutely new for me and I had established an internet connection for the first time, I have searched of course also for a walkthrough for Baldur's gate. On this occasion, I came on the page <http://www.baldurs-gate.ch/> and found a tip to the Mod DSotSC for the first time. Later I tried to install BG1 together with DCotSC and TGC1 - and crashed sometime to the desktop. Since then I was again and again in search for solutions for the conflicts and found thereby more and more mods - TDD, SoS, CtB. All of them had been in English only and mostly unknown in Germany and I longed for playing these mods in German. Hence, I began in the year 2005 with translation of some of the big mods and then brought to life the Baldur's Gate Trilogy Translation Project.

Sometime I stumbled upon a clue to BP and BGT (non WeiDU). When these appeared then in a WeiDU version, the conditions for bigger megamods were created. After erebusant has published his first megamod instructions, I began after careful analyses of the single mods with the development of my own megamod with reproducible instructions whose most current version you have now before yourself.

Most of the other megamods have always failed up to now because of the fact that the players have thrown together a few mods haphazardly. However, decisively for a functioning Megamod the right combination is the Mods. Also it is as important to solve a problem at the root and not only to remove the symptoms as it was mostly done before. See in addition also this contribution:

<http://forums.blackwyrmlair.net/index.php?s=&showtopic=4018&view=findpost&p=33478>

Now, with a clearly structured and uniform composition it is possible that also other experienced players with knowledge in programming are able to develop patches that can be used by all the other players that play the **B&G World Megamod**.

The **B&G World Project** is an extensive package with instructions, downloader, installer, bug-fixes and text-patches (only in the German edition), that allows a smoothly and faultless installation.

However, the **B&G World Project** is (still) not perfect because also the mods are (still) not perfect. But a basis on which all necessary improvement can be carried out efficiently is created.

Thanks all modders, cooperators and players who have contributed by your many tests, vigorous support, advice and bug-fixes to the advancement of the **B&G World Tools** to his current form and have encouraged me over and over again to go on working in this mammoth project.

I wish you a lot of fun with your **B&G World Megamod**,

Leonardo Watson

## INTRODUCTION

After the release of Baldur's Gate II: Throne of Bhaal (ToB), some players didn't want the adventure to end and took it upon themselves to write new modules and modifications ("mods"). These mods could be installed on top of Baldur's Gate and added new NPC's, new areas, new equipment, and most important, new adventures.

With the WeiDU-Installer and the BGT-WeiDU Mod it is now possible to play Baldurs Gate with not just one or two other mods, but to combine the majority of mods created up until now into one single epic game.

With the Baldur's Gate Trilogy - WeiDU (BGT-WeiDU) mod you can customise your BG game world as you like:

1. You can play BG1 and BG2 with a selection of the available mods.
2. You can play BG1 and BG2 with only some NPCs to be able to take them into your party.
3. You can play BG1 and BG2 with additional quests.
4. However, it is also possible to install all existing mods for a huge, unique playing experience. These instructions are intended for this type of megamod installation.

The **BiG World Project** aims to merge all games of the Baldur's Gate series and the additional contents created by its community into one massive adventure, including a modification of BG1 to run BG1 with the more modern engine of BG2, plus the added functionality of ToB expansion.

Now new functions introduced in BG2 are also available for BG1. This means, BG1 utilises the same graphic art as BG2, the same character kits, the same magic and the same rules. This provides even those who know BG1 off by heart with a new playing experience. Included is a transition from BG1 to BG2.

**BiG World Project** is constantly going through changes to acquire a more stable and bug free version with every new update.

Many developers try for a stable "core" of the big mods together with BGT and BP which can then be complemented with a wide range of smaller mods.

When installing additional smaller mods or NPCs it is strongly recommended to obey the installation instructions instead of installing haphazardly. Many of the mods for instance, are compatible in one order but not in another, and many of the single components, in particular the tweaks, are conflicting.

The reason for this is that most mods were developed as sole extensions for BG1 or BG2. At that time none of the modders conceived of a megamod installation. Therefore, some of the older mods especially, simply replace one or several files with their own. The next mod then cannot find the necessary files because they have already been changed.

This order takes into consideration all interactions known about at this point. The whole installation procedure is faultless. That does not mean however, that the mods themselves are faultless.

**Note:** the more mods you install, the greater the risk that conflicts, undiscovered up until now, will appear. We endeavour to lower this risk despite the large number of mods.

Not all available mods for Baldurs Gate are referred to in the instructions at the moment. In some cases these are mods which are not yet compatible with the BiG World project. However, we do everything we can to make Mods compatible with the MegaMod and it may be that a mod of this sort will soon be listed in the instructions. There are also mods which we cannot include in the BiG World project or have taken back out of the instructions. With concern for the best possible play experience, we have eliminated some NPCs with few or no contents as well as the Iron Modders.

**You do not need to read the whole guide! Read carefully the chapters 1 - 3 and then let's go! The detailed instructions in the next chapters are intended for reference in the event that you want to change something or to see what happens and why.**

**1. CLEAN INSTALL**



1. Install Baldur's Gate with all components (all check boxes activated).
2. Install the extension TotSC legends of the sword coast with all components.
3. Install the patch 5512.

**DO NOT install Baldurdash and DO NOT install the TOSC DirectX 8+ Patch!**

OR: Baldur's Gate: The Original Saga with all components (all check boxes activated)

4. Install Baldur's Gate II - Shadows of Amn with all components (all check boxes activated).
5. Install the extension Thrones of Bhaal with all components.
6. Install the patch 26498.

**DO NOT install Baldurdash and DO NOT install the Patch 26499!**

7. Check that the **MOVIECD5.BIF** file is in your Baldur's Gate\movies folder. This file is not copied with some DVD versions. The absence of this file causes a crash to desktop when you enter the city of Baldur's Gate. In addition, some mods cannot be installed. Copy the file MOVIECD5.BIF from the BGI DVD from the folder ...CD5\movies into the movies folder. 
8. By the BioWare BG1 Patch some BG1 files are deleted. In order to repair this again, you need to download after patching the "BG1 MISSING files" and unpack them in the BG1 main directory. 

**2. CONFIGURATION OF BALDURS GATE****Higher resolution**

If you have a large enough monitor you can choose to see a larger amount of the map in your screen window by using a higher resolution. Double click the file BGConfig.exe in your BGII - SoA folder. Under the graphics options select the highest resolution; 1024 x 768 and under window mode choose full image.

**3. SHORTLY PLAY THE GAME**

You should begin a game as a precaution. By doing this, registration files are adjusted which are taken over later by the installation. If you leave this step out, you may find later that you cannot begin the game because of the missing entries.

1. Start Baldur's Gate and adjust your settings. Take in any prepared character. It is only a test!
2. Start a game and as soon as you can, press the „Q“ key for a quick save.
3. Quit the game.
4. Start Shadows of Amn. Take in any prepared character. It is only a test!
5. Start a game. A score will be saved automatically.
6. Quit the game, when the dialogue with Imoen is finished. (The answers make no difference for the test.).
7. Start Throne of Baal. Take in any prepared character. It is only a test!
8. Start a game. A score will be saved automatically.
9. Quit the game as soon as you can do so.

Download the **B&G World Setup**. With this tool you can easily download and unpack all the mods you are interested in and install the megamod. You can select predefined versions or create your own mega-mod. The installation-tool checks for incompatibilities and dependencies. Additionally it makes several checks to avoid problems. In short: With the **B&G World Setup** the installation procedure of mega-mods becomes much easier and will be less error-prone. You can get the **B&G World Setup** here:



<http://www.shsforums.net/index.php?automodule=downloads&showcat=72>

Some of the following steps will be executed by the **B&G World Setup** and are listed here only for the sake of completeness:

## 1. DOWNLOAD OF THE MODS

(will be executed by the **B&G World Setup**)

- a) Download and unpack all the mods you are interested in, into a separate folder that you name **B&G World Project**. The advantage of this is, that if you mess up the installation or want to start again because of an update or additional mod, you won't need to individually unpack each Mod into the BGII - SoA folder again before installation. Some mods try to auto install immediately after being unpacked. Don't worry: they can't actually install as long as there is no dialog.tlk file present. Move all unpacked mods into your folder BGII - SoA. A list of links for all of the BWP mods can be found here:



<http://www.kerzenburg.nightisforum.de/showthread.php?t=34931>

- b) During the Installation some fixes and patches are required. All needed files (patches and fixes) are included in the folders **B&G World Fixpack** and **B&G World Installpack** which can be downloaded at the same site as these instructions:



<http://www.shsforums.net/index.php?automodule=downloads&showcat=72>

Copy the whole content into your BGII - SoA game folder.

## 2. EDITING THE FILE BALDUR.INI

(will be executed by the **B&G World Setup**)

### Activate Cheats

1. Backup the existing baldur.ini file in the main SoA directory ensuring that the extension of your backup file is no longer .ini; for example, rename baldur.ini to baldur.bak.
2. Open the file baldur.ini in the BGII-SoA-Ordner with an text editor
3. Add below [Program Options] as the last line: "Cheats=1" (without quotation marks). Then you can open in the game with STRG+Space or CTRL+Space (according to keyboard) a dialog window and enter Cheats.
4. Add below [Program Options] as the last line: "Debug Mode=1" (without quotation marks). Then you can use STRG+Space or CTRL+Space (depending upon your keyboard layout) to open a dialog window from within the game and type in Cheats.

You will find Cheats in the chapter "Cheat keys / console commands".

### 2. Activate blood patch

*(only in some countries where it is disabled for juridical reasons)*

Below [Game Options], add "memory access=100" (without quotation marks) as the last line. You receive an additional button in the settings to switch blood on/off.

### 3. Activate Errorlog

Below [Program Options], add "Logging On=1" (without quotation marks) as the last line. If it should happen, that your game crashes unexpectedly, then these data can be helpful for the BWP-support-team at troubleshooting.




### 1. AVOID PROBLEMS

**Although the whole installation is well documented, on account of his complexity and the many patches during the installation it is nearly impossible to install this megamod by hand. Please, use instead of this the installation files!**



Using these batch files means mods can be automatically installed as per my guide. You just need to double click the batch files. Besides, you save a lot of time!

**The installation process lasts several hours. Take the following precautions to avoid strange things happening which can break your installation.**

1. Disable your antivirus program and any unnecessary programs that are running in the background. Deactivate automatic updates for your operating system. Reboot your computer.
2. Make absolutely sure that the folder in which you run the current installation is named BGII - SoA. Some mods read the path stated in the baldur.ini which is registered there with the installation of BG2. If the current directory does not agree with the path registered there, the installation will fail. 
3. Installation of mods such as BG2 Tweaks, Mid\_BiFF, End\_BiFF, Ding0's Experience Fixer, BGT-NPCSound-WeiDU is extremely memory-intensive! **To avoid a system crash, adjust your virtual memory to a minimum value of 2 GB.** 
4. **TAKE YOUR BG CD OR BG DVD OUT OF YOUR DISK DRIVE BEFORE YOU CONTINUE! You should also have no other CD in your disk drive!** 

### 2. SPECIAL CASE WINDOWS VISTA

1. Open the Start menu and write into the search field "cmd.exe"
2. Right-click on "cmd.exe" and select in the context menu "Administrator"
3. A command line window opens.
4. Write into the line C:\Windows\system32> behind the arrow the directory where you had installed the megamod: cd "\Program Files\Black Isle\BGII - SoA" and press Enter.
5. Then write into the line C:\Program Files\Black Isle\BGII - SoA> behind the error "BiG World Install v6.bat" (the version number could have also changed) and press Enter. Now the installation starts normally as also under other Windows operating systems. Please look at the introduction video: <http://kerzenburg.nightisforum.de/files/BGT-Vista-en.htm>

### 3. INSTALLATION WITH BATCH-FILES

(will be executed by the **B/G World Setup**)

- c) Start the file **B/G World Install.bat** in your BGII - SoA folder. All the mods, which are present in the BG2 - SvA folder, will be installed exactly as described in the guide. The batch file differentiates between the selected language and three different versions. Missing Mods will be simply skipped thereby.

#### 1. Standard version:

This installation incorporates mods recommended by the majority of the testers and is aimed at achieving the best possible play experience. Mods with an absurd degree of difficulty and/or buggy mods are not installed.

If however, you are nevertheless of the opinion that, one or another isolated mod would be worthwhile, please inform us and we will reintegrate it.

#### 2. Tactic version:

With this installation you can add mods to the standard version that make above all the fights with the enemies more difficult and, therefore, are thought for experienced players.



### 3. Expert version:

This installation tries to establish what is feasible. You have a 100% chance of running into bugs and/or CTDs (crash to desktop) and it has quite a long way to go before reaching perfection (if it ever does). The pertinent mods are greyed out in the instructions and are only installed if you remove the preceding indent.

Now all fixes and patches for all available mods will be copied into the intended folders. Missing setups will be completed and all setup will be updated to the latest version of WeiDU.



The **B&G World Fixpack** will be started by the **B&G World Install.bat**.

The real installation is terrifically simplified by the file **B&G World Install.bat** and the installation time is drastically reduced by many hours. Nevertheless, the installation of all components, as described in the instructions, takes more than 6 hours. *These times refer to a computer with 2.66 GHz and can vary according to PC.*

**The automated installation without any backups is intentional!**

**At several steps single files get copied into the override folder. WeiDU cannot handle this. So, if you feel the need to change your installation, please don't try un-installing and re-installing, but install the whole mod from scratch! Trust me - it's safer!**

## 4. EDITING THE BATCH FILES

However, possibly you want to install not all given mods and components. You can change the batch file quite simply individually. Read in addition the file **B&G World Installpack read me.txt** in the folder **B&G World Installpack**.

You will find very useful this link: <http://iem.rp-addict.com/index.php> There are described all available mods. Click the puzzle to see the components and their numbers. You can also download the mods from there.

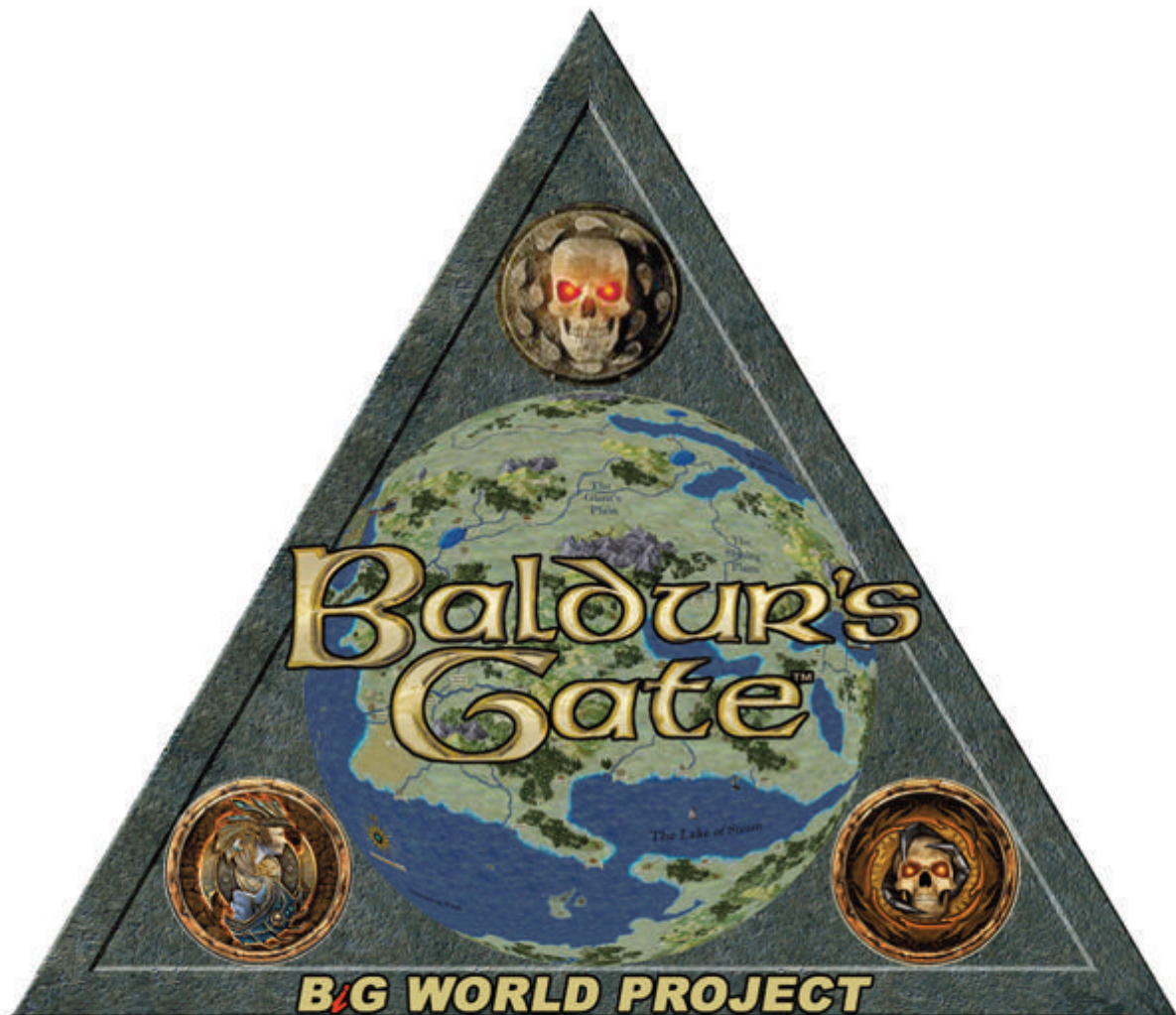
**The following main part describes in detail the installation of the individual components. With the help of this guidance you can create your own Megamod.**

**Note:** All these tools will work with Windows NT/2000/XP/Vista, however not with Windows 98.



# THE **B*i*G** WORLD

Entire installation instructions for the Baldur's Gate Mega-Mod



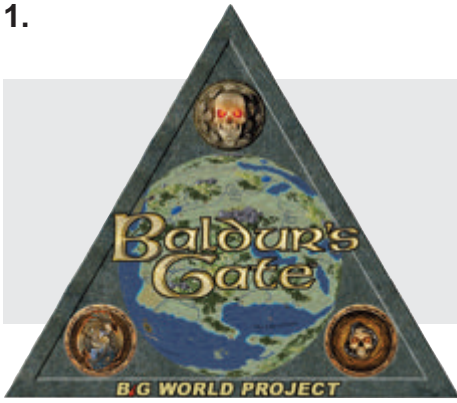
by Leonardo Watson

The **B*i*G World Project** merges the games Baldur's Gate 1 and 2 with as many other mods as possible, into one single epic Baldur's Gate World which you can play continuously with the more modern engine of BG2.

This guide provides step-by-step instructions on installing the more than 300 separate mods.

# 1.

## CORRECTIONS



First the remaining bugs in BG2 must be fixed and some corrections should be done. You should install these mods in any case, even without a mega-mod mod.

The next mods you should install in any case, even if you want to play BG1 and BG2 solo without any mod.

- 1.1. *only for German users*
- 1.2. *only for German users*

### 1.3. Experience Corrections v2 ~SETUP-A6XPPATCH.TP2~

This mod repairs smaller inconsistencies with the experience points, so they will be displayed correctly. This mod makes changes to the BGMain.exe

- 1.3.1. Copy the folder **A6XPPatch** and the files **Setup-A6XPPatch.exe** and **Setup-A6XPPatch.tp2** into your main SoA directory.

- 1.3.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?           [N]o
Install Component 0   [Correct reporting of experience (EXE patch)]?  [I]nstaLL
Install Component 1   [Remove 110% scaling of some experience (EXE patch)]?  [I]nstaLL
Successfully installed                                     Press ENTER to exit
  
```

### 1.4. Enable conversations with charmed/dominated creatures v3 ~SETUP-A6CHARMPATCH.TP2~

In BG1 one can speak to creatures that are under the effect of the charm creature opcode, however in BG2 one only can read "A mind controlled creature cannot speak to you of his own free will." This mod allows the player to speak to charmed creatures also in BG2. This mod makes changes to the BGMain.exe

- 1.4.1. Copy the folder **A6CharmPatch** and the files **Setup-A6CharmPatch.exe** and **Setup-A6CharmPatch.tp2** into your main SoA directory.

- 1.4.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?           [N]o
Install Component 0   [Enable conversations with charmed/dominated creatures (EXE patch)]?  [I]nstaLL
Successfully installed [Enable conversations with charmed/dominated creatures (EXE patch)]
                                                         Press ENTER to exit
  
```

**ATTENTION:** If you want to install the Tactics mod, copy the file AR1800.ARE S from the directory ...\\Tactics2\\nforest\\copy into the override folder..



### 1.6. BG2 Fixpack-v8 ~SETUP-BG2FIXPACK.TP2~

This Mod repairs last bugs which were not repaired by the official patch. The mod substitutes completely Baldurdash and other fixpacks. The main part must be installed in any case!

- 1.6.1. Copy the folder **bg2fixpack** and the file **Setup-bg2fixpack.exe** into your main SoA directory.

## 1. CORRECTIONS

- 1.6.2. Double-click the Setup. The DOS dialogue appears:
- |   |   |                     |
|---|---|---------------------|
| Choose your language:   |   | 0 [English]         |
| Would you like to display the readme?                               |   | [N]o                |
| Would you like to Display the components from [Optional, But Cool]? |   | [Y]es               |
| Install Component 0   | [BG2 Fixpack - Core Fixes]?   | [I]ninstall         |
| Install Component 1   | [BG2 Fixpack - Game Text Update]?   | [I]ninstall         |
| Install Component 2   | [Super Happy Fun Lucky Modder Pack]?                                      | [N]ot Install       |
| Install Component 3   | [BETA Core Fixes (please check the readme!)]?                             | [I]ninstall         |
| Install Component 100   | [Party Gets XP for Sending Keldorn to Reconcile With Maria]?              | [I]ninstall         |
| Install Component 101   | [Improved Spell Animations]?  | [I]ninstall         |
| Install Component 102   | [Cromwell's Forging Actually Takes a Day]?                                | [I]ninstall         |
| Install Component 103   | [Mixed-Use Dagger Fixes]?   | [I]ninstall         |
| Install Component 104   | [Ghreyfain's Holy Symbol Fixes]?  | [I]ninstall         |
| Install Component 106   | [Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes]? | [I]ninstall         |
| Install Component 107   | [Remove Dual-Classing Restriction from Archers and Stalkers]?             | [I]ninstall         |
| Install Component 108   | [Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial]?        | [I]ninstall         |
| Install Component 109   | [Corrected Summoned Demon Behavior]?                                      | [I]ninstall         |
| Install Component 110   | [Additional Script Fixes]?  | [I]ninstall         |
| Install Component 111   | [Bard Song Fixes]?  | [I]ninstall         |
| Install Component 112   | [Wizard Slayers Cause Miscast Magic on Ranged Attacks]?                   | [I]ninstall         |
| Install Component 113   | [Additional Alignment Fixes]?   | [I]ninstall         |
| Install Component 114   | [Change Free Action to Protect Against Stun ]?                            | [I]ninstall         |
| Successfully installed  |   | Press ENTER to exit |
| The readme opens.   |   |                     |

*The Scriptable Spells v1.4 are already included completely in the BG2 Fixpack component Core Fixes!*



### 1.7. Baldurdash Weidu v1.68 ~SETUP-BDToBv168.TP2~

***This is an edited version of this mod. Most of these components are already included in the BG2Fixpack. These remain untouched from the edited version!***

*Nevertheless, several fixes which are not handled by BG2Fixpack are included. Besides, this mod is required for a future installation of NEJ 6.9.4.*

***Use by no means the original tp2 file from Baldurdash together with the BG2Fixpack!***



- 1.7.1. Copy the folder **Bdash** and the files **Setup-BDToBv168.exe**, **Setup-BDToBv168.tp2**, **BDToBv16-PostTaskE.bat**, **BDToBv16-PostTaskG.bat**, **BG2ToBFixPack112ReadMe.txt**, **BD-WeiDU 1.68 Re-adme.txt** and **Liesmich.htm** into your main SoA directory.

- 1.7.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B/G World Fixpack**.



- 1.7.3. Double-click the Setup. The DOS dialogue appears:

## 1. CORRECTIONS

---

Install Component 6 [RESTORED DAK'KON'S BLADE]? [I]nstaLL

Install Component 7 [Improved Nymph (Woodland Being) Script by Goeran Rimen]? [I]nstaLL

*This component is also included in Never Ending Journey 2 v42b*

Install Component 8 [Dual Wielding Fix for Rogues by aVENGER]? [N]ot Install

*This component is also included in Never Ending Journey 2 v42b*

*This component is based on a very old version of Rogue Rebalancing (v3.11) and therefore contain some outdated (and potentially problematic) code. Use the "Proper dual-wielding implementation for Thieves and Bards" component of Rogue Rebalancing instead.*

Install Component [Textupdatepack]? [N]ot Install

9 [1] Baldurdash English Text Update Pack for ToB, v1.4 WeiDU

10 [2] Deutsche Korrektur von Textfehlern v2.1

*You have already installed the BG2 Fixpack-component Game Text Update instead of this.*

Successfully installed Press ENTER to exit

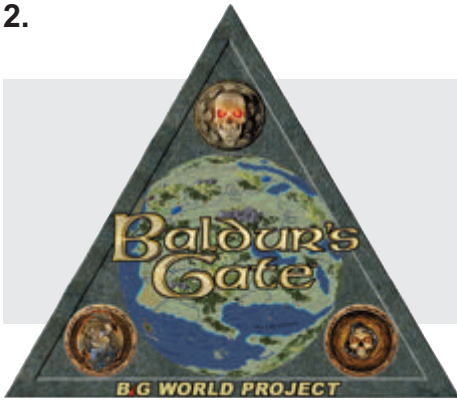
Es öffnet sich die Read Me.

***If you want more informations about BG2Fixpack vs Baldurdash read the related chapter in the appendix.***



## 2.

## IMPROVEMENTS AND PRE-NEJ MODS



With the next mods you can make further improvements.

### 2.1. One Pixel Productions v2.7

~1PP.TP2~

This mod changes the avatars, weapons and shield icons of Baldur's Gate II to those of Baldur's Gate.

*At least the components 0, "One Pixel Productions: v2 Everything but Potions", and the components 7, 8, and 9, "One Pixel Productions: v3 Legacy Shields ...", should not be installed on top of Item Revisions because Item Revisions includes modified versions of these components.*

**ATTENTION:** *This mod must be installed in two steps! The Flame Short Swords components and Colourable Quarterstaves components will be installed after Item Revisions to the end of the megamod.*



2.1.1. Copy the folder **1PP** and the files **setup-1pp.exe** and **1pp.tp2** into your main SoA directory.

2.1.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component 0 [One Pixel Productions: v2 Everything but Potions (1)]? [I]ninstall  
*This component is mostly included in Item Revisions; in no case install it after Item Revisions!*  
Install Component 1 [One Pixel Productions: v2 New Potion Graphics (2)]? [N]ot Install  
*Fully compatible with Item Revisions (install it after IR's main component)*  
Install Component 2 [One Pixel Productions: v3 Flaming Swords (3)]? [N]ot Install  
*This component is entirely included in Item Revisions*  
Install Component 3 [One Pixel Productions: v3 Flame Short Swords (4)]? [N]ot Install  
*Fully compatible with Item Revisions (install it after IR's main component)*  
Install Component 4 [One Pixel Productions: v3 Flame Short Swords item patches (5)]? [N]ot Install  
Install Component 5 [One Pixel Productions: v3 Flame Short Swords mod item patches (6)]? [N]ot Install  
Install Component 6 [One Pixel Productions: v3 Paperdolls (human, half-orc, elven, halfling, dwarves (partially)) (7)]? [I]ninstall  
*This component is mostly included in Item Revisions.*  
Install Component 7 [One Pixel Productions: v3 Legacy Shields - Bucklers (D1) (8)]? [N]ot Install  
*This component is entirely included in Item Revisions*  
Install Component 8 [One Pixel Productions: v3 Legacy Shields - Small Shields (D2) (9)]? [N]ot Install  
*This component is entirely included in Item Revisions*  
Install Component 9 [One Pixel Productions: v3 Legacy Shields - Medium Shields (D3) (10)]? [N]ot Install  
*This component is entirely included in Item Revisions*  
Install Component 10 [One Pixel Productions: v3 Colourable Quarterstaves core (11)]? [N]ot Install  
*Fully compatible with Item Revisions (install it after IR's main component)*  
Install Component 11 [1PP: Colourable Quarterstaves core item patches (12)]? [N]ot Install  
Install Component 12 [One Pixel Productions: v3 Colourable Quarterstaves mod patches (13)]? [N]ot Install  
Successfully installed Press ENTER to exit

**2.3. Item Revisions v2**

~ITEM\_REV.TP2~

Item Revisions aims to fix/tweak/enhance all items in Baldur's Gate II. Weaker items have been improved, overpowered ones have been (or will be) nerfed, many descriptions have been extended or replaced with more appropriate ones, and so on. In addition, there are a number of rule changes available that can be chosen individually as the user wishes.

*Only the main component must be installed really early. All the others considerably later.*

*Most content from the One Pixel Productions mod is already included in this mod.*

*Many but not all items from One Pixel Productions are also used with this mod. Files already existing will be replaced.*

2.3.1. Copy the folder **item\_rev** and the file **setup-item\_rev.exe** into your main SoA directory.

2.3.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?                [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Item Revisions by Demivrgvs]?    [I]nstaLL
    This component includes already the mod "Horns of Valhalla" and the "BG2 Tweak Pack component [sellable items (Icelus)].
Install Component 1 [Masterwork Weapons]?            [I]nstaLL
    Sword Coast Stratagems hat eine ähnliche Komponente.
Install Component [Spellcasting in Armor]?            [N]ot Install
    2 1] Allow Spellcasting in Armor with a Chance of Arcane Casting Failure
    3 2] Allow Spellcasting in Armor with Casting Speed Penalties for Arcane Casters
    4 3] Allow Spellcasting in Armor with Casting Speed Penalties for All Casters
    5 4] Allow Spellcasting in Armor without Penalties
Install Component [Heavy Armor Encumbrance]?        [N]ot Install
    Incompatible with the mod „Full Plate And Packing Steel“.
    6 1] Movement Speed and Dexterity Penalties in Heavy Armor
    7 2] Movement Speed Penalties in Heavy Armor
    8 3] Dexterity Penalties in Heavy Armor
Install Component 9 [Allow Thieving Skills in Armor]? [N]ot Install
    Incompatible with the mod „Full Plate And Packing Steel“.
Install Component 10 [Revised Shield Bonuses]?      [N]ot Install
Install Component 11 [Dual Wielding Changes for Light and Heavy Weapons]? [N]ot Install
Install Component 12 [Items of Protection Can Be Worn with Magical Armor]? [N]ot Install
    BG2 Tweak Pack contains with [Wear Multiple Protection Items] a similar component.
Install Component 13 [Halberds Can Slash, Too]?    [N]ot Install
Install Component 14 [Remove Cleric Weapon Restrictions from Multi-classed Clerics]? [N]ot Install
Install Component 15 [Prevent Druids from Wearing Helmets]? [N]ot Install
Install Component 16 [Restrict Fighter/Druids to Armor that Druids Can Wear]? [N]ot Install
Install Component 17 [Weapon Changes]?              [N]ot Install
Install Component [Backstabbing Penalties for Inappropriate Weapons]? [N]ot Install
    Not together with the Ding0's Tweak Pack component "Improved Backstabbing"
    18 1] Backstabbing Penalties Only
    19 2] Backstabbing Penalties with More Weapons Usable for Backstabbing
Successfully installed                                Press ENTER to exit
  
```

**2.4. Ascension v1.4.23**

~SETUP-ASCENSION.TP2~

This mod changes the end of Throne of Bhaal and changes some encounters.

*The main component is in such a manner buggy that it is almost not playable. Use instead of this the version from Big Picture, bug-free since v179.*

*The component 'Tougher Illasera' needs to be installed before BGT-WeiDU, since AR4000.BCS is replaced, resulting in all the BG1 dream cutscenes occurring at rest in a Throne of Bhaal game.*

2.4.1. Copy the folder **ascension** and the files **Setup-Ascension.exe** and **Setup-Ascension.tp2** into your main SoA directory.

2.4.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B/G**

**World Fixpack.**

- 2.4.3. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Ascension v1.41 (requires ToB)]? [N]ot Install  
 Install Component 1 [Tougher Abazigal (optional, requires ToB)]? [I]ninstall  
 Install Component 2 [Original Tougher Demogorgon (optional, requires ToB)]? [I]ninstall  
 Install Component 3 [Tougher Gromnir (optional, requires ToB)]? [I]ninstall  
 Install Component 4 [Tougher Illasera (optional, requires ToB)]? [I]ninstall  
 Install Component 5 [[Tougher Yaga-Shura (optional, requires ToB)]? [I]ninstall  
 Successfully installed

**2.5. Oversight v12**

~SETUP-OVERSIGHT.TP2~

Corrects alignments, improves the classification of NPCs

**ATTENTION:** *This mod must be installed in two steps! The component Tougher Sendai overwrites files instead of patching them. If you want to insert it, you must install it before the big mods, all the others much later after the installation of Big Picture!*



- 2.5.1. Copy the folder Oversight and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your main SoA directory.

- 2.5.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Tougher Sendai (ToB Required)]? [I]ninstall  
 Install Component 1 [Alignment Correction]? [N]ot Install  
*This component is included in enlarged form already in BG2 Fixpack*  
 Install Component 2 [Class Tweaks/Fixes]? [N]ot Install  
 Install Component 3 [Altered Spells]? [N]ot Install  
 Install Component 4 [Improved Continuity]? [N]ot Install  
*This component is included except for Saemon Havarian part already in BG2 Fixpack*  
 Install Component 5 [Cleric Kits]? [N]ot Install  
 Install Component 6 [Monk High Level Abilities]? [N]ot Install  
 Install Component 7 [Holy Liberator]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

**2.6. Exnem's Addon = Exnem Vault v5**

~SETUP-EXNEM.TP2~

This Mod contains 21 new spells and 88 new items plus edited monsters and areas.

The mod includes items from Final Fantasy, Lord of the Rings and who knows what else, nevermind the fact that they are overpowered beyond imbalanced and the fact that it also potentially overwrites your random treasure table.



*Exnem Vault should be installed before BG1UB, and possibly before CtB and BGT as well, since it overwrites rndtreas.2da and those other mods patch it.*

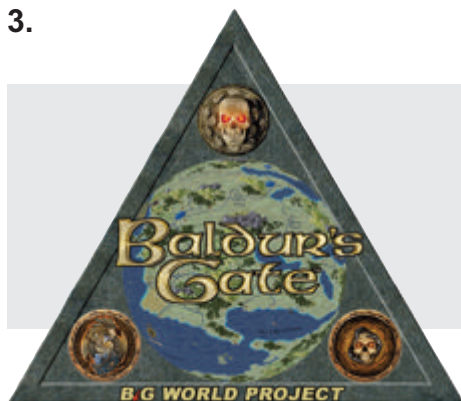
- 2.6.1. Copy the folder **Exnem** and the files **Setup-Exnem.exe** and **Setup-Exnem.tp2** into your main SoA directory.

- 2.6.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Exnem Vault v5, Install Items]? [I]ninstall  
 Install Component 1 [Add items to creatures]? [I]ninstall  
 Install Component 2 [Add items to areas]? [I]ninstall  
 Successfully installed Press ENTER to exit



### 3.

## NEVER ENDING JOURNEY (NEJ)



NEJ integrates the game Icewind Dale in extended and improved form into Baldur's Gate. NEJ is regarded by many players as the best game at all. So far the game is unfortunately not yet finished.

Earlier NEJ was a component of the megamods. Presently, however, the current versions of NEJ are not compatible with most of the other mods of the megamods. **The "old" compatible version used here is no more supported by the mod's author. Above all there are absent a lot from the content which NEJ has presently.**

There are attempts to integrate this great Mod in future into the megamod. Nowadays the current versions of NEJ should be played, however, as an independent installation. The current stand-alone installation for it is:

SoA + ToB + ToB patch + Baldurdash-WeiDU v1.6.6 + BGT v1.05 + BGTTweaks + TS v7.02 + NeJ2 v6.9.1 + the new patch v6.9.4. + BGT Songs.

For the installation of NeJ2 v6.9.4 you must use BD-WeiDU v1.6.6 instead of BG2 Fixpack! A special BGT.TP2 file is required! Look at <http://vlad.blackwyrmlair.net/files/Setup-BGT.tp2>

You can restore optional the original BG1 songs. Install them at the end of your installation. Before transition from BG1 to BG2 you should uninstall these songs and return to the songs from BG2, TS and NeJ2.

NEJ2v6.9.4 is compatible neither with Big Picture-WeiDU with nor with BG2 Fixpack; if you try to install it, it ruins your whole installation!

If you want to play NEJ with BP within the megamod, you must use NEJ2 v4.2, the patch v6.02 and the BGT-NEJ v1 patch. Nevertheless, there is an Inkompatibilität between NEJ and CtB in the kind of a small number of creatures that uses the same animation what looks a little bit funny.

### 3.1. Never Ending Journey 2 v42b

~SETUP-NEJ2BIFFER.TP2~ ~SETUP-NEJ2.TP2~ ~SETUP-NEJGUI.TP2~

This mod is a completely independent game without any connection to the BG2 main-plot. If you go through the portal in the north of the startposition in Irenicus dungeon, the party travels by time and space to the Icewind Dale and brings you into the city of Eastheaven one hundred years before.

3.1.1. Unpack the file NEJ2v42b in your main SoA directory. The WeiDU-setup starts automatically, updates itself and breaks off. Now you find the following files and folders in your list: **Intro, NeJ, NeJ2, tisunpack.exe, Setup-NeJ2.tp2, Setup-NeJ2.exe, oggdec.exe, NoCD.exe, NeJUninstaller.bat, NeJ-Readme.txt, NeJAreasSounds.bat.**

3.1.2. Unpack the NEJ2Biffer\_v3 in you main SoA directory. Now you find the following files and folder in your list: **BP-NeJAreasSounds.bat, BP-NeJUninstaller.bat, BP-NeJUninstalierReal.bat, NeJ2Biffer-Readme.txt, Setup-NeJ2Biffer.exe, Setup-NeJ2Biffer.tp2, SetupNeJ2GUI.exe, Setup-NeJ2GUI.tp2, tisunpack.exe.** The older tisunpack.exe is substituted with newer from the biffer folder.

3.1.3. One or more files of this mod must be changed. This will be done by the patch from the folder **B.G World Fixpack.**


3.1.4. Start the installation with the setup-NEJ2Biffer.exe. This starts setup-NEJ2.exe automatically. This installation may last 20 minutes! Afterwards the DOS dialog appears:

Install Component 0	[Biffing NeJv42 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup.NeJ2.exe FIRST to uninstall!]	[I]ninstall
Successfully installed	[Biffing NeJv42 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup.NeJ2.exe FIRST to uninstall!]	Press ENTER to exit
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Never Ending Journey v4.2 - Part 1]?	[I]ninstall

*The next three components are replaced by the new mod BGTNeJ2*


### 3. NEVER ENDING JOURNEY (NEJ)


- Install Component 1 [Continuous and Custom Kit Imoen]? [N]ot Install  
*This component must be installed, otherwise NEJ2v602 cannot be installed.  
The revised version of this component is installed with BGTNeJ2.*
- Install Component 2 [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira]? [N]ot Install  
*The revised version of this component is installed with BGTNeJ2.*
- Install Component 3 [Boo - Minsc's Familiar]? [N]ot Install  
*This component should not be installed with the component „The Kidnapping of Boo by Cliffette“  
from Unfinished Business für BGII or you could install both and test to see if they both work.  
The revised version of this component is installed with BGTNeJ2.*
- Install Component 4 [Improved Nymph (Woodland Being) Script by Goeran Rimen]? [N]ot Install  
*This component is already included in Baldurdash WeiDU.*
- Install Component 5 [Restored Twisted Rune Quest]? [I]ninstall
- Install Component 6 [Dual Wielding Fix for Rogues by aVENGER]? [N]ot Install  
*This component is already included in Baldurdash WeiDU.  
This component is based on a very old version of Rogue Rebalancing (v3.11) and therefore contain some outdated (and potentially problematic) code. Use the "Proper dual-wielding implementation for Thieves and Bards" component of Rogue Rebalancing instead.*
- Install Component 7 [Never Ending Journey v4.2 - Part 2]? [I]ninstall
- Install Component 8 [Melora NPC - Chaotic-Neutral Halfling Swashbuckler]? [I]ninstall
- Install Component 9 [Leina NPC - True-Neutral Half-Elf Bard Of Melody]? [I]ninstall
- Install Component 10 [Areas & Soands]? [I]ninstall
- Successfully installed Press ENTER to exit  
*The further installation may last 10 min!*  
Installation complete.  
The readme opens. as well as a message from Zaks. Press OK

3.1.5. A window of the program "**UltraPatcher 32**" will open. This allows you to play your game also without inlaid CD. The installation is recommendable anyway. Press Crack for installation or Exit to cancel. 

3.1.6. If you have decided for Crack, the next windows asks: "Backup your original File? (Better click YES)". Press yes to protect the original BGMain.exe. Confirm in the next window again with OK.

*In addition, the files Setup-NEJGUI.exe and Setup-NEJGUI.tp2 are installed with this mod.*

**3.2. BGTNeJ2 v1.1** **Not to be confused with BGT-NeJ2 Compatibility Modification v1!**   
~SETUP-BGTNEJ.TP2~  
This Mod is actually an extract from 9 optional components from NeJ2.

**ATTENTION:** If you have installed NEJ, this mod must be installed in two steps! The component Continuous and Custom Kit Imoen is to be installed before NEJ2v602, all the others after the installation of BGT! If you have not installed NEJ you can install this mod after BGT. 

3.2.1. Copy the folder **BGTNEJ** and the files **Setup-BGTNeJ.exe** and **Setup-BGT-NEJ.tp2** into your main SoA directory.

3.2.2. Double-click the Setup. The DOS dialogue appears:

- What should be done with all components that are NOT YET installed? [A]sk about each one?
- Install Component 0 [Continuous and Custom Kit Imoen]? [I]ninstall
- Install Component 1 [New Imoen Portrait]? [N]ot Install
- Install Component 2 [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]? [N]ot Install
- Install Component 3 [New Jaheira Portrait]? [N]ot Install
- Install Component 4 [Boo - Familiar of Minsc (This component is not available in BG1!)]? [N]ot Install
- Install Component 5 [Various Enhancements for BG1 (BGT required!)]? [N]ot Install
- Install Component 6 [Merchant League Bank (BGT required!)]? [N]ot Install
- Install Component 7 [More Items from BG1 (BGT required!)]? [N]ot Install
- Install Component 8 [Tougher Black Talone Elites (BGT required!)]? [N]ot Install
- Successfully installed Press ENTER to exit

### 3. NEVER ENDING JOURNEY (NEJ)

---

#### 3.3. NEJ2v602

~SETUP-NEJ2V602.TP2~

With this patch errors get remedied in NeJ.

*NEJ must be installed if you want to install this mod!*



3.3.1. Unpack the file **NEJ2v602** in your main SoA directory. The WeiDU-Installer starts automatically, updates itself and breaks off. Now you find the following files and folders in your list: **NEJ2v602, Setup-NeJ2v602, Setup-NeJ2v602.tp2 and MSVBVM50DLL.**

3.3.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack.**



3.3.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Never Ending Journey v6.02 (cumulative patch)]?

[I]nstaLL

Install Component 1 [New Imoen Portrait]?

[N]ot Install

*Later you have again the possibility to install the portrait*

Install Component 2 [Animation Compatibility Fix for "Tortured Souls"]?

[I]nstaLL

Install Component 3 [NoCD Missing DLL. Please install it if you previously failed to install NoCD patch.]?

[N]ot Install

Successfully installed

Press ENTER to exit

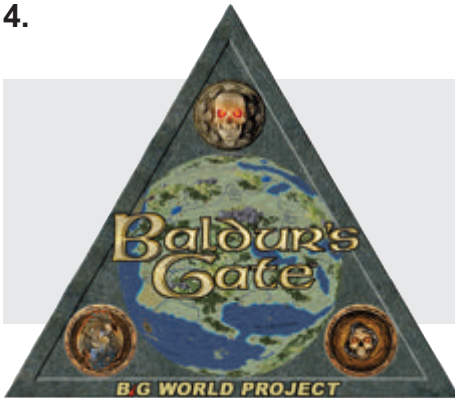
3.3.4. **ATTENTION:** Copy after installation the files **MINSC.BCS** and **staf15.itm** from the folder **B&G World Fixpack** into the override folder. The file MINSC.BCS should solve the "stutter bug".



BGT-WeiDU supports NEJ only partially. The entire compatibility is reached only by the installation of the BGT-NeJ2 Compatibility Modification v1 after BGT-WeiDU!

## 4.

## THE BIG BG2 MODS



These mods enhances BG2 with many new quests as well as additional characters, items and spells. The BG-world is more than doubled by hundreds of new areas.

BGT takes corrections in the mods NeJ, CtB, TDD, SOS, TS and BG2 Fixpack. Therefore, these mods must be installed before BGT! The files get biffed automatically at the end of the installation. Therefore a simple de-installation with WeiDU is not possible.

Due to their complexity the mods until today are not yet bug-free. You will most likely run into problems in some places and will have to use the CLUA console in order to be able to further-play.



### 4.1. The Darkest Day v.1.12

~SETUP-TDD.TP2~

This big mod adds 5 new major quests and more than 40 smaller quests, 10 NPCs, 39 new creatures, 75 kits, more than 180 items and more than 170 spells to SoA and ToB. To start the biggest Quest in TDD, you must talk with Forp.

4.1.1. Copy the folder **TDD** and the files **Setup-TDD.exe** and **Setup-TDD.tp2** into your main SoA directory.

4.1.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B.G. World Fixpack**.

4.1.3. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [The Darkest Day, v1.12]?        [I]nstaLL
Install Component 1 [TDD Charakter Kits]             [N]ot Install
  If you want to install these kits, you must install them now, otherwise they do not work properly.
  TDD would fill up all slots for kits, so that no other kit could be installed. Nevertheless, with the
  Mod Kit Remover you can remove character classes later again if you want to install other kits.
Successfully installed [The Darkest Day, v1.12]      Press ENTER to exit
Further files get copied
Installation complete. Press any key . . .          Press ENTER

```



### 4.2. Shadows Over Soubar v1.13

~SETUP-SOS.TP2~

More than 100 new areas, new as well as changed, more than 400 new creatures, 4 new NPCs with their own tasks, more than 400 new items, more than 20 new stores, more than 30 mini quest and 2 major quest.

4.2.1. Copy the folder **SOS** and the files **Setup-SOS.exe** and **Setup-SOS.tp2** into your main SoA directory.

4.2.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Shadows Over Soubar, v1.13]?   [I]nstaLL
Install Component 1 [Remorhaz walking speed adjustment] [N]ot Install
Successfully installed [Shadows Over Soubar, v1.13]  Press ENTER to exit
  Further files get copied
Installation complete. Press any key . . .          Press ENTER
The readme opens.

```

*With SOS a kit fence is added. Do not click this one, it is not playable and causes a crash to desktop!*

*If you want to remove Charlotte's menagerie and get full controll over her, you may want install "The MTS Crappack" component "Install Charlotte sans Menagerie by Sir Billy Bob"*



**4.3. Check the Bodies v1.11**

~SETUP-CTB.TP2~ ~SETUP-CTB-CHORES.TP2~

This are more than 20 independent quests. Dozens of class specific quests, items, spells, and even the unofficial mod Company of Eight is included. 450 creatures, 275 spells, 160 areas, 15 new areas, 25 stores, 24 quests, 11 new kits, 6 new songs, 1 new NPC, 1 new town and 1 film. The Mod starts with own tutorial. During four days are to be solved one quest each day. After that the regular BG2 game begins.

*There is an incompatibility between NEJ and CtB in the kind that a small number of creatures uses the same animation what looks a little bit funny. This problem is not repaired yet.*

4.3.1. Copy the folder **CtB** and **CtB\_FF** and the files **Setup-CtB.exe**, **Setup-CtB\_FF.exe**, **Setup-CtB.tp2**, **Setup-CtB-Chores.tp2** and **Setup-CtB\_FF.tp2** into your main SoA directory.

4.3.2. Double-click the Setup-CtB.exe. The DOS dialog appears:

Install Component 0	[Check The Bodies]?	[I]ninstall
Successfully installed	[Check The Bodies]	Press ENTER to exit
This installation may last 9 minutes!		
Installation of the core CtB package is complete. Press any key . . .		Press ENTER
Install Component 0	[Candlekeep Chores]?	[I]ninstall
Successfully installed	[Candlekeep Chores]	Press ENTER to exit
Candlekeep Chores is complete. Press any key . . .		Press ENTER
The readme opens.		

**Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)**

~SETUP-CTB\_FF.TP2~

This Mod enables you to skip the Candlekeep Chores installed before during the game.

4.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Install Component 0	[Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)]? [I]ninstall
Successfully installed	[Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)] Press ENTER to exit
The readme opens.	

**4.4. Tortured Souls TS-BP v6.10**

~SETUP-TS-BP.TP2~

The mod includes a task with the Yoshimo family, as well as a romance with Valygar for a female PC and a romance with Sime for a male PC - this are two absolutely different plots!

*Don't install Tortured Souls TS v6.11! This version ist not compatible with the Megamod!*



4.4.1. Copy the folder **TS** and the files **Setup-TS-BP.exe** and **Setup-TS-BP.tp2** into your main SoA directory.

4.4.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



4.4.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Install Component 0	[TORTURED SOULS v6.10 (BP compatible version)]? [I]ninstall
Successfully installed	[TORTURED SOULS v6.10 (BP compatible version)] Press ENTER to exit
Further files get copied	
Installation complete. Press any key . . .	
Three read me open	

**4.5. Region of Terror 2.1**

~SETUP-ROT.TP2~

The mod puts in Drizzt and his companions as playable NPC's and you'll be able to play with him through the old and new quests. The mod includes more than 10 new big and other 20 smaller tasks and adds four new towns / villages as well as an arena in which you can fight for premiums. Hun-

## 4. THE BIG BG2 MODS

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dreds of new items, new spells, 10 new NPCs, more than 20 new kits, more than 160 new areas, a modders house (to reach with code) 30 - 40 hours of additional playing time.

4.5.1. Copy the folder **RoTerror** and the files **Setup-RoT.exe** and **Setup-RoT.tp2** into your main SoA directory.

4.5.2. One or more files of this mod must be changed. This will be done by the patch from the folder **BxG World Fixpack**.



4.5.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                0 [English]
Install Component 0  [Region Of Terror, v2.1]?        [I]ninstall
Install Component 1  [Region Of Terror Kit Pack]?    [N]ot Install
RoT would fill up most slots for kits, so that barely other kits could be installed. You can install the kits later. If you have already installed the kits of TDD this step is skipped. Do not try to uninstall already installed kits of TDD afterwards. You would ruin your present installation!
Successfully installed [Region Of Terror, v2.1]      Press ENTER to exit
Further files get copied
Installation complete. Press any key . . .          Press ENTER
The readme opens.
```

*There are some more not fixed bugs. See this forum for more information:*  
<http://www.shsforums.net/index.php?showforum=168>

## 5.

## BGT TRILOGY



BGT is the core of the **B&G World Projekt**. This mod will merge BG1 and BG2 to one game and the game can be extended with a few BG1 mods.

## 5.1. Baldur's Gate Trilogy – WeiDU BGT-WeiDU v1.08

~SETUP-BGT.TP2~

With this mod Baldur's Gate I and the Legends of the Sword Coast are integrated into the game to play BG I with the more advanced engine of BG II and to create a transition from the Legends of the Sword Coast to Amn. Besides, BGT takes corrections in the mods NeJ, CtB, TDD, SOS and TS. In addition, BGT repairs the problem caused by the BG2 Fixpack that SoA play cannot start after transition.

*Differently from earlier versions of BGT the baldur.ini in the directory Baldur's Gate needs no more to be edited.*

5.1.1. Copy the folder **BGT** and the files **Setup-BGT.exe** and **Setup-BGT.tp2** into your main SoA directory.

5.1.2. **Make sure that no CD or DVD is in your disk drive!**



**Check whether the file MovieCD5.bif exists in the folder ...\Baldur's Gate\movies. It can't be installed afterwards because these files get biffed into the file BG1MOVIE.bif in the directory ...\BGII - SoA\data.**



5.1.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Would you like to display the readme?

[N]o

Install Component 0 [Baldur's Gate Trilogy - Core]?

[Y]es

*The Installation stops and you must enter the directory path. Possibly you receive in the DOS window no prompt, but see only the flashing cursor.*



Type in the full path to Baldur's Gate. This is usually: „C:\Program Files\Black Isle\Baldur's Gate“. Press enter.

Now the files are copied from BG1 to BG2.

Successfully installed [Baldur's Gate Trilogy - Core]?

Press ENTER to exit

Now the files are copied from BG1 to BG2. This installation can last also with a quick computer 15 minutes!

The readme opens.

Installation complete. Press any key . . .

Press ENTER

*During installation the folders **GUI\_Mods** and **music** as well as the files **Setup-BGTMusic.exe**, **Setup-BGTMusic.tp2**, **Setup-GUI.exe** and **Setup-GUI.tp2** are created. You need these not until at the end of your installation.*

5.1.4. **Fault recovery at the installation of BGT-WeiDU** (stored from v1.02, should no longer be needed)

5.1.4. During the installation under Windows XP the known error message of the operating system may appear three times: "tis2bg2.exe or \_WeiDU.exe has ascertained a problem and must be finished. This problem appears when a CD is in the disk drive. Unfortunately, in this case you must uninstall again BGT immediately after installation is finished (don't use reinstall).

5.1.5. If the deinstallation is complete, you must restore again manually the Dialog.tlk and DialogF.tlk from the folder BGT\dialog.bak.



5.1.6. Take the CD out of the disk drive.

5.1.7. Begin again at 5.1.2. Now according from experience the renewed installation runs without problems.

5.1.8. If you have already experimented several times with the installation, in particular have copied and deleted the BGII - SoA folder, it may happen that BGT-WeiDU asks you during installation to insert a data carrier in your disk drive. By no means insert a BG game, but any other CD (a audio CD or a

- 5.1.9. blank disk is even sufficient). Then continue with the installation.  
Begin immediately afterwards again with 5.1.2.

**Continue with the other installation only when your BGT-WeiDU has installed perfectly.**

**BEREGOST CRASH FIXER v1.8**

Due to an as yet unidentified problem, leaving or entering Beregost can corrupt Baldur's Gate saved game file, resulting in a crash when you try to load them. With "Beregost Crash Fixer" you can repair the saved game. The "Java Runtime Environment" must be installed. See the tools' readme to learn how "Beregost Crash Fixer" works.



**5.1a. Reeovor-Fixer**

~SETUP-REEVORFIXER.TP2~

The files Reeovor.cre and Reeovor2.cre are sometimes damaged when importing. This tool will repair them again.

- 5.1a.1. Copy the the file **setup-reevorfixer.tp2** from the folder **B&G World Fixpack** into your main SoA directory.



- 5.1a.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Fix Reeovor if he us messed up]? [I]ninstall  
Successfully installed [Fix Reeovor if he us messed up] Press ENTER to exit

- 5.2. *only for German users*

**5.3. Restored Textscreen Music v7**

~TXTMUSIC.TP2~

This small modification simply restores, and makes more consistent with the text, the music that is heard during the prologue textscreen in Baldur's Gate, and also restores the dreams' music.

*This Mod consists of two components: the Core Installation Package and the Language Pack which you must download apart.*



- 5.3.1. Copy the folder **TxtMusic** and the file **Setup-TxtMusic.exe** into your main SoA directory.  
5.3.2. Copy the content from the **English Language Pack** into the folder ...\TxtMusic\Language\English.  
5.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Install Component 0 [Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU]? [I]ninstall  
Successfully installed [Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU] Press ENTER to exit

The readme opens.

**5.4. Baldur's Gate Trilogy-Never Ending Journey 2 Compatibility Modification v1**

~SETUP-BGTNEJ2.TP2~

With this mod the entire compatibility will be arranged between NEJ and BGT

- 5.4.1. Copy the folder **BGTNeJ2** and the files **Setup-BGTNeJ2.exe** and **Setup-BGT-NEJ2.tp2** into your main SoA directory.

- 5.4.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



- 5.4.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [BGT-NeJ2 Compatibility Patch]? [I]ninstall  
Install Component 1 [Custom Portraits for Imoen and Jaheira] [N]ot Install  
Install Component 2 [Boo - Minsc's Familiar Fixes]? [N]ot Install

*This component does not work. Something is more wrong with the fix than what it was to fix.  
The revised version of this component is installed with BGTNeJ2.*



## 5. BGT TRILOGY

Install Component 3 [Custom Firewalker Kit and continuity for Shat -Teel]? [I]ninstall  
Install Component 4 [Merchant League Store]? [N]ot Install

*The revised version of this component is installed with BGTNeJ2.*

Successfully installed  
The readme opens.

Press ENTER to exit

### 5.5. BGTNeJ2 v1.1 **Not to be confused with BGT-NeJ2 Compatibility Modification v1!**

~SETUP-BGTNEJ.TP2~

This Mod is actually an extraction of 9 optional components from NeJ2



**ATTENTION:** If you have installed NEJ, this mod must be installed in two steps! The component Continuous and Custom Kit Imoen is to be installed before NEJ2v602, all the others after the installation of BGT! If you have not installed NEJ you can install this mod after BGT.



5.5.1. Copy the folder **BGTNEJ** and the files **Setup-BGTNeJ.exe** and **Setup-BGT-NEJ.tp2** into your main SoA directory.

5.5.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?

What should be done with all components that are ALREADY installed? [S]kip them?

Install Component 0 [Continuous and Custom Kit Imoen]? [N]ot Install

*If you have not installed NEJ before, you should also install this component.*

Install Component 1 [New Imoen Portrait]? [N]ot Install

Install Component 2 [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]?

[I]ninstall

Install Component 3 [New Jaheira Portrait]?

[N]ot Install

Install Component 4 [Boo - Familiar of Minsc (This component is not available in BG1!)]?

[I]ninstall

Install Component 5 [Various Enhancements for BG1 (BGT required!)]?

[I]ninstall

Install Component 6 [Merchant League Bank (BGT required!)]?

[I]ninstall

Install Component 7 [More Items from BG1 (BGT required!)]?

[I]ninstall

Install Component 8 [Tougher Black Talone Elites (BGT required!)]?

[N]ot Install

*The SCS component "Tougher Black Talons and Iron Throne guards" has the same function.*

Successfully installed



## 6.

## THE BIG BG1 MODS



These mods enhances BG1 with dozens of new areas, many new quests as well as additional characters, items and spells.

The files get biffed automatically at the end of the installation. Therefore a simple deinstallation with WeiDU is not possible.

### 6.0. Dark Horizons v2.02

~SETUP-DARKHORIZONS.TP2~

ENGLISCH (58 S.)

In this extensive quest mod you will be hunted by a dangerous organization. Find out who they are, before they get you. This mod includes one major and multiple minor quests as well as encounters for BG1 and introduces new areas, stores, items and enemies.

This mod includes also the mods "BG1 Adventure Pack" and "BG1 CoM Forge - Item Upgrade".

6.0.1. Kopiert den Ordner **DarkHorizons** und die Dateien **Setup-DarkHorizons.exe** und **Setup-DarkHorizons.tp2** in Euer ...\\BGII - SvA\\ Verzeichnis.

6.0.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 ["Dark Horizons" Mod (Requires Tales of the Sword Coast or BGT)]?

[I]ninstall

**SKIPPING** 1 [Level 40 rule pack (Do not install if you have another rule pack installed like the one that comes with DSotSC.)]

Successfully installed

Press ENTER to exit

### 6.1. Dark Side of the Sword Coast v2.15

~SETUP-DSOTSC.TP2~

A large mod that adds new areas, NPCs, quests, spells, items, and much more to Baldur's Gate

6.1.1. Copy the folder **DSotSC** and the files **Setup-DSotSC.exe** and **Setup-DSotSC.tp2** into your main SoA directory.

6.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Would you like to display the readme?

[N]o

What should be done with all components that are NOT YET installed?

[A]sk about each one?

Install Component 0 [DSotSC for BGT-WeiDU]?

[I]ninstall

Install Component 100 [Dark Side Interparty Banter]?

[I]ninstall

Install Component [Extended NPC Soundsets]?

200 1] Additions only

[I]

210 2] BG1 soundsets dominate

220 3] BG2 soundsets dominate

Install Component 400 [Alternate Bardo Portrait]?

[I]ninstall

Install Component 410 [Alternate Bub Snikt Portrait]?

[I]ninstall

Install Component 420 [Alternate Conchobhair Portrait]?

[I]ninstall

Install Component 430 [Alternate CuChoinneach Portrait]?

[I]ninstall

Install Component 440 [Alternate Ferthgil Portrait]?

[I]ninstall

Install Component 450 [Alternate Jet'laya Portrait]?

[I]ninstall

Install Component 460 [Alternate Keiria Portrait]?

[I]ninstall

Install Component 470 [Alternate Skeezer Portrait]?

[I]ninstall

Install Component 480 [Alternate Thorfinn Portrait]?

[I]ninstall

Successfully installed

Press ENTER to exit

Further files get copied

Press any key . . .

Press ENTER

**6.2. Northern Tales of the Sword Coast v170a**

~SETUP-NTOTSC.TP2~

This mod brings to you new quests, locations and new monsters.

6.2.1. Copy the folder **NTotSC** and the files **Setup-NTotSC.exe** and **Setup-NTotSC.tp2** into your main SoA directory.

6.2.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [NTotSC for BGT-WeiDU]?          [I]nstaLL
Successfully installed [NTotSC for BGT-WeiDU]        Press ENTER to exit
Further files get copied
Press any key . . .                                  Press ENTER
The readme opens.
```

**Northern Tales of the Sword Coast Dialog Revamp 171**

~NTOTSCV171.TP2~

Text corrections with many trigger changes made to the dialogs for easier mod flow and understandability.

*This mod needs to be installed on top of NTotSC and requires DSotSC.*

6.2.3. Copy the folder **NTotSCv171** and the files **Setup-NTotSCv171.exe** and **Setup-NTotSCv171.tp2** into your main SoA directory.

6.2.4. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Fix NTotSC Issues]?             [I]nstaLL
Successfully installed [Fix NTotSC Issues]           Press ENTER to exit
The readme opens.
```

**6.3. Secret of Bonehill v2.40**

~SETUP-BONEHILL.TP2~

New areas, a new NPC and new quests. This mod is subdivided into two chapters, of those the first can be played rather early and the second only reveals after some time.

6.3.1. Copy the folder **BoneHill** and the files **Setup-BoneHill.exe** and **Setup-BoneHill.tp2** into your main SoA directory.

6.3.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Bone Hill Mod v2.31 (Requires BGT-WeiDU or Tutu)]? [I]nstaLL
Successfully installed [Bone Hill Mod v2.31 (Requires BGT-WeiDU or Tutu)] Press ENTER to exit
Further files get copied
Press any key . . .                                  Press ENTER
The readme opens.
```

**Bonehill v245**

~SETUP-BONEHILLV245.TP2~

Text corrections with many trigger changes made to the dialogs for easier mod flow and understandability.

*This patch changes the dialogues in SoBH, in order to make the connections more understandable and provides for a better flow of the game.*

6.3.3. Copy the folder **Bonehillv245** and the files **Setup-Bonehillv245.exe** and **Setup-Bonehillv245.tp2** into your main SoA directory.

6.3.4. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Bone Hill Mod Upgrade (Requires Bonehill Core Package)]? [I]nstaLL
Successfully installed [Bone Hill Mod Upgrade (Requires Bonehill Core Package)] Press ENTER
```

**6.4. Drizzt Saga v2.0**

~DRIZZTSAGA.TP2~

This mod brings Drizzt and his companions with her own major quest and many minor quests as well as many new areas and new creatures into the game. You meet Drizzt in his original area fighting with gnolls.

*The Drizzt saga is intended only for experienced players.*

- 6.4.1. Copy the folder **DRIZZTSAGA** and the file **Setup-drizztsaga.exe** into your main SoA directory.  
 6.4.2. To be able to install Drizzt Saga, you must copy the file **worldmap.wmp** immediately before installation of the mod from the folder **BiG World Fixpack** into the override folder.

*Because this patch cannot be installed before, this will not be done by the BiG World Fixpack.bat, but the BiG World Install.bat.*

- 6.4.3. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Choose your language:                                0 [English]
Install Component 0  [The Drizzt Saga for Tutu/BGT (modified for post Durlag Tower launch)]?
                                                         [I]ninstall
Install Component 1  [Install Worldmap v7 Support]?    [I]ninstall
Successfully installed [The Drizzt Saga for Tutu/BGT (modified for post Durlag Tower launch)]
                                                         Press ENTER to exit
  
```

Further files get copied, then the readme opens.

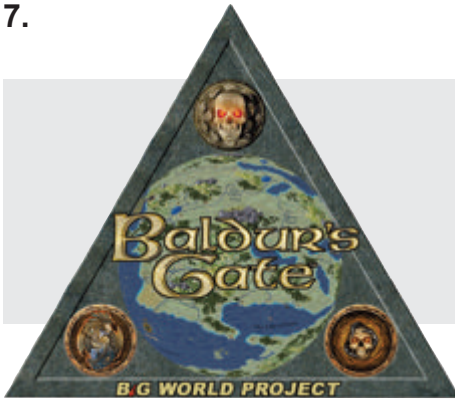
If you have kept exactly to the instructions, your folder has grown in the meantime on 13.4 GB. You have a very far developed and often experienced stable core as a source base for the further installation. The playing time for this installation is more than 400 hours.

The following instructions for the installation of a megamod are arranged in a way that you can easily choose whether you want to install only BG1 components, only components BG2, only quests or only NPCs or, however, everything together. If it is not differently indicated, you could vary the order of the installation within the single groups. However, note that many mods also have mutual relations together and these mods function only by observance of a certain order. The installation of an inexpedient component at the wrong place can ruin your whole installation! Therefore, I suggest to keep to the following order. However, you can skip some mods just at your pleasure, provided that they are not needed for another mod.



## 7.

## BG1 QUEST MODS



The next quest mods are not as extensive as the big BG1 mods, but nevertheless they enhance BG1 by a few more beautiful and exciting game hours.

### 7.0. The Vault v7.1 (modified for BGT)

~SETUP-VAULT.TP2~

These new and improved items will be distributed in the various encounters in BG1. These groovy new items, being in the possession of the enemies, will tend to make the game significantly harder.

*This mod must be installed before BGQE and TGC, because it overwrites some files and otherwise their NPCs do not trigger any more. It can ONLY be installed into a BGT-WeiDU game.*

7.0.1. Copy the folder **vault** and the files **Setup-Vault.exe** and **Setup-Vault.tp2** into your main SoA directory.

7.0.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: [English]  
 Install Component 0 [The Vault (erebusant's revamp modified for BGT compatibility)]?  
 [I]nSTALL  
 Successfully installed [The Vault (erebusant's revamp modified for BGT compatibility)]  
 Press ENTER to exit

The readme opens.

### 7.1. BG1 Mini Quests and Encounters v4.1

~SETUP-BGQE.TP2~

The mod adds several mall quests. Also included is the "Slime-Quest Mini-Modifikation, so now Jas-teys BG1 Mini-Quests replaces Slime-Quest v1.6.

7.1.1. Copy the folder **bgqe** and the file **Setup-bgqe.exe** into your main SoA directory.

7.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Install Component 0 [Baldur's Gate Mini-Quests and Encounters Mod]? [I]nSTALL  
 Successfully installed [Baldur's Gate Mini-Quests and Encounters Mod] Press ENTER to exit

### 7.2. The Grey Clan Episode I: In Candlelight v1.8T1

~SETUP-TGC1E.TP2~

The mod adds a long quest to the game and several subquests as well, with many new characters, items, scripts and dialogs.

**ATTENTION:** You must use the version for BGT!



7.2.1. Copy the folder **TGC1e** and the files **Setup-TGC1E.exe** and **Setup-TGC1E.tp2** from the folder **tc1e\_bgt** into your main SoA directory.

7.2.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component [The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8]? [I]nSTALL  
     0 1] Normal edition  
     1 2] Lite edition  
 Successfully installed Press ENTER to exit  
 Press ENTER to exit

The readme opens.

### 7.3. The Lure of the Sirine's Call v9

~SETUP-SIRINESCALL.TP2~

The Mod takes place in the coastal area south of Candlekeep, and involves the lighthouse, the treasure cavern, the sirines dwelling along the beach, and worgs and pirates.

7.3.1. Copy the folder **SirinesCall** and the files **Setup-SirinesCall.exe** and **setup-SirinesCall.tp2** into your main SoA directory.

7.3.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:           0 [English]
Would you like to display the  [N]o
readme?
Install Component 0    [The Lure of the Sirine's Call]?  [I]nstaLL
Successfully installed [The Lure of the Sirine's Call]  Press ENTER to exit
The readme opens.
```

7.4. **The Stone of Askavar v1.5**

~SETUP-SOA.TP2~

This mod involves a main quest and several subquests. There are new items and spells as well as lots of new creatures to fight.

7.4.1. Copy the folder **soa** and the files **setup-soa.exe** and **setup-soa.tp2** into your main SoA directory.

7.4.2. To be able to install Stone of Askavar, you must copy the file **worldmap.wmp** immediately before installation of the mod from the folder **BiG World Fixpack** into the override folder.

*Because this patch cannot be installed before, this will not be done by the BiG World Fixpack.bat, but the BiG World Install.bat.*



7.4.3. Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the  [N]o
readme?
Install Component 0    [The Stone of Askavar Version1.3 BETA]?  [I]nstaLL
Successfully installed [The Stone of Askavar Version1.3 BETA]  Press ENTER to exit
The readme opens.
```

7.5. **Ascalons Questpack v0.5 Beta**

~SETUP-AC\_QUESTION.TP2~

This mod includes eight different new questes

*This is a PURE BGT-MODIFIKATION!*

GERMAN

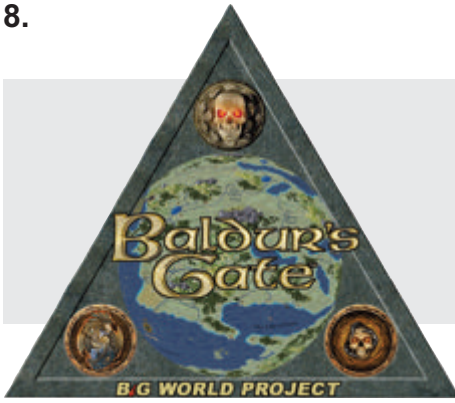
7.5.1. Copy the folder **AC\_QUESTION** and the files **Setup-AC\_QUESTION.exe** und **Setup-AC\_QUESTION.tp2** into your main SoA directory.

7.5.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0    [Ascalons Questpack]?  [I]nstaLL
Successfully installed [Ascalons Questpack]  Press ENTER to exit
```

## 8.

## BG1 STORES AND ITEMS



These mods expand and improve your BG1 stores and items.

## 8.3. Herbs and Potions Add-in for Baldur's Gate 1 v1.0.3

~SETUP-BW\_HERBS.TP2~

5 new herbs, 15 potions which you can brew by combining herbs, items with fine enchantments... all this in Nashkel

8.3.1. Copy the folder **BW\_Herbs** and the file **Setup\_BW\_Herbs.exe** into your main SoA directory.

8.3.2. One or more files of this mod must be changed in order to be able to install it together with BWP.

This will be done by the patch from the folder **B/G World Fixpack**.

8.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Herbs and Potions Add-in v1.01 by Baronius]?	[I]ninstall
Successfully installed	[Herbs and Potions Add-in v1.01 by Baronius]	Press ENTER to exit

The readme opens.



## 8.4. Thalantyr Item UpgradeMod v3.6

~SETUP-THALAN.TP2~

In this mod the magician Thalantyr known from the high hedge can improve objects magically and sell containers from BG2.

8.4.1. Copy the folder **thalan** and the files **SETUP-thalan.exe** and **SETUP-thalan.tp2** into your main SoA directory.

8.4.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		2 [English]
Install Component 0	[Thalantyr - ItemUpgrade]?	[I]ninstall
Successfully installed	[Thalantyr - ItemUpgrade]	Press ENTER to exit

## 8.5. Lost Items Version Revised 2

~SETUP-LOSTITEMS.TP2~

This Mod spreads several standard objects from BG2 in BG1

8.5.1. Copy the folder **LostItems** and the files **Setup-LostItems.exe** and **Setup-LostItems.tp2** into your main SoA directory.

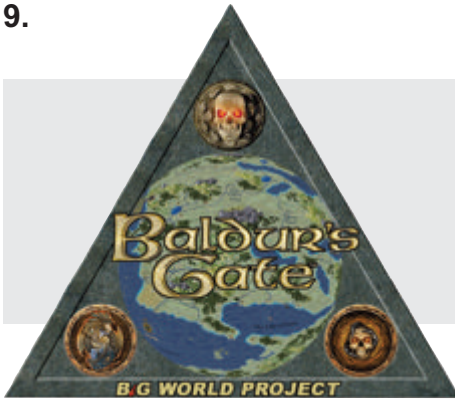
8.5.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Alternative portraits]?		[Y]es
Install Component 0	[Lost Items]?	[I]ninstall
Install Component 1	[Xan has Sorcerer class]?	[I]ninstall
Install Component 2	[Monk +3 AC and +1 THACO Bonus]?	[I]ninstall
Install Component 3	[Happy patch: NPCs do not leave due reputation]?	[N]ot Install
<i>The NPCs grumble, however, do not leave the group if they are discontented with the reputation of the party. Do not install this component together with happy patch from BG2 Tweaks or BGT-Tweak!</i>		
Install Component 4	[Viconia has 18 WIS]?	[I]ninstall
Install Component 5	[Alternate portrait for Faldorn]?	[N]ot Install
Install Component 6	[Alternate portrait for Xan]?	[N]ot Install
Install Component 7	[Alternate portrait for Imoen]?	[N]ot Install
Install Component 8	[Baldur's Gate 2 portrait for Viconia]?	[N]ot Install
Successfully installed		Press ENTER to exit

The readme opens.

## 9.

## BG1 NPC MODS



BG2 came along with a special innovation: The NPCs can have banters with the main character or with other NPCs and thus bring life into the game. There can be conflicts, but also romances with the NPC. Of course it was not long time coming, to develop this approach also for BG1.

### 9.1. BG1NPC Project v17

~BG1NPC.TP2~

This mod expands on the depth of character and levels of interaction with the NPCs from the BG1 game. Every character has banters with other NPCs and with the main character, some have personal tasks, romances with Ajantis, Branwen, Coran, Dynaheir, Shar-Teel and Xan.

The files get biffed automatically at the end of the installation. Therefore, an easy deinstallation with WeiDU is not possible.

9.1.1. Copy the folder **BG1NPC** and the files **Setup-BG1NPC.exe** and **bg1npc.tp2** into your main SoA directory.

9.1.2. Double-click the Setup. The readme opens. and The DOS dialogue appears:

```

Choose your language:                                0 [English]
Would you like to display the readme?                 [N]o
Would you like to display the components from [The BG1 NPC Project: Banter, Quests and Interjections]?
                                                       [Y]es
Would you like to display the components from [The BG1 NPC Project: Portrait Changes and Additions]?
                                                       [Y]es
Would you like to display the components from [The BG1 NPC Project: Romances]?
                                                       [Y]es
Would you like to display the components from [The BG1 NPC Project: Tweaks]?
                                                       [Y]es
Install Component 0 [The BG1 NPC Project: Required Modifications]?
                                                       [I]ninstall
Install Component 1 [The BG1 NPC Project: Banter, Quests and Interjections]?
                                                       [I]ninstall
Install Component 2 [The BG1 NPC Project: Give Edwin his BG2 portrait.]?
                                                       [I]ninstall
Install Component 3 [The BG1 NPC Project: Give Imoen her BG2 portrait.]?
                                                       [I]ninstall
Install Component 4 [The BG1 NPC Project: Give Jaheira her BG2 portrait.]?
                                                       [I]ninstall
Install Component 5 [The BG1 NPC Project: Give Minsc his BG2 portrait.]?
                                                       [I]ninstall
Install Component 6 [The BG1 NPC Project: Give Viconia her BG2 portrait.]?
                                                       [I]ninstall
Install Component 7 [The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait]?
                                                       [I]ninstall
Install Component 8 [The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues]?
                                                       [I]ninstall
Install Component 9 [The BG1 NPC Project: Ajantis Romance Core (teen content)]? [I]ninstall
Please choose one of the following:
[1] 1 hour real time (standard) minimum between LoveTalks [1]
[2] 45 minutes real time minimum between LoveTalks
[3] 30 minutes real time minimum between LoveTalks
[4] 15 minutes real time minimum between LoveTalks
[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks
Install Component 10 [The BG1 NPC Project: Branwen's Romance Core (teen content)]?
                                                       [I]ninstall
Please choose one of the following:
[1] 1 hour real time (standard) minimum between LoveTalks [1]
[2] 45 minutes real time minimum between LoveTalks
[3] 30 minutes real time minimum between LoveTalks
[4] 15 minutes real time minimum between LoveTalks
[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks
Install Component 11 [The BG1 NPC Project: Coran's Romance Core (adult content)]?
                                                       [I]ninstall
Please choose one of the following:
[1] 1 hour real time (standard) minimum between LoveTalks [1]
[2] 45 minutes real time minimum between LoveTalks

```



## 9. BG1 NPC MODS

- [3] 30 minutes real time minimum between LoveTalks  
 [4] 15 minutes real time minimum between LoveTalks  
 [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks  
 Install Component 12 [The BG1 NPC Project: Dynaheir's Romance Core (teen content)]? [I]ninstall
- Please choose one of the following:  
 [1] 1 hour real time (standard) minimum between LoveTalks [1]  
 [2] 45 minutes real time minimum between LoveTalks  
 [3] 30 minutes real time minimum between LoveTalks  
 [4] 15 minutes real time minimum between LoveTalks  
 [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks  
 Install Component 13 [The BG1 NPC Project: Shar-Teel Relationship Core (adult content)]? [I]ninstall
- Please choose one of the following:  
 [1] 1 hour real time (standard) minimum between LoveTalks [1]  
 [2] 45 minutes real time minimum between LoveTalks  
 [3] 30 minutes real time minimum between LoveTalks  
 [4] 15 minutes real time minimum between LoveTalks  
 [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks  
 Install Component 14 [The BG1 NPC Project: Xan's Romance Core (teen content)]? [I]ninstall
- Please choose one of the following:  
 [1] 1 hour real time (standard) minimum between LoveTalks [1]  
 [2] 45 minutes real time minimum between LoveTalks  
 [3] 30 minutes real time minimum between LoveTalks  
 [4] 15 minutes real time minimum between LoveTalks  
 [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks  
 Install Component 15 [The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran]? [I]ninstall
- SKIPPING 16 [The BG1 NPC Project: NPCs can be sent to wait in an inn.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- Install Component  
 17 [The BG1 NPC Project: Alora's Starting Location]? choose one:  
 17 1] Alora Starts in the Hall of Wonders. [1]  
 18 2] Alora Starts in Gullykin.
- SKIPPING 19 The BG1 NPC Project: Eldoth's Starting Location  
 [Eldoth Starts in the Cloakwood Forest.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- SKIPPING 20 [Eldoth Starts in the Coast Way.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- SKIPPING 21 The BG1 NPC Project: Quayle's Starting Location  
 [Quayle Starts at the Wyrms Crossing.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- SKIPPING 22 [Quayle Starts at the Nashkel Carnival.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- SKIPPING 23 The BG1 NPC Project: Tiax's Starting Location  
 [Tiax Starts in Baldur's Gate.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- SKIPPING 24 [Tiax Starts in Beregost.]  
 Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
- Install Component 25 [Jason Compton's Accelerated Banter Script.]? [N]ot Install  
*This component raises the frequency of the banters. This can result to the fact that the banters may already run out before the game ends.*
- SKIPPING 26 [The BG1 NPC Project: Make Shar-Teel Unkillable until In Party]?  
*This component is only useful for Tutu installs.*

## 9. BG1 NPC MODS

Install Component 27 [The BG1 NPC Project: Bardic Reputation Adjustment]? [I]ninstall  
Install Component [The BG1 NPC Project: Cloakwood areas availability in Chapter One]? [N]ot Install  
choose one:  
28 1] Open Cloakwood Lodge (first Cloakwood area only) [1]  
29 2] Open four Cloakwood areas (everything but the Mines)  
Install Component [The BG1 NPC Project: Sarevok's Diary Adjustments]? choose one:  
30 1] SixofSpades Extended Sarevok's Diary [1]  
*UB and BG1 NPC Project both change the diary. The UB diary has corrected dates and limited expansion, and The BG1 NPC Project v14 Extended Sarevok's Diary component expands the diary enormously. Whatever you install last will be what you see in-game. But none of this has any effect on the game, it's just background story.*  
31 2] Sarevok's Diary Date Changes only  
**SKIPPING** 32 [The BG1 NPC Project: Check for TutuFix Walking Speeds]  
This component is only useful for Tutu installs.  
Install Component 200 [The BG1 NPC Project: Player-Initiated Dialogues]? [I]ninstall  
*This component also includes a string fixer. If once wrong dialogs should be played, herewith this can be corrected again.*  
Successfully installed Press ENTER to exit

### 9.2. BG1NPC Music Pack v5

~BG1NPCMUSIC.TP2~

This is a companion to The BG1NPC Project. Since the original voice actors were unavailable to voice new lines, the project authors chose musical themes for each NPC to accompany new content.

9.2.1. Copy the folder **BG1NPCMusic** and the file **Setup-BG1NPCMusic.exe** into your main SoA directory.

9.2.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

Install Component [The BG1 NPC Project Music Pack]? [N]o

choose one:

0 1] Install All Audio [1]

1 2] Install Regular Audio Only

2 2] Install Romance Audio Only

Successfully installed [The BG1 NPC Project Music Pack]

Press ENTER to exit

Further files get copied, then the readme opens.

### 9.3. Indira\_v10.4\_BGT

~SETUP-INDINPC.TP2~

Indira is a half-elven, lawful good fighter/mage to be found in the Firewine Ruins. She has banter with almost all the BG1 NPCs also with Mur'Neth, if this mod is installed.

9.3.1. Copy the folder **IndiNPC** and the files **Setup-IndiNPC.exe** and **Setup-IndiNPC.tp2** into your main SoA directory.

9.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [Indira NPC for BGT-WeiDU]? [I]ninstall

[I]ninstall

Successfully installed [Indira NPC for BGT-WeiDU]

Press ENTER to exit

Further files get copied, then the readme opens.

### 9.4. Mur'Neth v7

~MUR'NETH.TP2~

He is a member of the race of ooze-like shapechangers who venerate Ghaunadaur, the evil deity of oozes, moulds and the like.

*Has banter with Indira, if Indira is installed BEFORE Mur'Neth.*

9.4.1. Copy the folder **Mur'Neth** and the files **Setup-Mur'Neth.exe** and **Mur'Neth.tp2** into your main SoA directory.

9.4.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU]? [I]ninstall [N]ot Install  
 Install Component 1 [Remove Rare selection sounds]? [N]ot Install  
 Successfully installed [The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU] Press ENTER to exit  
 The readme opens.

### 9.5. **Mulgore & Xavia NPC v5.0 for BGT and TuTu**

~SETUP-MULGOREXAVIANPC.TP2~

Xavia is a neutral-evil half-elf female assassin. Mulgore is a chaotic-evil half-orc barbarian.

9.5.1. Copy the folder **MulgoreXaviaNPC** and the file **Setup-MulgoreXaviaNPC.exe** into your main SoA directory.

9.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Install Component 0 [Mulgore & Xavia NPCs for BGT-WeiDU and Tutu, v5]? [I]ninstall  
 Successfully installed [Mulgore & Xavia NPCs for BGT-WeiDU and Tutu, v5] Press ENTER to exit  
 Press any key . . .

### 9.6. **Xan's friendship path for BG1 v6**

~SETUP-XANBG1FRIEND.TP2~

This mod provides a friendship path for Xan NPC in Baldur's Gate I.

9.6.1. Install **XanBG1Friend\_v4** into your main SoA directory. Now you find here the folder **XanBG1Friend** and the file **Setup-XanBG1Friend.exe**.

9.6.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Xan's friendship path for BG1, v5]? [I]ninstall  
 Successfully installed [Xan's friendship path for BG1, v5] Press ENTER to exit  
 The readme opens.

### 9.7. **Coran's BG Extended Friendship Talks for Tutu and BGT v2**

~CORANBGFRIEND.TP2~

This mod expands Coran's Friendship talk sequence.

9.7.1. Copy the folder **coranbgfriend** and the file **setup-coranbgfriend.exe** into your main SoA directory.

9.7.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Choose your language: 0 [English]  
 Install Component 0 [Coran's Extended BG Friendship Talks, v1, October 20, 2007]? [I]ninstall  
 Successfully installed [Coran's Extended BG Friendship Talks, v1, October 20, 2007] Press ENTER to exit

### 9.8. **Ajantis BG1 Expansion 2.1**

SETUP-AJANTISBG1.TP2

The mod adds a friendship track for Ajantis. It is meant as an addition to the BG1NPC project.

9.8.1. Copy the folder **AjantisBG1** and the file **Setup-AjantisBG1.exe** into your main SoA directory.

9.8.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Choose your language: 0 [English]  
 Install Component 0 [Installs Ajantis BG1 Expansion Modification]? [I]ninstall  
 Install Component 1 [Install custom portrait for Ajantis]? [N]ot Install  
 Successfully installed [Installs Ajantis BG1 Expansion Modification] Press ENTER to exit

**9.9 Ascalons Breagar v5.0a**

~SETUP-ACBre.TP2~

IN GERMAN ONLY

Breagar is neutral-good dwarf-smith and the first NPC, that is playable throughout all parts of Baldur's Gate Trilogy. There are Banter between Breagar and the main character as well as with the other BioWare NPCs, several quest, additional content for other mods and three different ends depending upon the way of playing.

*Breagar is a PURE BGT CHARACTER and works not with TUTU or a simple SoA installation.*

**ATTENTION:** This mod must be installed in two steps!

9.9.1. Copy the folder **ACBre** and the files **Setup-ACBre.exe** and **Setup-ACBre.tp2** into your main SoA directory.

9.9.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Ascalons Breagar: Inhalte von Baldur's Gate I]? [I]ninstall
Setup von Breagars Gesprächsgeschwindigkeit
Bitte auswählen:
[1] 1 Stunde Realzeit zwischen den einzelnen Gesprächen (empfohlen in einer BGT-
Minimalinstallation)
[2] 45 Minuten Realzeit zwischen den einzelnen Gesprächen
[3] 30 Minuten Realzeit zwischen den einzelnen Gesprächen
[4] 15 Minuten Realzeit zwischen den einzelnen Gesprächen
[5] 1 Stunde 30 Minuten Realzeit zwischen den einzelnen Gesprächen (empfohlen in
einer Big Word Installation) [5]
Bitte wählt ein Portrait:
[1] Original Art by Nix [1]
[2] Alternatives Portraits aus v4.X
Install Component 2 [Ascalons Breagar: Crossmod-Inhalte und PIDs]? [N]ot Install
Successfully installed Press ENTER to exit
```

**9.10. Finch NPC MOD For BG1Tutu v3.0**

SETUP-FINCHNPCV3.TP2

Finch Bloomwhiffer, a neutral good gnome cleric of Deneir, is quick to enthuse about stories she has read, libraries she has visited and tomes that she has had the honor to copy, but for all her knowledge, Finch has never truly experienced a life of adventure outside the pages of a book until you encounter her. Banter with Indira and Mur'Neth custom NPCs, if installed.

9.10.1. Copy the folder **finch** and the files **Setup-FinchNPCv3.exe** and **Setup-FinchNPCv3.TP2** into your main SoA directory.

9.10.2. **Note:** This mod was created only for Tutu. The **B&G World Fixpack** makes some changes to this mod in order to be able to install it together with BWP.



9.10.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Finch NPC for Tutu v3.0]? [I]ninstall
Successfully installed [Finch NPC for Tutu v3.0] Press ENTER to exit
The readme opens.
```

**9.11. Gavin-v3.1**

~GAVIN.TP2~

Gavin cleric of Lathander, who can be found outside the Song of the Morning Temple, near Beregost.

9.11.1. Copy the folder **gavin** and the file **setup-gavin.exe** into your main SoA directory.

9.11.2. Double-click the Setup. The readme opens. and The DOS dialogue appears:

```
Would you like to display the readme? [N]o
Would you like to display the components from [Gavin: Romance]? [Y]es
Install Component 0 [Gavin NPC for Tutu and BGT, 14April2008]? [I]ninstall
Install Component 1 [Gavin: Romance (mature content)]? [I]ninstall
Select Gavin's Relationship Speed:
```

## 9. BG1 NPC MODS

```

Please choose one of the following: [1]
[1] 1 hour real time (standard) minimum between LoveTalks
[2] 45 minutes real time minimum between LoveTalks
[3] 30 minutes real time minimum between LoveTalks
[4] 15 minutes real time minimum between LoveTalks
[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks
Install Component 2 [Gavin: Flirts (adult content)]? [I]nstaLL
SKIPPING 3 [Gavin: Check for Tutu-Fix Walking Speeds]
Install Component [Gavin: Alternate Portraits]?
4 1] Original portrait by berelinde (default) [1]
5 2] Dawnbringer, by Amaurea
6 3] Dawn skies, by Kaeloree
7 4] Grey skies, by Kaeloreee
8 5] Red tunic, by Miloch
9 6] Original alternate, by Kaeloree
Install Component 10 [Gavin: Player Initiated Dialogue]? [I]nstaLL
Successfully installed Press ENTER to exit
```

### 9.12 Huple v1.2

~SETUP-HUPLE\_NPC.TP2~

SPANISH

You can take up Huple, a soldier of the army of Amn, in the 1st level of the Nashkel mine. He can accompany you some time and has banter with each BioWare NPC, which he meets there.

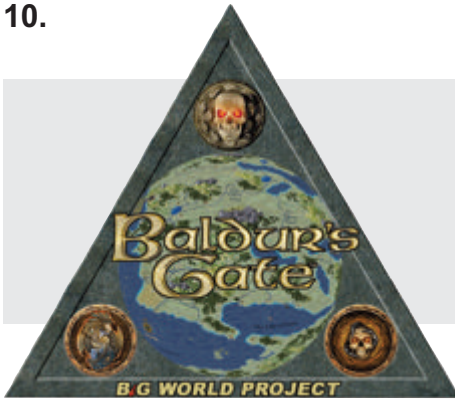
*Huple is a PURE BGT CHARACTER and works not with TUTU or a simple SoA installation.*

9.12.1. Copy the folder **Huple\_NPC** and the file **Setup-Huple\_NPC.exe** into your main SoA directory.

9.12.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?
Install Component 0 [Huple, NPC temporal]? [N]o [I]nstaLL
Install Component 1 [Charlas con Huple]? [I]nstaLL
Successfully installed Press ENTER to exit
```



The next Mods BG1 give the game the final touch. The BG1 game will be in general upgraded, improved and especially the fightings refined.

### 10.1. BG1 Unfinished Business v9

~SETUP-BG1UB.TP2~

The mod restores many of the cut items, quests, and encounters from the game's final release, as well as try to tie up some of the "loose ends."

*This comprehensive mod includes fixes and restorations, some of which patch materials other mods use. If the Mod is installed after BG1 NPC Projekt , it skippes automatically incompatible components.*

10.1.1. Copy the folder **bg1ub** and the file **setup-bg1ub.exe** into your main SoA directory.

10.1.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Would you like to display the readme?

[N]o

What should be done with all components that are NOT YET installed?

[A]sk about each one?

Install Component 0 [Ice Island Level Two Restoration]

[I]ninstall

Install Component 1 [The Mysterious Vial]

[I]ninstall

Install Component 0 [Additional Elminster Encounter]

[I]ninstall

SKIPPING 3 [Angelo Notices Shar-teel]

*The BG1 NPC Project component "The BG1 NPC Project: Phase II (Quests and Interjections)" conflicts with this component. This component is also included in BGTtweak.*

SKIPPING 4 [Finishable Kagain Caravan Quest]

*The BG1 NPC Project component "The BG1 NPC Project: Core Install" conflicts with this component. This component is also included in BGTtweak.*

SKIPPING 5 [Coran and the Wyverns]

*The BG1 NPC Project component "The BG1 NPC Project: Core Install" conflicts with this component. This component is also included in BGTtweak.*

SKIPPING 6 [Kivan and Tazok]

*The BG1 NPC Project component "The BG1 NPC Project: Phase I (Banters)" conflicts with this component.*

SKIPPING 7 [Branwen and Tranzig]

*The BG1 NPC Project component "The BG1 NPC Project: Phase I (Banters)" conflicts with this component.*

Install Component 8 [Safana the Flirt]

[I]ninstall

Install Component 9 [Appropriate Albert and Rufie Reward]

[I]ninstall

Install Component 10 [Place Entar Silvershield in His Home]

[I]ninstall

Install Component 11 [Scar and the Sashenstar's Daughter]

[I]ninstall

Install Component 12 [Quoningar, the Cleric]

[I]ninstall

Install Component 13 [Shilo Chen and the Ogre-Magi]

[I]ninstall

Install Component 14 [Edie, the Merchant League Applicant]

[I]ninstall

Install Component 15 [Flaming Fist Mercenary Reinforcements]

[I]ninstall

Install Component 16 [Creature Corrections]

[I]ninstall

Install Component 17 [Creature Restorations]

[I]ninstall

Install Component 18 [Creature Name Restorations]

[I]ninstall

Install Component 19 [Minor Dialogue Restorations]

[I]ninstall

Install Component 20 [Audio Restorations]

[I]ninstall

Install Component 21 [Store, Tavern and Inn Fixes and Restorations]

[I]ninstall

Install Component 22 [Item Corrections and Restorations]

[I]ninstall

Install Component 23 [Area Corrections and Restorations]

[I]ninstall

Install Component 24 [Permanent Corpses]

[I]ninstall

Install Component 25 [Elven Charm and Sleep Racial Immunity]

[N]ot Install

*This component is already included in the BG2 Fixpack Core Fixes.*

Install Component 26 [The Original Saga Music Playlist Corrections] [N]ot Install  
*not needed for BGT, already fixed*

Install Component 27 [Sarevok's Diary Corrections] [N]ot Install  
*UB and BG1 NPC Project both change the diary. The UB diary has corrected dates and limited expansion, and The BG1 NPC Project v14 Extended Sarevok's Diary component expands the diary enormously. Whatever you install last will be what you see in-game. But none of this has any effect on the game, it's just background story.*

Successfully installed Press ENTER to exit  
 The readme opens.

## 10.2. BGSpawn System v1.04

~SETUP-BGSPAWN.TP2~

This mod will replace the simple random encounters in BG1 with a ingenious system. Instead of always the same spawned creatures as in the past there are now different creatures, depending of the area in that you travel and whether it is day-time or night-time. The difficulty of the encounters is depending of the experience of your party.

*BGSpawn requires BGT-WeiDU to be installed. Conceptually NOT compatible with the BGT-Tweaks component "Altered spawns".*

10.2.1. Copy the folder **BGSpawn** and the files **Setup-BGSpawn.exe** und **Setup-BGSpawn.tp2** into your main SoA directory.

10.2.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [BGSpawn system based on levels & party members (NOTE: Baldur's Gate Trilogy - BGT required)]? [I]ninstall  
 Install Component 1 [Choose the time between re-spawns]? [I]ninstall  
     1. Re-spawn time = 8 hours (standard ad&d rules)  
     2. Re-spawn time = 24 hours  
     3. Re-spawn time = 10 days 3  
     4. Re-spawn time = 50 days (eventually, no chance of re-spawned creatures)  
 Install Component 2 [Vampiric Wolf Lord (inspired to DavidW Wolf of Ulcaster) NOTE: this changes some Vampiric Wolf in the game. It's used by BGSpawn-system?] [I]ninstall

Successfully installed Press ENTER to exit  
 The readme opens.

## 10.3. BGT Tweak Pack v9

~SETUP-BGTTWEAK.TP2~

This compilation repairs problems with the original Baldur's Gate and Legends of the Sword Coast.  
*Because of compatibility checks the modifications 'Ease-of-Use', 'BGSpawn', 'BG1 NPC Project', and 'BG1 Unfinished Business' must be installed before.*  
*The BGTTweak component „Enemy items shatter“ must be installed before Aurora!*

10.3.1. Copy the folder **BGTTweak** and the files **Setup-BGTTweak.exe** and **Setup-BGTTweak.tp2** into your main SoA directory.

10.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 What should be done with all components that are NOT YET installed? [A]sk about each one  
 Install Component 100 [Eldoth reminds of Skie's ransom]? [Y]es  
 Install Component 400 [Add Semaj's Cloak and Upgraded Koveras' Ring of Protection]? [Y]es  
 Install Component 500 [Major locations explored upon visit]? [N]o  
SKIPPING 600 [Druid/Ranger-responsive bears in BG1]? [Y]es  
*Bears react peacefully on presence of a druid or ranger also in BG1.*  
*The BG1 Unfinished Business component "Creature Corrections" conflicts with this component.*  
 Install Component [Happy patch]? [N]o  
 701 1] NPCs cannot choose to leave the party

## 10. BG1 RULES AND TWEAKS

*The NPCs maintain the group harmony and do not react to the reputation of the party. A more elaborate alternative is included in BG2 Tweak Pack.*

702 2] Only good and evil NPCs leave the party

*Only good and evil NPCs leave the party: good and evil NPCs will leave the party, but not other alignments.*

- Install Component 800 [Import more items into Shadows of Amn]? [Y]es  
[(WARNING: This can be considered a cheat)]? choose on:
- Install Component [Random activated traps in the pirate cave]? [1]  
901 1] Install-time randomisation  
902 2] Game-time randomisation
- Install Component 1000 [Bags of the Sword Coast]? [Y]es
- Install Component [Altered spawns]? [N]o  
*The BGT-WeiDU method remains unchanged*  
1101 1] TuTu-style levelled spawns  
*Random monsters appear depending on the level of the player.*  
1102 2] Deactivate BGT-WeiDU spawns: spawns never appear  
*This removes random monsters in main areas altogether*  
1104 3] Deactivate BGT-WeiDU spawns: spawns appear once  
*All random monsters in the main areas will only be activated once. The random encounters during the travellings however remain thereby.*  
*This component is NOT compatible with the BGSpawn mod.*
- Install Component 1200 [Arkion reacts to player's reputation]? [Y]es  
*This component prevents Arkion from asking a group with very good reputation for removing a corpse from the canalization.*
- SKIPPING** 1300 [Coran responds to the death of a wyvern]?  
*The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase I (Banter)" conflicts with this component.*
- Install Component 1400 [More bandit scalps]? [Y]es  
*BG1UB also introduces with "Creature Corrections" more bandit scalps.*
- Install Component [Altered item shattering]?  
1501 1] Remove item shattering  
1502 2] Make armor and shields shatter [2]
- Install Component 1600 [Hooded unarmoured mages and thieves]? [N]o  
*This component is not suitable for all races. For instance, the orks look like humans.*
- Install Component 1700 [Salk's Pen-and-Paper ruleset corrections]? [N]o  
*Correction of the thief's abilities. The Rogue Rebalancing component "Proper racial adjustments for thieving skills" does the same thing in a slightly more comprehensive way as it also affects the Detect Illusion skill.*
- Install Component 1800 [Import more NPCs into Shadow of Amn: Alora]? [N]o  
*Not together with Alora NPC because otherwise you would get the NPC twice*
- Install Component 1801 [Import more NPCs into Shadow of Amn: Branwen]? [N]o  
*Not together with Perils of Branwen, because otherwise you would get the NPC twice.*
- Install Component 1802 [Import more NPCs into Shadow of Amn: Eldoth]? [N]o  
*Not together with Eldoth NPC, because otherwise you would get the NPC twice.*
- Install Component 1803 [Import more NPCs into Shadow of Amn: Kagain]? [N]o  
*Not together with The Darkest Day oder Breagar NPC because otherwise you would get the NPC twice*
- Install Component 1804 [Import more NPCs into Shadow of Amn: Kivan]? [N]o  
*Not together with The Darkest Day oder Kivan and Deheriana Companions because otherwise you would get the NPC twice*
- Install Component 1805 [Import more NPCs into Shadow of Amn: Sharteel]? [N]o  
*Not together with NeJ2, The Darkest Day oder Shar-Teel NPC because otherwise you would get the NPC twice*
- Install Component 1806 [Import more NPCs into Shadow of Amn: Skie]? [Y]es
- Install Component 1807 [Import more NPCs into Shadow of Amn: Xan]? [N]o  
*Not together with Xan NPC because otherwise you would get the NPC twice*
- Install Component 1808 [Import more NPCs into Shadow of Amn: Yeslick]? [N]o  
*Not together with The Darkest Day because otherwise you would get the NPC twice*
- Install Component 1809 [Import more NPCs into Shadow of Amn: Bub Snikt]? [Y]es  
*Dark Side of the Sword Coast is required*



## 10. BG1 RULES AND TWEAKS

- Install Component [1810](#) [Import more NPCs into Shadow of Amn: Conchobhair Strongblade]? [Y]es  
*Dark Side of the Sword Coast is required*
- Install Component [1811](#) [Import more NPCs into Shadow of Amn: Ferthgil Trollslayer]? [Y]es  
*Dark Side of the Sword Coast is required*
- Install Component [1812](#) [Import more NPCs into Shadow of Amn: Jet'Laya]? [Y]es  
*Dark Side of the Sword Coast is required*
- Install Component [1813](#) [Import more NPCs into Shadow of Amn: Keiria Silverestring]? [Y]es  
*Dark Side of the Sword Coast is required*
- Install Component [1814](#) [Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI]? [Y]es  
*Dark Side of the Sword Coast is required*
- Install Component [1815](#) [Import more NPCs into Shadow of Amn: Will Scarlet O'Hara]? [Y]es  
*Northern Tales of the Sword Coast is required*
- Normally only Imoen, Jaheira, Minsk, Edwin and Viconia will be taken from BG1 to BG2. With this choice of components you can choose which NPC after the transition should be imported if they are in BG1 in the party. Some of the NPCs can be found directly in Irenicus dungeon again, but others must first be found in BG2.*
- If not all of the BG1 NPC Project dialogues are completed, these are still played in BG2.*
- Install Component [1900](#) [Restore BG2 XP bonus for traps, locks, and scrolls]? [Y]es  
*This component must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise it reduces its level from 50 to level 40.*
- Install Component [2001](#) 1] Do not set BG1 biography for imported characters [Y]es  
[2002](#) 2] Set BG2 biography upon Shadows of Amn transition
- Install Component [2100](#) [Exotic Weapons For Taerom]? [Y]es
- Install Component [2200](#) [Item BG1-ification: Price changes]? [N]o  
*Some of the items behave more like the BG I version. Not together with Item Revisions.*
- Install Component [2201](#) [Item BG1-ification: Reduced stack size from 40 to 20]? [N]o  
*Some of the items behave more like the BG I version. Not together with Item Revisions.*
- Install Component [2202](#) [Item BG1-ification: Lore changes]? [N]o  
*Some of the items behave more like the BG I version. Not together with Item Revisions.*
- Install Component [2203](#) [Item BG1-ification: Scroll casting level changes]? [N]o  
*Some of the items behave more like the BG I version. Not together with Item Revisions.*
- Install Component [2204](#) [Item BG1-ification: Item behaviour changes]? [N]o  
*Some of the items behave more like the BG I version. Not together with Item Revisions.*
- Install Component [2300](#) [Disable hostile reaction after charm]? [Y]es  
*Spells and abilities that charm creatures no longer result in the target becoming hostile after the effects wear off. Works best when installed with the 'Enable conversations with charmed/dominated creatures' patch.*
- Install Component [2400](#) [Enemy items shatter] [Y]es  
*With this component also enemies are affected of the iron shortage in BG1, so that also their iron weapons can break. If the option "Make armor and shields shatter" has been installed, also shields and armor of their opponents can break.*
- Install Component [2500](#) [Access Ulgoth's Beard west of Wyrms Crossing only] [Y]es  
*Ulgoth's Beard lies to the west of Baldur's Gate according to Forgotten Realms Lore, but in Baldur's Gate: Tales of the Sword Coast, Ulgoth's Beard is placed to the north-east. This component corrects this inconsistency by only allowing access to Ulgoth's Beard on the west side of Wyrms Crossing. However, this also means that Ulgoth's Beard will not be accessible until Baldur's Gate city is also accessible.*
- Install Component [2600](#) [Prevent access to Durlag's Tower from adjacent areas] [Y]es  
*This component stops the player from discovering Durlag's Tower just by walking to its location. If this component is installed, the only way to discover Durlag's Tower is through informants at Ulgoth's Beard.*
- Install Component [2700](#) [Put Sword of Chaos +2 in Sarevok's inventory] [Y]es
- Successfully installed [Y]es  
Press ENTER to exit

The readme opens.

**10.4. Hard Times for BGT v2.2**

~SETUP-HARDTIMES.TP2~

This mod will reflect the severe economic pinch caused by the iron crisis. Almost all of the stores will charge substantially more for their wares and sell far less magic items. Renting rooms at an inn will cost more than a mere pittance. Many of the exceptional or magic items that are just lying around the game world will be replaced with less valuable items.

*This is the BGT version only*

10.4.1. Copy the folder **HardTimes** and the files **Setup-HardTimes.exe** and **Setup-HardTimes.tp2** into your main SoA directory.

10.4.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component **0** [Hard Times v2 (BGT)]?

0 [English]

Install Component **1** [Hard Times: Ulcaster School Encounter]?

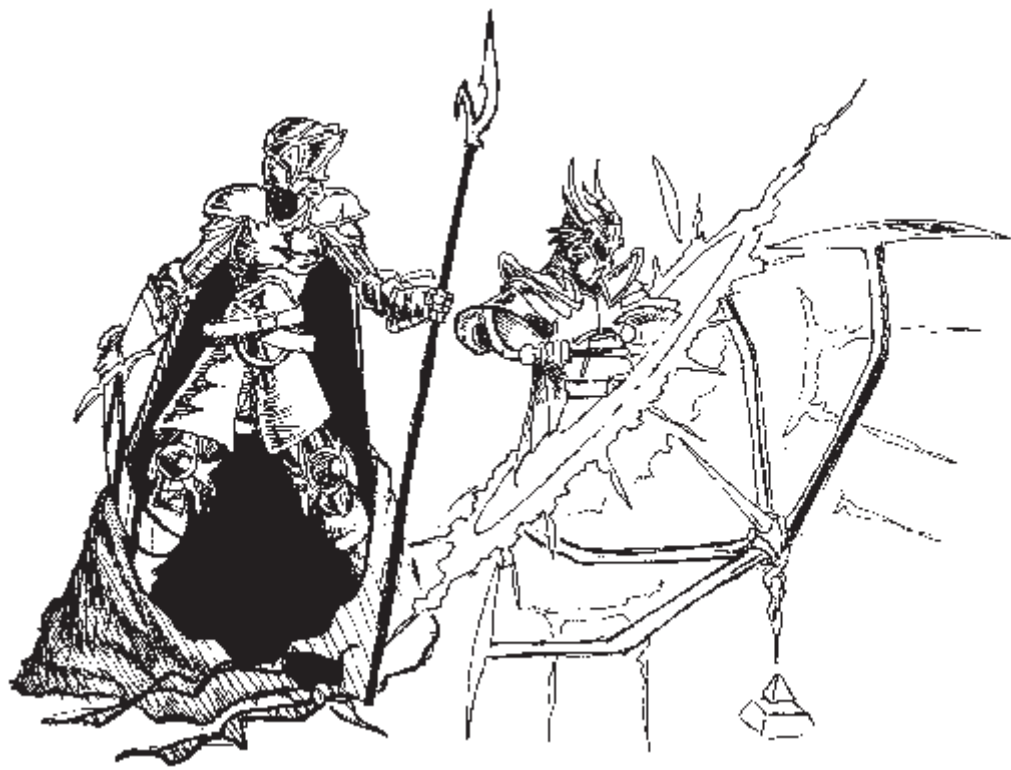
[I]nstall

Successfully installed [Hard Times v2 (BGT)]

[I]nstall

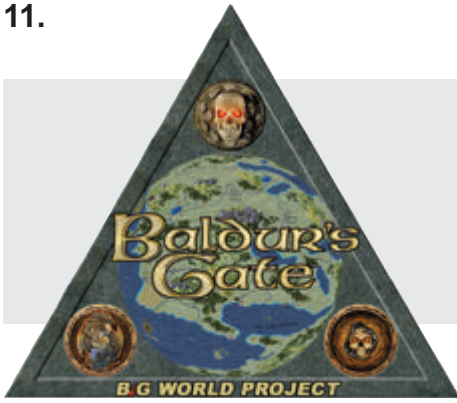
The readme opens.

Press ENTER to exit



# 11.

## BG2 QUEST MODS



Whereas the large BG2 mods must be installed before BGT, are now further BG2 Quest mods in line. These are not as extensive, but extend nevertheless the game with many hours.

### 11.0. Tales of Anegh v2.0

~SETUP-TOA.TP2~

GERMAN

This story involves a affiliation between Icewind Dale and Baldurs Gate 2. In Atkathla you meet the sorcerer Nomoran (in ToB in Saradush, if the mod had not been played in SoA) and asks you for assistance in the fight against a horde of monsters. By his magic you get directly to the mountains near the village "Anegh". Depending on whether you play the mod in SoA or in ToB you will get two different ends.

11.0.1. Copy the folder **ToA** and the files **Setup-toa.exe** and **Setup-toa.tp2** into your main SoA directory.

11.0.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [German]
Install Component 1 [Tales of Anegh (WeiDU)]?       [I]ninstall
Install Component 2 [Entferne Sounds]?               [N]ot Install
Install Component [Entferne Nomoran aus folgendem Gebiet]
3 1] Waukeens Promenade (Kapitel 6)                 [N]ot Install
4 2] Amkethran (ToB)
Install Component 10 [Creature Balancing]?           [I]ninstall
Install Component 20 [AREA Balancing]?                [I]ninstall
Install Component 30 [Dialog & Script Balancing]?    [I]ninstall
Install Component 40 [Stores Balancing]?              [I]ninstall
Install Component 50 [Item Balancing]?                [I]ninstall
Successfully installed                                Press ENTER to exit
Further files get copied, then the readme opens.

```

### 11.1. Expanded Thief Stronghold v2.18

~GBTHFKP.TP2~

This mod expands the thief stronghold to make it more interesting.

11.1.1. Copy the folder **GBThfKp** and the file **Setup-GBThfKp.exe** into your main SoA directory.

11.1.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Expanded Thief Stronghold]?     [I]ninstall
Successfully installed                                Press ENTER to exit

```

The readme opens.

11.1.3. **Optional:** There is a more difficult version of Mae'Var. To use this, lay the contents of the \_debug\impmaevar folder in the Override folder.

11.1.4. **Optional:** You can also enter into the thief's guild as a non-thief. Add the file NotThief.bs from the folder \_debug\NotThief into the script/directory. Read the enclosed instructions.

### 11.2. Ajoc's Minimod v1.6.3

~SETUP-AJOCMOD.TP2~

New tasks, objects, areas. The mod begins when you speak with Ademoth in the crooked crane.

*The Darkest Day must be installed.*

11.2.1. Copy the folder **AjocMod** and the file **Setup-AjocMod.tp2** into your main SoA directory.

11.2.2. Copy the WeiDU-setup and rename it to **Setup-AjocMod.exe**.

11.2.3. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]

```

Install Component 0 [AjocMod WeiDU v1.5]? [I]ninstall  
 Successfully installed [AjocMod WeiDU v1.5] Press ENTER to exit  
 Further files get copied, then the readme opens.

### 11.3. Tortured Soul Quest v7

~SETUP-TTSQ.TP2~

In Athkatla graveyard in one of the crypts player will meet a stranger.

11.3.1. Copy the folder **TTSQ** and the files **Setup-TTSQ.exe** and **Setup-TTSQ.tp2** into your main SoA directory.

11.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English  
 Install Component 0 [The Tortured Soul Quest - WeiDU]? [I]ninstall  
 Successfully installed [The Tortured Soul Quest - WeiDU] Press ENTER to exit  
 The readme opens.

### 11.4. Every Mod and Dog v4

~SETUP-EMAD.TP2~

This Mod adds some minor quests which do not affect the main plot.

11.4.1. Copy the folder **EMaD** and the file **Setup-emad.exe** into your main SoA directory.

11.4.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?  
or: [I]ninstall  
 Install Component 0 [A Z-rated Adventure - an IM4 Non-Entry]? [I]ninstall  
 Install Component 1 [The Promise of a Troll]? [I]ninstall  
 Install Component 2 [A Bhaalspawn's Best Friend]? [I]ninstall  
 Install Component 3 [Under Her Spell]? [I]ninstall  
 Install Component 4 [Forgery]? [I]ninstall  
 Install Component 5 [Character Medley]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 11.5. Planar Sphere 2.6c

~SETUP-PLANARSPHEREMOD.TP2~

This mod expands the quests in the Planar Sphere after it is acquired as a stronghold, introducing a villain of now infamous proportions.

11.5.1. Copy the folder **planarspheremod** and the files **Setup- planarspheremod.exe** and **Setup- planarspheremod.tp2** into your main SoA directory.

11.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Install Component 0 [PlanarSphereMod v2.6c]? [I]ninstall  
 Install Component 1 [Planar Sphere Store]? [I]ninstall  
 Install Component 2 [Waukeen's Promenade Store]? [I]ninstall  
 Install Component 3 [Planar Sphere Return v2]? [I]ninstall  
 Successfully installed [PlanarSphereMod 2.6c] Press ENTER to exit  
 The readme opens.

### 11.6. The Bigg Quest Pack v2.02

~TB#QUEST.TP2~

A number of standalone fights

11.6.1. Copy the folder **tb#quest** and the file **Setup-tb#quest.exe** into your main SoA directory.

11.6.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The curse of Mprolla the spammer]? [I]ninstall

**ATTENTION!** *Breaking the fourth wall: The characters will start the direct dialogue with the playet.*  
 Install Component 1 [The curse of Mprolla the cheater] [I]ninstall

**ATTENTION!** *Breaking the fourth wall: The characters will start the direct dialogue with the player.*  
 Install Component 2 [A large battle] [I]ninstall

*For this component the revised HLA tables from Refinements must be installed!*

Install Component 3 [Underdark Mage Duel] [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.



### 11.7. The Black Rose Part I: Market Prices

~BWQUEST.TP2~

This mod begins when you speak with a magician called Menelaun in the "Den of the Seven Vales" Inn at Waukeens promenade.

*This mod had a competition in the first prize. Unfortunately it is no longer available and is listed only as reminder.*

11.7.1. Copy the folder **BWQuest** and the files **Setup-BWQuest.exe** and **BWQuest.tp2** from the folder MarketPrices into your main SoA directory.

11.7.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [The Black Rose Part I: Market Prices]? [I]ninstall  
 Successfully installed [The Black Rose Part I: Market Prices] Press ENTER to exit  
 Further files get copied, then the readme opens.

### 11.8. Adalon's Blood (Silberdrachenblut) v8

~SETUP-C#SB\_SILBER.TP2~

This mod enables to ask Adalon for somewhat of her blood, so that one can finish the human skin quest. This is thought for not-evil characters who want to get the informants, and afterwards deliver the evil armor in one of the temples.

11.8.1. Copy the folder **c#sb\_silber** and the file **Setup-c#sb\_silber.exe** into your main SoA directory.

11.8.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Silberdrachenblut - Questmod von Gandalf the white]? [I]ninstall  
 Successfully installed [Silberdrachenblut - Questmod von Gandalf the white] Press ENTER to exit  
 The readme opens.

### 11.9. Spellhold Gauntlet Version 1.16

~SETUP-SPGAUNT.TP2~

A row of tasks in the spellhold which test your limits.

11.9.1. Copy the folder **SPGaunt** and the files **setup-spgaunt.exe**, **setup-spgaunt.tp2** and **spgaunt.bat** into your main SoA directory.

11.9.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Spellhold Gauntlet]? [I]ninstall  
 Install Component 1 [Irenicus Waiting in Spellhold]? [I]ninstall  
 Install Component 2 [Shortened Spellhold Cutscenes and Dream]? [N]ot Install  
 Install Component 3 [Interjections for Spellhold Gauntlet (dialogue by Liam)]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 Further files get copied, then the readme opens.

### 11.10. Tower Of Deception v3.3

~SETUP-TOD.TP2~

In the crooked crane at the city gates you meet Tian who sends you to an execrated lighthouse.

11.10.1. Copy the folder **TOD** and the file **setup-TOD.exe** into your main SoA directory.

11.10.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Tower Of Deception Mod (Requires Throne Of Bhaal)]?	[I]nstaLL
Install Component 1	[Improved Astral Shard Guardian]?	[I]nstaLL
Install Component 2	[Encounter with Ustrain]?	[I]nstaLL
Successfully installed		Press ENTER to exit
The readme opens.		

### 11.11. Dungeon Crawl v4

~SETUP-DC.TP2~

This mod adds 4 new areas, a few new items and some quests. You will meet a new group of adventurers in the Copper Coronet. Together with them can get a valuable treasure chest on an island.

11.11.1. Install DungeonCrawl\_v4 into your main SoA directory. Now you find here the folder **DC** and the file **Setup-DC.exe** and **Readme-DC.txt**.

11.11.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Dungeon Crawl, v4]?	[I]nstaLL
Successfully installed	[Dungeon Crawl, v4]	Press ENTER to exit
The readme opens.		

### 11.12. Assassinations v6

~SETUP-ASSASSINATIONS.TP2~

This mod offers players an opportunity to explore the darker side of the PC's nature--to follow more fully in Bhaal's footsteps.

11.12.1. Install Assassinations\_v5 into your main SoA directory. Now you find here the folder **Assassinations** and the file **Setup-Assassinations.exe**.

11.12.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Assassinations mod for Baldur's Gate II, v6]?	[I]nstaLL
Successfully installed	[Assassinations mod for Baldur's Gate II, v6]	Press ENTER to exit
The readme opens.		

### 11.13. Fading Promises v4

~SETUP-FADINGPROMISES.TP2~

This mod introduces a long dead fallen paladin of Amaunator, who needs help in completing his last task.

11.13.1. Copy the folder **fadingpromises** and the file **Setup-fadingpromises.exe** into your main SoA directory.

11.13.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
Install Component 0	[Fading Promises]?	[I]nstaLL
Successfully installed	[Fading Promises]	Press ENTER to exit
The readme opens.		

### 11.14. Sylmar Battlefield v1.025

~1SYLM-SETUP.TP2~

Aid a nation of elves with an invasion into their holy burial grounds. This mod is meant to be a small sample battlefield, as a precursor of what is to come in Silmarillion.

*The mod has at present serious bugs.*

11.14.1. Copy the folder **1Sylm** and the files **Setup-1Sylm.exe** and **Setup-1Sylm.tp2** into your main SoA directory.



11.14.2. One or more files of this mod must be changed. This will be done by the patch from the folder **BxG World Fixpack**.

11.14.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Sylmar - Elves vs Orcs]? [I]ninstall  
 Successfully installed [Sylmar - Elves vs Orcs] Press ENTER to exit  
 The readme opens.

### 11.15. Er'vonyrah: Song Władającej v1.3

~SETUP-SOVEREIGN.TP2~

POLISH

One at night have you nightmares of a man, who wants to make a contract with you. On the next day you awake in bed with a scroll in the hand... This Mod includes more than 40 new cut-scenes and a quantity of new dialogues, which will lead you from Irenicus dungeon up to the end of throne of the Bhaal through an unusual history. With a further component you can add a chroniclers to the story.

*Not compatible with the BG2Tweak-component „Faster Chapter 1&2 Cut-Scenes and Dreams“, because the cut-scenes are an important feature of the mod.*

11.15.1. Copy the folder **sovereign** and the files **Setup-sovereign.exe** and **Setup-sovereign.tp2** into your main SoA directory.

11.15.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Er'vonyrah: Pieśń Władającej]? [I]ninstall  
 Install Component 1 [Historia pewnego Kronikarza]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 11.16. Tales of the Deep Gardens v3.2

~SETUP-SLANDOR.TP2~

This mod allows to travel through a new land, deep under Faerun; a realm of mystery, dream, colourful essences and riddles.

11.16.1. Copy the folder **TotDG** and the file **setup-TotDG.exe** into your main SoA directory.

11.16.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Choose your language: 0 [English]  
 Install Component 0 [Colours of Infinity: Tales of the Deep Gardens]? [I]ninstall  
 Install Component 1 [NPC Reactions (Aerie, Viconia, Jaheira, Anomen, Haer'Dalis, Keldorn)]? [I]ninstall  
 Successfully installed Press ENTER to exit

### 11.17. TS25 MiniMod v2

~SETUP-TS25MINI.TP2~

JAPANESE ( S. )

Der Mod fügt fünf zusätzliche kleine Aufgaben hinzu.

11.17.1. Copy the folder **ts25mini** and the files **ts25mini.exe** and **訳者様.txt** into your main SoA directory.

11.17.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [DetectableSpell (「あるアンデッドの目的地」以外のコンポーネントに必要)]? [I]ninstall  
 \* analogously: [Detectable Spell (Required for all component, exceptionally "The Destination of a Undesd")]?  
 Install Component 1 [トロールの巢の秘密]? [I]ninstall  
 \* analogously: [The Secret of the Troll Cave?]  
 Install Component 2 [ブラックロータスの香り]? [I]ninstall  
 \* analogously: [The Smell of the Black Lotus?]  
 Install Component 3 [あるアンデッドの目的地]? [I]ninstall  
 \* analogously: [The destination of a Undesd?]  
 Install Component 4 [あるソーサラーの悩み]? [I]ninstall  
 \* analogously: [The Concerns of a Spellcaster?]  
 Install Component 5 [ある貴婦人の依頼]? [I]ninstall



## 11. BG2 QUEST MODS

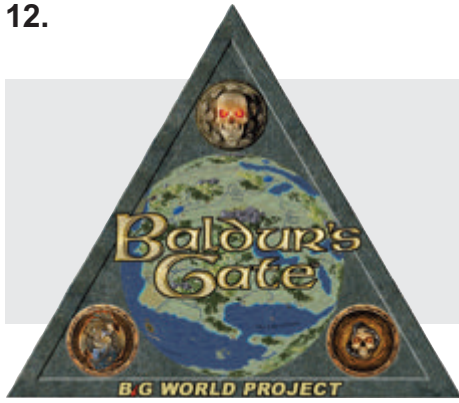
---

\* analogously: [The Request of a Noble Lady]?  
Successfully installed

Press ENTER to exit

12.

BG2 TACTICAL ENCOUNTERS



The following mods make above all the fights with the enemies more difficult and, therefore, are thought for experienced players.

**12.0. Azengard Tactical Encounter MOD v5.0**

~SETUP-AZENMOD.TP2~

This pack contains two new tactical encounters and a more difficult area for the SoA part of the game, although it requires ToB to function.

1. Azengard Tactical Encounter - behind a portal in Irenicus hideout a mysterious faction known as the Time Guardians has a challenge for the child of Bhaal.
2. Improved Trademeet Crypt Encounter - adds a new small crypt chamber with a handful of monsters and significantly strengthens the ones in the inner chamber.
3. Improved chateau of Irenicus - makes the internal area of Irenicus castle much more difficult.

12.0.1. Copy the folder **AzenMOD** and the files **Setup-AzenMOD.exe** and **Setup-AzenMOD.tp2** into your main SoA directory

12.0.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Azengard Tactical Encounter (erebusant's revamp)]	[I]ninstall
Install Component 1	[Enhanced Trademeet Crypt]	[I]ninstall
Install Component 2	[Enhanced Chateau Irenicus]	[I]ninstall
Successfully installed		Press ENTER to exit
The readme opens.		

**12.1. CoM Encounters v1.03**

~SETUP-COM\_ENCOUNTERS.TP2~

This BG 2 mod has Underdark Adventures and other enhanced encounters.

12.1.1. Copy the folder **com\_encounters** and the files **Setup-com\_encounters.exe** and **SETUP-com\_encounters.tp2** into your main SoA directory.

12.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Chosen of Mystra's Encounters (Requires Throne of Bhaal)]?	[I]ninstall
Successfully installed	[Chosen of Mystra's Encounters (Requires Throne of Bhaal)]	Press ENTER to exit
The readme opens.		

**12.2. Deeper Shadows of Amn v2.2.4 (DSoA)**

~SETUP-DSOA.TP2~

An overhauled collection of toughened encounters and quests by Kensai Ryu.

*The mod "Deeper Shadows of Amn" requires that Andorian is killed before the shadow dragon will trigger. However, when "Slandor - Minotaur and Lilacor" is installed, Andorian may or may not get killed.*

12.2.1. Copy the folder **DSoA** and the file **Setup-DSoA.tp2** into your main SoA directory.

12.2.2. Copy the WeiDU-setup and rename it to **Setup-DSoA.exe**

12.2.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Kensai Ryu's Deeper Shadows of Amn v2.2]?	[N]ot Install
<i>This component causes everyone goes hostile.</i>		
Install Component 1	[Difficult Brown Dragon]?	[N]ot Install
<i>Don't install it together with BP, because this component is included in the BP component „Improved Small Teeth Pass“</i>		

Install Component 2 [Improved Copper Coronet]? [N]ot Install  
*Do not use this component together with IMPROVED COPPER CORONET from Baldurdash Weidu v166, since both components cause the same.*

Install Component 3 [Improved Crypt King]? [N]ot Install  
*Don't install it together with BP, because BP contains its own version of this component.*

Install Component 4 [Ghost Shadow Dragon]? [I]ninstall

Install Component 5 [Gnome Fighter/Illusionist Encounter]? [N]ot Install  
*Don't install it together with BP, because BP contains its own version of this component.*

Install Component 6 [Grothgar the Red Dragon]? [I]ninstall

Install Component 7 [Improved Kangaxx]? [N]ot Install  
*Don't install it together with BP, because BP contains its own version of this component.*

Install Component 8 [The Curse of the Underground Shade Lord]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 It appears an error message that the file DSoA\ReadMe could not be found. Nevertheless, this is only differently named.

### 12.3. Domains of Dread-WeiDU v2

~SETUP-DOFD.TP2~

In the Adventure's Mart speak to the Utterly Insane Person. He will tell you a riddle, and the answer will lead you to a pack of really tough battles. Those who survive will get the reward.

12.3.1. Copy the folder **DofD** and the files **Setup-DofD.tp2** and **Setup-DSoA.exe** into your main SoA directory.

12.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [DofD]? [I]ninstall  
 Successfully installed [DofD] Press ENTER to exit  
 It appears an error message that the file dofD\ReadMe.txt could not be found. Nevertheless, this does not exist.

### 12.4. Improved Asylum .93

~SETUP-IMPASYLUM.TP2~

This mod changes the Spellhold Dungeon to make it more challenging.

12.4.1. Copy the folder **impasylum** and the files **Setup-impasylum.exe**, **Setup-impasylum.tp2**, **asyinstall** and **impAsylumReadme.htm** from the folder ImprovedAsylumV92 into your main SoA directory.

12.4.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Improved Asylum Mod for BG2:ToB]? [I]ninstall  
*Don't install it together with BP, because BP contains its own version of this component.*  
*UPDATE: It's reported, that this component can also be installed together with the Improved Spellhold component of Big Picture!*

Install Component 1 [Spellhold Lich]? [I]ninstall  
 Install Component 2 [Improved Player Scripts]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 12.5. Super Firkraag Mod v14

~SETUP-FIRKRAAG.TP2~

This mod seeks to make Firkraag even tougher than his "Improved" incarnation in the Tactics mod.

*You can also combine instead the Firkraag of Revised Battles with the SCSII component "Smarter Dragons".*

12.5.1. Copy the folder **CScripts** and the files **Setup-Firkraag.exe**, **Setup-Firkraag.tp2** and **frikreadme.txt** from the folder SuperFirk14 into your main SoA directory.

12.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Super Firkraag for BG2]? [I]ninstall  
 Successfully installed [Super Firkraag for BG2] Press ENTER to exit  
 The readme opens.

**12.6. Dark Ritual v1.03**

~SETUP-DARKRITUAL.TP2~

A BG2 store mod that sells good items and "enhances" others. Includes harder cult and harper encounters and the CoM Store mod.

12.6.1. Copy the folder **dark** and the files **Setup-DarkRitual.exe** and **Setup-DarkRitual.tp2** into your main SoA directory.

12.6.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]  
 Install Component 0 [Dark Ritual]? [I]ninstall  
 Install Component 1 [Improved Cult of the Unseeing Eye]? [I]ninstall  
 Install Component 2 [Improved Harper Fight]? [I]ninstall  
 Install Component 3 [CoMStore 1]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

**12.7. D's Odd Quest Mod v1**

~SETUP-IMNESVALE.TP2~

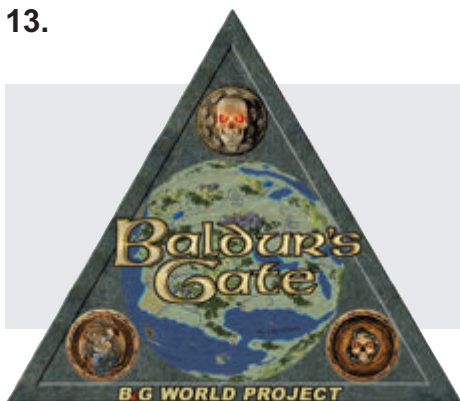
ENGLISCH (3 S.)

Adds a new encounter in the Umar Hills during Chapter Six. Formerly Imnesvale mod.

12.7.1. Copy the folder **imnesvale** and the files **Setup-imnesvale.exe** and **Setup- imnesvale.tp2** into your main SoA directory.

12.7.2. Double-click the Setup. The DOS dialogue appears:

Install Component [Install Imnesvale Mod]?  
 0 1] Easy  
 1 2] Hard [2]  
 2 3] Are You Out Of Your Freaking Mind?!  
 Successfully installed Press ENTER to exit



These mods expand and improve your BG2 stores and items.

For BG2 there are a lot of new stores and items. With the big BG2 mods and the BG2 quest mods are already added a number of new. So as not to overfill BG2 with stores and items so that you easily lose track and no longer feel like to deal with this immense bulk of objects, we have made a choice in this "Stores and BG2 Items Mods".

These separated out mods are marked as Experts-mods. You can, however, install them without worries together with the Standard-version if you want to expand the game with a variety of items.



### 13.1. Alex Macintosh v3

~AM.TP2~

A merchant who sells some interesting Items; to find in the copper coronet

13.1.1. Copy the folder **AM** and the file **setup-AM.exe** into your main SoA directory.

13.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [Alex Macintosh PC Conversion by MTS]?

[I]ninstall

Successfully installed [Alex Macintosh PC Conversion by MTS]

Press ENTER to exit

The readme opens.

### 13.2. Bag Bonus v1.0.3

~SETUP-BAGBONUS.TP2~

Adds a potion case and a ammo belt to Deidre in the Adventurer's Mart.

13.2.1. Copy the folder **BagBonus** and the file **Setup-BagBonus.tp2** into your main SoA directory.

13.2.2. Copy the WeiDU-setup and rename it to **Setup-BagBonus.exe**.

13.2.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [American]

Install Component 0 [Bonus Potioncase and Ammobelt to Deidre's store]

[I]ninstall

Successfully installed [Bonus Potioncase and Ammobelt to Deidre's store]?

Press ENTER to exit

The readme opens.

### 13.3. Ribald's Genie v2.7

~SETUP RGENIE.TP2~

This small mod enables you to teleport by the aid of a genie, to and from the Adventurer's Mart.

*The mod at this point serves as a check point. A sixth answer is installed to the dialog with Ribald.*

*If this is absent, another mod has overwritten Ribald.*

13.3.1. Copy the folder **RGenie** and the files **setup RGenie.exe** and **setup RGenie.tp2** into your main SoA directory.

13.3.2. Rename the files only if they should be installed with setup.bat from setup RGenie.exe and setup RGenie.tp2 to setup-RGenie.exe and setup-RGenie.tp2 (without space).

13.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [Ribald's Genie]?

[I]ninstall

Successfully installed [Ribald's Genie]

Press ENTER to exit

The readme opens.



**13.4. Boards of Magick item pack v 2.0**

~SETUP-BOM.TP2~

The mod introduces two new unique characters. The goblin Bion to the south of the tent in Waukeens promenade teleportes you to the merchant Taluntain.

13.4.1. Copy the folder **Setup-BoM** and the files **Setup-BoM.exe** and **Setup-BoM.tp2** into your main SoA directory.

13.4.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                0 [English]
Install Component 0 [Boards of Magick Itempack!]?  [I]nstaLL
Successfully installed [Boards of Magick Itempack!] Press ENTER to exit
The readme opens.
```

**13.5. Baldurs Gate 2 Shadows of Amn Item Import Mod (BG2SoA Items)**

~SETUP-BG2SOA.TP2~

This mod imports some items from the original Baldurs Gate into Shadows of Amn. The items can be located somewhere in Irenicus's Dungeon and will make SoA alot easier.

13.5.1. Copy the folder **BG2SoA** and the files **Setup-BG2SoA.exe** and **Setup-BG2SoA.tp2** from the folder BG2SoA\_v3 into your main SoA directory.

13.5.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component [Adds Items from Baldurs Gate to SoA]?
0 1] Just add the items to Irenicus's Dungeon
1 2] Improved Mencar Pebblecrusher [2]
Successfully installed [Improved Mencar Pebblecrusher] Press ENTER to exit
```

**13.8. Freedom's Reign / Reign of Virtue v6**

~SETUP-FR\_ROV.TP2~

Freedom's Reign: 2 new stores, more than 80 items everywhere in SoA  
Reign of Virtue: 3 new stores, 5 new encounters

13.8.1. Copy the folder **FR\_ROV** and the files **Setup-FR\_ROV.exe** and **Setup-FR\_ROV.tp2** into your main SoA directory.

13.8.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                0 [English]
Install Component 0 [Freedom's Reign]?  [I]nstaLL
Install Component 1 [Reign of Virtue]?  [I]nstaLL
Successfully installed Press ENTER to exit
```

**13.9. Heart Of The Wood \_WeiDU v6**

~SETUP-HEARTWOOD.TP2~

With this magic wand druids can summon some powerful forest monsters.

13.9.1. Copy the folder **HeartWood** and the files **Setup-HeartWood.tp2** and **Setup-HeartWood.exe** into your main SoA directory.

13.9.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                0 [English]
Install Component 0 [Heart Of The Wood]?  [I]nstaLL
Successfully installed [Heart Of The Wood] Press ENTER to exit
The readme opens.
```

**13.10. Herbs and Potions Add-in for Baldur's Gate 2 v1.0.4**

~SETUP-BW\_HERBS\_BG2.TP2~

Trader Juoma at the fountain in the south of Waukeen's promenade offers 5 new herbs, 15 poitons which you can brew by combining the herbs, and items with fine enchantments.

- 13.10.1. Copy the folder **BW\_Herbs\_BG2** and the file **Setup-BW\_Herbs\_BG2.exe** into your main SoA directory.

*The **B&G World Fixpack** provides compatibility to be able to install this mod together with "Herbs and Potions add-in for BG1".*



- 13.10.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Herbs and Potions Add-in for BG2 by Baronius, v1.0.3]? [I]nSTALL  
 Successfully installed [Herbs and Potions Add-in for BG2 by Baronius, v1.0.3] Press ENTER to exit  
 The readme opens.

### 13.11. Improved Horns of Valhalla v1.2

~SETUP-VALHORN.TP2~

This small mod improves the abilities of the berserks who are summoned over by three horns.

*Not together with Item-Revisions because these changes are already included in that mod.*

- 13.11.1. Copy the folder **valhorn** and the files **Setup-ValHorn.exe** and **Setup-ValHorn.tp2** into your main SoA directory.

- 13.11.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Improved Horns of Valhalla v1.1]? [I]nSTALL  
 Successfully installed [Improved Horns of Valhalla v1.1] Press ENTER to exit

### 13.12. Improved Volcano! Pack Version 2.0

~VOLCANO-SETUP.TP2~

This mod adds a merchant to Amkethran, near the Temple of Waukeen. He offers several powerful items and spells, of course, for a high price..

- 13.12.1. Copy the folder **volcano** and the files **setup-volcano.exe** and **setup-volcano.tp2** into your main SoA directory.

- 13.12.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Improved Volcano! Pack Version 1.8]? [I]nSTALL  
 Successfully installed [Improved Volcano! Pack Version 1.8] Press ENTER to exit

### 13.13. Killing Wolf NPC WeiDU v1.1

~SETUP-KWOLF.TP2~

From this character you can meet at the „Five Flagons“ you receive some objects from the game „Fallout“.

- 13.13.1. Copy the folder **KWolf** and the file **Setup-KWolf.tp2** into your main SoA directory.

- 13.13.2. Copy the WeiDU-setup and rename it to **Setup-KWolf.exe**.

- 13.13.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [KWolf - New NPC] [I]nSTALL  
 Successfully installed [KWolf - New NPC] Press ENTER to exit  
 The readme opens.

### 13.14. Munchmod v2.8

~SETUP-MUNCHMOD.TP2~

Adds the walking hawker Arkvisti, changes stores and creatures.

*Munchmod must be installed before Battles because, otherwise, the file shadel.cre is changed in a way that Big Picture can no more be installed.*

*Munchmod must be installed after EMaD.*



- 13.14.1. Copy the folder **Munchmod** and the files **setup-Munchmod.exe** and **setup-Munchmod.tp2** into your main SoA directory.

- 13.14.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Munchmod v2.7]? [I]ninstall  
 Successfully installed [Munchmod v2.7] Press ENTER to exit  
 It appears an error message that the file Munchmod\Munchmod could not be found. Nevertheless, this does not exist.

**13.15. RItemPackV2 = RPG Dungeon Item Pack**

~SETUP-RITEMPACK.TP2~

The modern version of the "Rastor's Item pack" reduces some items with too much power and raises some items with not enough power.

13.15.1. Copy the folder **RItemPack** and the files **setup-RItemPack.exe**, **setup-RItemPack.tp2** and **item\_readme.txt** into your main SoA directory.

13.15.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?  
 or: [I]ninstall  
 Install Component 0 [Enhanced Girdle of Fortitude]? [I]ninstall  
 Install Component 1 [Patrick's Chainmail]? [I]ninstall  
 Install Component 2 [Weakened Cloak of Mirroring]? [I]ninstall  
 Install Component 3 [Replaced Crom Faeyr]? [I]ninstall  
 Install Component 4 [Fixed Dragon Plate Armor]? [I]ninstall  
 Install Component 5 [Ring of Power]? [I]ninstall  
 Install Component 6 [Improved Anomen's Ring]? [I]ninstall  
 Install Component 7 [Weakened Celestial Fury]? [I]ninstall  
 Install Component 8 [BG1 Ring of Wizardry]? [I]ninstall  
 Successfully installed Press ENTER to exit

**13.16. Rolles\_v3**

~SETUP-ROLLES.TP2~

The smith is to be found in Waukeen's promenade above the entrance to the adventurer's market.

13.16.1. Copy the folder **Rolles** and the files **Setup-Rolles.exe** and **Setup-Rolles.tp2** into your main SoA directory.

13.16.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]  
 Install Component 0 [Rolles Sayer]? [I]ninstall  
 Install Component 1 [Bag of Holding in Irenicus Dungeon]? [I]ninstall  
 Successfully installed Press ENTER to exit

**13.17. RTT Item Pack:**

~RTTITEMPACK.TP2~

If the "special" store of Ribald (Adventure's Mart, Waukeen Promenade, after Spellhold) isn't enough for you, expand it with 51 new magic items!

13.17.1. Copy the folder **rttitempack** and the file **Setup-rttitempack.exe** into your main SoA directory.

13.17.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Install RTT Item Pack]? [I]ninstall  
 Successfully installed [Install RTT Item Pack] Press ENTER to exit

**13.18. Ruad Ro'fessa Item Upgrade v25**

~SETUP-RUAD.TP2~

Ruad is a smith who improves items as well as forges some quite new items. You find him in the west of Waukeens Promenade on top on the wall.

13.18.1. Copy the folder **ruad** and the files **Setup-Ruad.exe** and **Setup-Ruad.tp2** into your main SoA direc-



tory.

13.18.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Ruad Ro'fhessa SoA]?

Install Component 1 [Ruad Ro'fhessa ToB]?

Successfully installed [Ruad Ro'fhessa]

The readme opens.

0 [English]

[I]nstaLL

[I]nstaLL

Press ENTER to exit

### 13.19. The Magnificent Magic Shop v6

~SETUP-TZSHOP01.TP2~

The mod adds 3 new stores and more than 20 items. You find the trader Arold on a landing on the west side of Waukeens Promenade.

13.19.1. Copy the folder **tzshop01** and the file **Setup-Tzshop01.exe** into your main SoA directory.

13.19.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Magnificent Magic Shop]?

Successfully installed [The Magnificent Magic Shop]

[I]nstaLL

Press ENTER to exit

### 13.20. The Unusual Oddities Shop - AbyStore v.3

~SETUP-ABYSTORE.TP2~

This mod adds a very unusual merchant to the harbour district of Athkatla. She sells a variety of unusual goods.

13.20.1. Copy the folder **AbyStore** and the files **Setup-AbyStore.exe** and **abystore-readme.txt** into your main SoA directory.

13.20.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Unusual Oddities Shop]?

Successfully installed [Unusual Oddities Shop]

0 [English]

[I]nstaLL

Press ENTER to exit

### 13.21. Underrepresented Items (From Icewind Dale 2) v6

~SETUP-UNDERREP.TP2~

The additional merchant Conlan in Ribald's adventure's market sells items from Icewind Dale 2 for BG2.

13.21.1. Copy the folder **underrep** and the files **Setup-Underrep.exe** and **Setup-Underrep.tp2** into your main SoA directory.

13.21.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Underrepresented Items from Icewind Dale 2]?

Successfully installed [Underrepresented Items from Icewind Dale 2]

The readme opens.

0 [American English]

[I]nstaLL

Press ENTER to exit

### 13.22. Weimer's Item Upgrade v37

~SETUP-ITEMUPGRADE.TP2~

The mod enables Cromwell and Cespenar to improve additional objects which are relatively "weak" (e.g. maces and clubs).

13.22.1. Copy the folder **c2** and the files **Setup-ItemUpgrade.exe** and **Setup-ItemUpgrade.tp2** into your main SoA directory.

13.22.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Shadows Of Amn Item Upgrades]?

Install Component 1 [Throne Of Bhaal Item Upgrades]?

Successfully installed

0 [American English]

[I]nstaLL

[I]nstaLL

Press ENTER to exit

**Item Upgrade Audio - Cespenar Audio v1**

13.22.3. Install Cespenar Audio for Item Upgrade Setup into your main SoA directory. Now you find here the folder **c2audio** and the files **c2audio.bat**, **c2audiouninstall.bat**. The sound files will be copied into the override folder.

**13.23. SP Items = Daniel Goodrich's Custom Item Collection**

~SETUP-SPITEMPACK.TP2~

This mod is a collection of several older items and spells. The mod encloses four components, each of them can be installed separately.

13.23.1. Copy the folder **spitem**s and the files **setup-SPItemPack.exe** and **setup-SPItemPack.tp2** into your main SoA directory.

13.23.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Daniel Goodrich's Custom Item Collection]? [N]ot Install
    This component causes problems in a way that items that are replaced by it, have false and
    mixed up descriptions.
Install Component 1 [Creslyn's BG2 Item Pack]? [N]ot Install
    Install the revised version of this component from the Sorcerer's Place Collection instead.
Install Component 2 [Davoran's Spell Pack]? [I]ninstall
Install Component 3 [Shadow Daemon's Spells Pack]? [I]ninstall
Successfully installed Press ENTER to exit
```

unsolved error:

WARNING: ADD\_STORE\_ITEM: Unknown flag IDENTIFIED. Defaulting to 0 for flags.

**13.24. A Mod for the Orderly – CliffKey v2**

~SETUP-CLIFFKEY.TP2~

Similar to the function the bottomless bag, however to store keys in it. You can get it at Mira in Waukeens promenade.

13.24.1. Copy the folder **Cliffkey** and the file **Setup-cliffkey.exe** into your main SoA directory.

13.24.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component [A Mod for the Orderly - Add a Keyring to Faerun! See readme for more details about
the choices below.]?
    0 1] Nanoquest version
    1 2] Consistency Plus version [I]ninstall
Successfully installed [Consistency Plus version] Press ENTER to exit
The readme opens.
```

**13.25. BloodOfTheMartyr\_WeiDU v4.1**

~SETUP-BLOODMORT.TP2~

This small mod adds to the game the Priestly Candle of Knowledge

13.25.1. Copy the folder **BloodMort** and the file **Setup-BloodMort.tp2** into your main SoA directory.

13.25.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [New Spell - Blood Of The Martyr]? [I]ninstall
Successfully installed [New Spell - Blood Of The Martyr] Press ENTER to exit
The readme opens.
```

**13.26. Enhanced BG2 v1.1**

~SETUP-EBG2.TP2~

Additional merchant with new items, interjections, tomes and manuals, new racial enemies, new kits and miscellaneous tweaks.

13.26.1. Copy the folder **ebg2** and the files **Setup-Ebg2.exe** and **Setup-Ebg2.tp2** into your main SoA di-

rectory.

13.26.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Additional merchant with new items]?           [I]nstaLL
Install Component 1 [Interjections]?                               [I]nstaLL
Install Component 2 [Tomes aand manuals]?                          [I]nstaLL
Install Component 3 [Cloak of Balduran]?                           [N]ot Install
    This component is included in the component "Miscellaneous Enhancements" from Ding0's
    QuestPack.
Install Component 4 [Additional portraits]?                         [I]nstaLL
Install Component 5 [Lost item descriptions]?                       [I]nstaLL
Install Component 6 [Dragonsuit & Glory of Balduran (ToB)]?       [I]nstaLL
Install Component 7 [New racial enemies]?                           [I]nstaLL
Install Component 8 [New kit (Gladiator)]?                         [N]ot Install
Install Component 9 [New kit (Knight)]?                            [N]ot Install
Install Component 10 [New kit (Duelist)]?                          [N]ot Install
Install Component 11 [New kit (Legionnaire)]?                      [N]ot Install
Install Component 12 [New kit (Globe-trotter)]?                   [N]ot Install
Install Component 13 [New kit (Dragon Slayer)]?                   [N]ot Install
Install Component 14 [New kit (Crusader)]?                        [N]ot Install
Install Component 15 [New kit (Fright of Liches)]?                [N]ot Install
Install Component 16 [New kit (Silent Killer)]?                   [N]ot Install
Install Component 17 [New kit (Priest of Auril)]?                  [N]ot Install
Install Component 18 [Miscellaneous tweaks]?                       [I]nstaLL
Successfully installed
    
```

13.27. **Food and Herbal Mod v 1.02 (Foodmod)**

~SETUP-FOODMOD.TP2~

This mod has five stores that you can visit. Two are in the ToB area of the game and three are in the SoA area of the game. These stores sell food and herbal mixtures that give you various benefits when you consume them.

13.27.1. Copy the folder **foodmod** and the files **setup-foodmod.exe** and **setup-foodmod.exe.tp2** into your main SoA directory.

13.27.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]?
                                                                [I]nstaLL
Successfully installed [Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]
                                                                Press ENTER to exit

The readme opens.
    
```

13.28. **Rupert the Dye Merchant v1.0**

~SETUP-RUPERT.TP2~

This mod adds a new merchant who sells various dyes. Dyes work like potions, can be used by anyone, and will permanently change the user's colours.

13.28.1. Copy the folder **rupert** and the files **setup-rupert.exe** and **setup-rupert.tp2** into your main SoA directory.

13.28.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Rupert the Dye Merchant (for BG2 or TuTu/BGT)]? [I]nstaLL
Successfully installed [Rupert the Dye Merchant (for BG2 or TuTu/BGT)] Press ENTER to exit
The readme opens.
    
```

13.29. **Selune's Armoury v2**

~SETUP-SELUNEARMOURY.TP2~

This is a collection of collection of defensive items, that are added to different available characters

and shops.

*Unfortunately the mod is no longer available and is listed only as reminder.*

13.29.1. Copy the folder **SeluneArmoury** and the file **Setup-SeluneArmoury.tp2** into your main SoA directory.

13.29.2. Copy the WeiDU-setup and rename it to **Setup-SeluneArmoury.exe**.

13.29.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Selune's Armoury v2]? [I]nstaLL
Successfully installed [Selune's Armoury v2] Press ENTER to exit
```

### 13.30. Realm of the Bhaalspawn Armor Set v1.0

~SETUP-ROTBARMORSET.TP2~

An armor set along with a new shopkeeper.

13.30.1. Copy the folder **RotBArmorSet** and the file **setup-RotBArmorSet.tp2** into your main SoA directory.

13.30.2. Copy the WeiDU-setup and rename it to **Setup-RotBArmorSet.exe**.

13.30.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Realm of the Bhaalspawn Armor Set]? [I]nstaLL
Successfully installed [Realm of the Bhaalspawn Armor Set] Press ENTER to exit
```

### 13.31. Stuff of the Magi v4

~SETUP-STUFFOFTHEMAGI.TP2~

This mod adds stuff of Magi to some creatures.

13.31.1. Copy the folder **StuffofTheMagi** and the file **Setup-StuffofTheMagi.exe** into your main SoA directory.

13.31.2. Double-click the Setup. The DOS dialogue appears::

```
Would you like to display the readme? [N]o
Install Component 0 [Stuff of the Magi]? [I]nstaLL
1] Use new, less cheesy items (recommended) [1]
2] Use original, overpowered items
1] Add items to creature's equipment (recommended, enemies will use these items against you)
2] Add items to creature's inventory (does not change difficulty of fights) [2]
Successfully installed [Stuff of the Magi] Press ENTER to exit
```

### 13.32. Konalan's Tweaks v2.1

~SETUP-KONTWK.TP2~

Collection of tweaks and items.

13.32.1. Copy the folder **KonTwk** and the file **Setup-KonTwk.exe** into your main SoA directory.

13.32.2. Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme? [N]o
Would you like to display the components from [Kit Tweaks]? [N]o
Would you like to display the components from [Item Tweaks]? [Y]es
Would you like to display the components from [Portraits]? [N]o
Install Component 0 [Wizard Slayer Enhancements]? [N]ot Install
Don't install any of the Wizard Slayer components together with Ashes of Embers, Grey Acumen's Kit Improvements, RPG Dungeon Kitpack or Kitanya NPC mods because they also alter the wizard slayer kit.
Install Component [Immunity HLA]? [N]ot Install
Requires Wizard Slayer Enhancements
1 1] Abjuration
2 2] Conjuration
```

## 13. BG2 STORES AND ITEMS

```

3 3] Divination
4 4] Enchantment
5 5] Illusion
6 6] Evocation
7 7] Necromancy
8 8] Alteration
Install Component 9 [Restored Paladin Abilities]? [N]ot Install
  aTweak includes with "Restore innate disease immunity to of paladin" a similar component.
Install Component 10 [Alignment Tweaks]? [N]ot Install
Install Component 11 [Rod of Refuge]? [I]ninstall
Install Component 12 [Stormunition]? [N]ot Install
Install Component 13 [Butter Knife of Balduran]? [I]ninstall
Install Component 14 [Hackmaster +12]? [N]ot Install
Install Component 15 [Scipio's Barrel]? [I]ninstall
  This component adds a barrel as an armor, which makes the wearer undying. Can be obtained
  only by the CLUAConsole.
Install Component 16 [Monty Python Portrait]? [N]ot Install
Install Component 17 [Fighters Limited To Mastery In Ranged Weapons]? [N]ot Install
Install Component 18 [Remove Dual Class Stat Restrictions]? [N]ot Install
Install Component [PnP Cure/Cause Spells]? [N]ot Install
  19 1] Cure Spells Only
  20 2] Cause Spells Only
  21 3] Cure And Cause Spells
Successfully installed Press ENTER to exit
```

### 13.33. Bolsa v4.1

~BOLSA.TP2~

This mod adds a further container dealer to the "Five Flagons".

13.33.1. Copy the folder **bolsa** and the file **Setup-bolsa.exe** into your main SoA directory.

13.33.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language: 1 [English]
Would you like to display the readme? [N]o
Install Component 0 [Seller near Alexa]? [I]ninstall
Successfully installed [Seller near Alexa] Press ENTER to exit
```

### 13.34. Charli v2.1

~SETUP-CHARLI.TP2~

Another salesman of bags and other objects of doubtful origin. It is located in the Slums of Athkatla, near the entrance to Copper Coronet.

13.34.1. Copy the folder **Charli** and the files **Setup-Charli.exe**, **Setup-Charli.tp2** and **CharliReadme.txt** into your main SoA directory.

Choose your language: 1 [English]

13.34.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Charli, the Middleman]? [I]ninstall
Successfully installed [Charli, the Middleman] Press ENTER to exit
```

### 13.35. Darron v1.4

~DARRON.TP2~

Darron is a salesman in the cellar of the shadow thieves guild and sells new objects created especially for thieves.

13.35.1. Copy the folder **DARRON** and the files **Setup-DARRON.exe**, **DARRON.tp2** and **Readme.txt** into your main SoA directory.

13.35.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language: 1 [English]
Install Component 0 [Darron]? [I]ninstall
```

Successfully installed [Darron]

Press ENTER to exit

**13.36. Nanstein v1.2**

~NANSTEIN.TP2~

Nanstein is a new dealer in the dock district, who can convert legendary items.

13.36.1. Copy the folder **nanstein** and the files **Setup-nanstein.exe** and **nanstein.tp2** into your main SoA directory.

13.36.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]

Install Component 0 [Nanstein, Chief Mage Engineer of Mountain Sansimportance]?

[I]nstaLL

Successfully installed [Nanstein, Chief Mage Engineer of Mountain Sansimportance] Press ENTER to exit

The readme opens.

**13.37. Mhoram v2**

~MHORAM.TP2~

A poet whith a lot of dialog and a very tough quest. He can romance a female MC.

*This mod should be installed because of interjections before Vendedor DLAN.*

13.37.1. Copy the folder **Mhoram** and the files **Setup-Mhoram.exe** and **Setup-Mhoram.tp2** into your main SoA directory.

13.37.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]

Install Component 0 [Mhoram NPC v1.2]?

[I]nstaLL

Successfully installed [Mhoram NPC v1.2] Press ENTER to exit

**13.38. Vendedor DLAN v6.1**

~SETUP-VENDEDOR DLAN.TP2~

SPANISH

Eman Rahc sells all the 69 items made by DLAN comfortably at one place and by the right price. In addition he has some banter with Minsc, Jaheira, Sarevok, Edwin, Aerie and Mhoram NPC, when it is installed.

13.38.1. Install Vendedor DLAN V - 6 into your main SoA directory. Now you find there the folder **Vendedor\_DLAN** and the files **Setup-Vendedor DLAN.exe** and **Setup-Vendedor DLAN.tp2**.

13.38.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Vendedor DLAN para SoA V.6]?

[I]nstaLL

Install Component 1 [Vendedor DLAN para ToB V.6]?

[I]nstaLL

Successfully installed Press ENTER to exit

The readme opens.

**13.39. Recargador v2.2**

~RECARGA.TP2~

This dealer can recharge magic staffs.

13.39.1. Copy the folder **Recarga** and the files **Setup-Recarga.exe**, **Recarga.tp2** and **Readme\_Recargador.txt** into your main SoA directory.

13.39.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]

Install Component 0 [Recarga]?

[I]nstaLL

Successfully installed [Recarga] Press ENTER to exit

**13.40. Jan's Alchemy v3**

~SETUP-ALCHEMY.TP2~

With this mod Jan Jansen can create potions.

13.40.1. Copy the folder **Alchemy** and the files **Setup-Alchemy.exe** and **Setup-Alchemy.exe.tp2** into your main SoA directory.

13.40.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Jan's Alchemy]? [I]ninstall
Successfully installed [Jan's Alchemy] Press ENTER to exit
The readme opens.
```

### 13.41. The Sorcerer's Place Collection v8

~SETUP-SPSTUFF.TP2~

This mod is a collection of several older kits and items. The mod encloses seven components, each of them can be installed separately.

13.41.1. Copy the folder **spstuff** and the files **setup-spstuff.exe** and **setup-spstuff.tp2** into your main SoA directory.

13.41.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Sylvan Mystic Kit, by Polar Bear]? [N]ot Install
Install Component 1 [Blade Master Kit, by Drizzt1180]? [N]ot Install
Install Component 2 [Death Knight Kit, by Drizzt1180]? [N]ot Install
Install Component 3 [Wushi Ninja Kit, by Drizzt1180]? [N]ot Install
Install Component 4 [Creslyn's BG2 Item Pack]? [I]ninstall
    This is the same collection as from SP Items = Daniel Goodrich's Custom Item Collection, here
    however in revised form, so that they do not overwrite no more the original items.
Install Component 5 [Archer of Sylvanus, by Drizzt1180]? [N]ot Install
Install Component 6 [Arcane Fist, by Drizzt1180]? [N]ot Install
Successfully installed Press ENTER to exit
```

### 13.42. Mersetek v1.2

~SETUP-MERSKSTORE.TP2~

This mod adds a jewelery store to the game.

13.42.1. Copy the folder **MerskStore** and the files **Setup-MerskStore.exe** into your main SoA directory.

13.42.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 2 [English]
Install Component 0 [Mersetek]? [I]ninstall
Successfully installed [Mersetek] Press ENTER to exit
```

### 13.43. Mystigan v1.11

~SETUP-MYSTIGAN.TP2~

This mod adds a merchant to the government district.

13.43.1. Copy the folder **Mystigan** and the file **Setup-Mystigan.exe** into your main SoA directory.

13.43.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 1 [English]
Install Component 0 [Mystigan the Merchant(ToB Required)]? [I]ninstall
Successfully installed [Mystigan the Merchant(ToB Required)] Press ENTER to exit
The readme opens.
```

### 13.44. Lavalt! V.1.0 BETA

~SETUP-LAVAIT!.TP2~

This mod adds a some new items to the game.

POLISH

13.44.1. Copy the folder **Lavalt!** and the files **Setup-Lavalt!.exe**, **Setup-Lavalt!.tp2** and **ReadMe-Lavalt!.txt**

into your main SoA directory.

- 13.44.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [LavaIt! - BG2]?

Successfully installed [LavaIt! - BG2]

[I]nstaLL

Press ENTER to exit

### 13.45. OldModsPack v1

~SETUP-OLDMODSPACK.TP2~

This mod is a collection from several old (not WeiDU) mods. Basically in the shop Deidre are added new items from IWD and P:T.

- 13.45.1. Copy the folder **OldModsPack** and the files **Setup-OldModsPack.exe** and **Setup-OldModsPack.tp2** into your main SoA directory.

- 13.45.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [OldModsPack - items, spells and shops]?

Successfully installed [OldModsPack - items, spells and shops]

The readme opens.

[I]nstaLL

Press ENTER to exit

### 13.46. Revised Forgotten Wars Item Pack V1.0

~SETUP-RFWIP.TP2~

The previous so loved and cursed FW item pack now with all bugs fixed.

- 13.46.1. Copy the folder **RFWIP** and the files **Setup-RFWIP.exe** and **Setup-RFWIP.tp2** into your main SoA directory.

- 13.46.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Revised Forgotten Wars Projects: Item Pack V0.1]?

Install Component 0 [Correct Holy Symbols for Anomen,Aerie & Viconia]?

*This component is included in BG2 Fixpack.*

Successfully installed

[I]nstaLL

[N]ot Install

Press ENTER to exit

### 13.47. Houyi - Luan's high-quality archery store v1.0

~SETUP-HOUYI.TP2~

All kinds of arrows and bows.

CHINESE

- 13.47.1. Copy the folder **houyi** and the files **Setup-houyi.exe**, **Setup-houyi.tp2** and **readme.txt** into your main SoA directory.

- 13.47.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [后奕的高级箭术商店v1.0]?\*

Successfully installed [后奕的高级箭术商店v1.0]

\* analogously: Luan's high-quality archery store

[I]nstaLL

Press ENTER to exit

### 13.48. YLItemsPackV1.0

~SETUP-YLITEMS.TP2~

Various dealers with partly very unusual items to much expensive prices.

*The file contains two of item packages. Choose here the YLITEMS\_BG2.rar.*

CHINESE

- 13.48.1. Copy the folder **YLITEMS** and the files **Setup-YLITEMS.exe** and **Setup-YLITEMS.tp2** into your main SoA directory.

- 13.48.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [YLITEMS]?

Successfully installed [YLITEMS]

The readme opens.

[I]nstaLL

Press ENTER to exit

### 13.49. Dragon Summon v1.0

~SETUP-DRAGONSUMMON.TP2~

At Ribald's store you can get a scroll with which you can summon a red dragon.



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- 13.49.1. Copy the folder **DragonSummon** and the file **DragonSummon** into your main SoA directory.
- 13.49.2. Double-click the Setup. The DOS dialogue appears:
- ```
Install Component 0 [Dragon Summoning Spell]? [I]ninstall
                  1] Spell is added to Ribald's store in the adventure mart [I]
                  2] Spell is not added to any store (as per original) and must be clua console'd in. Item
                  Code is sumdrag
Successfully installed Press ENTER to exit
```

### 13.50. Unholy Gate Opening Ritual Book v6

~SETUP-DSR.TP2~

This installs a demon summoning ritual book, which is in possession of the master wizard Tolgerias (Planar sphere/Slums). You can summon several types of demons (nabassu/glabrezu/cornugon/pit fiend/balor) with the manual, the choice is random.

For the challenge Tolgerias will be somewhat harder to kill! This item can't be used by good aligned characters.

- 13.50.1. Copy the folder **DSR** and the files **Setup-dsr.exe** and **Setup-dsr.tp2** into your main SoA directory.
- 13.50.2. Double-click the Setup. The DOS dialogue appears:
- ```
Choose your language: 0 [English]
Install Component 0 [Demon_summoning_ritual-WeiDU]? [I]ninstall
Successfully installed [Demon_summoning_ritual-WeiDU] Press ENTER to exit
```

### 13.51. Brendan Bellina Book Bags (1-9), v.1.0

~SETUP-BBBKBG.TP2~

This mod will add a book bag to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

- 13.51.1. Copy the folder **BBBKBG** and the files **setup-BBBKBG.exe** and **setup-BBBKBG.exe** into your main SoA directory.
- 13.51.2. Double-click the Setup. The DOS dialogue appears:
- ```
Install Component 0 [Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5,
BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]? [I]ninstall
Sucessfully installed [Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5,
BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]?
Press ENTER to exit
```

### 13.52. Brendan Bellina Potion Cases (1-9), v.1.0

~SETUP-BBPBAG.TP2~

This mod will add a potion bag to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

- 13.52.1. Copy the folder **BBPBAG** and the files **setup-BBPBAG.exe** and **setup-BBPBAG.exe** into your main SoA directory.
- 13.52.2. Double-click the Setup. The DOS dialogue appears:
- ```
Install Component 0 [Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5,
BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag]? [I]ninstall
Sucessfully installed [Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5,
BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag]?
```

Press ENTER to exit

**13.53. Brendan Bellina Quivers (1-9), v.1.0**

~SETUP-BBQUIV.TP2~

This mod will add a quiver to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

13.53.1. Copy the folder **BBQUIV** and the files **setup-BBQUIV.exe** and **setup-BBQUIV.exe** into your main SoA directory.

13.53.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5,
                    BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver]? [I]nSTALL
Sucessfully installed [Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5,
                    BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver]? Press ENTER to exit
```

**13.54. Brendan Bellina Crossbow Bolt Quivers (1-9), v.1.0**

~SETUP-BBQUIVB.TP2~

This mod will add a bolt quiver to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

13.54.1. Copy the folder **BBQUIVB** and the files **setup-BBQUIVB.exe** and **setup-BBQUIVB.exe** into your main SoA directory.

13.54.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4,
                    BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver]?
                                                             [I]nSTALL
Sucessfully installed [Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4,
                    BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver]?
                                                             Press ENTER to exit
```

**13.55. Brendan Bellina Ammunition Belts (for darts and sling bullets) (1-9), v.1.0**

~SETUP-BBQUIVC.TP2~

This mod will add an ammunition belt to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

13.55.1. Copy the folder **BBQUIVC** and the files **setup-BBQUIVC.exe** and **setup-BBQUIVC.exe** into your main SoA directory.

13.55.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4,
                    BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition
                    Belt]? [I]nSTALL
Sucessfully installed [Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4,
                    BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition
                    Belt]? Press ENTER to exit
```

**13.56. Brendan Bellina Scroll Cases (1-9), v.1.0**

~SETUP-BBSCCS.TP2~

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---

This mod will add a scroll case to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)*

13.56.1. Copy the folder **BBSCCS** and the files **setup-BBSCCS.exe** and **setup-BBSCCS.exe** into your main SoA directory.

13.56.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BB
                    SCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case]? [I]nstaLL
Sucessfully installed [Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BB
                    SCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case]? Press ENTER to exit
```

#### 13.57. **Brendan Bellina Scimitar of the Arch-Druid, "Sif's Gift", v.1.1**

~SETUP-BBSCARDR.TP2~

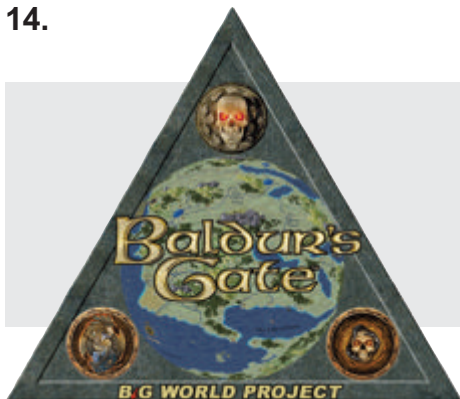
This mod will add the Scimitar of the Arch-Druid to your game.

*If you use the mod Unique Containers it will patch Brendan Bellina's scimitar into into a shop later in the game. In addition, it will balance the weapon to fit in better to your game. (Otherwise, it is only available via CLUA Console; therefore, do not use the console to create it, when Unique Containers is installed, as that will lead to its buggy duplication.)*

13.57.1. Copy the folder **BBSCARDR** and the files **setup-BBSCARDR.exe** and **setup-BBSCARDR.exe** into your main SoA directory.

13.57.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Installation of Item BBSCARDR - Scimitar of the Arch-Druid]?
                                                                [I]nstaLL
Sucessfully installed [Installation of Item BBSCARDR - Scimitar of the Arch-Druid]?
                                                                Press ENTER to exit
```



For BG2 there is each quantity of NPCs, which you can take up to your party. They banter with the main character as well as with the other NPCs in the party and have their own quests and encounters.

For BG2 there are a lot of NPC Mods. Some you can just take with you and they do not have much content, but there are also a number of NPC mods, that are an real enrichment for a game's because they not only have banter with the main character, but also with other NPCs in different situations and this usually as well in SoA as in ToB. In addition, they have their own quests and encounters.

In such a megamod it is of course important to make a selection of NPCs that meet these requirements, and you can rely on that you will have adventures with every NPC you will meet. The separated out mods are listed in the chapter MORE BG2 NPC MODS.

A description of the most NPC-mods can be found here:

<http://www.shsforums.net/index.php?showtopic=41571>

[http://www.ironworksforum.com/ubb/cgi-bin/ultimatebb.cgi?ubb=get\\_topic;f=2;t=023604](http://www.ironworksforum.com/ubb/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=2;t=023604)

Not all BG2 NPCs are listed in this chapter. Some more you find in the next chapters, because they can be integrated only at the appropriate places into the megamod.

#### 14.1. Amber v2.5

~SETUP-AMBER.TP2~

Amber is a headstrong but irresistible thieving rogue with a good heart under her spiny surface. You can meet her the streets of Athkatla and she can have a romance with the main character.

14.1.1. Copy the folder **amber** and the files **Setup-Amber.exe** and **Setup-Amber.tp2** into your main SoA directory.

14.1.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B.G World Fixpack**.

14.1.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Would you like to display the readme?	[N]o
Do you want to install Amber the NPC MOD for BGII:SoA? 0	[Y]es
Several files are copied	
Press any key . . .	
Do you want to install [Multiplayer-friendly flirting for Amber]? 1	[N]o
<i>It is useful only if you want to play in the multiplayer-mode</i>	
Successfully installed [Amber the NPC MOD for BGII:SoA]	Press ENTER to exit
The readme opens. in html-format	



#### 14.2. Tsujatha v12

~SETUP-TSUJATHA.TP2~

A joinable male elven necromancer NPC with optional romance for female PCs.

14.2.1. Copy the folder **Tsujatha** and the files **Setup-Tsujatha.exe**, **Setup-Tsujatha.tp2** and **Setup-TsujathaAudioUninstall.bat** into your main SoA directory.

14.2.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Install Component 0 [Tsujatha v9 (BG2:SoA NPC) created by Sillara of the Tamari]?	[I]nstaLL
Successfully installed [Tsujatha v9 (BG2:SoA NPC) created by Sillara of the Tamari]	Press ENTER to exit
Further files get copied, then the readme opens in html-format.	

**14.3. Les Chroniques de Severian v1**

~SETUP-SEVERIAN.TP2~

FRENCH

The chronicles of Severian are about the halfshadow Severian Strong. The tasks have a different pathway, depending on whether the main character is a male or female. There is a romance, if the main character is an elfe, a halfelfe or female human.

*Requires the Super Happy Fun Lucky Modder Pack!*

14.3.1. Copy the folder **Severian** and the file **Setup-Severian.exe** into your main SoA directory.

14.3.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Les Chroniques de Severian ]?

[I]ninstall

Successfully installed [Les Chroniques de Severian ]

Press ENTER to exit

Then the readme opens.

**14.5. Beyond the Law v1.35**

~SETUP-BTL.TP2~

This mod lights up the unusual relationship between two people who cannot be more differently: Kova, a magician / thief with an unsavoury background and a good heart and Kiyone, a law-enforcing archer. The mod points out more about the power play between the Shadow Thieves and the Cowled Wizards in Athkatla and why certain things happened to certain NPCs. The NPCs of this mod appear only if the player is either good or neutrally aligned and the reputation of the player is more than 12.

14.5.1. Copy the folder **aD&L** and the files **Setup-BTL.exe**, **Setup-BTL.tp2**, **btaudio.bat** and **btlaudiouninstall.bat** into your main SoA directory.

14.5.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Beyond the Law - Kova & Kiyone]?

[I]ninstall

Install Component 1 [Alternate Soundset for Kiyone - Female4]?

[I]ninstall

Install Component 2 [Better Balanced BTL Items]?

[I]ninstall

Install Component 3 [Portraits for Minor Non-Joinable BTL NPCs]?

[I]ninstall

Successfully installed

Press ENTER to exit

Other files are copied, then the Installer ends suddenly.

**14.6. Ajantis for BG2 v0.2.19**

~SETUP-C#AJANTIS\_SVA.TP2~

Brings the paladin Ajantis from BG1 to BG2. He appears in the game the first time in the wind spear hills after the hijacking of Garren of wind spear child, and will wait for you afterwards in the order of the radiant heart.

14.6.1. Copy the folder **C#Ajantis\_SvA** and the files **Setup-C#Ajantis\_SvA.exe** into your main SoA directory.

14.6.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

1 [English]

Would you like to display the readme?

[N]o

Install Component 0 [Sir Ajantis NPC for BGII-SvA]?

[I]ninstall

Installation of teen or adult romance content:

Please choose the romance rating:

[1] Install Teen Romance.

[2] Install Adult Romance [Adult content].

[2]

Select Ajantis' Friendship Dialogues and Romance Speed:

Please choose one of the following:

[1] 1 hour real time (standard) minimum between Dialogues

[1]

[2] 45 minutes real time minimum between Dialogues

[3] 30 minutes real time minimum between Dialogues

[4] 15 minutes real time minimum between Dialogues

[5] 1 hour 30 minutes (extended) real time minimum between Dialogues

Ajantis kit choice: plain paladin or cavalier

Please choose one of the following:

- [1] Ajantis as a plain paladin. [1]
- [2] Ajantis as cavalier.

Ajantis Portrait. Which one do you want to install?

Please choose a portrait:

- [1] Portrait 1 by Plasmocat (blonde Ajantis)
- [2] Portrait 2 by Plasmocat (dark haired Ajantis)
- [3] Portrait 3 by Azze
- [4] Portrait 4 by Rabain
- [5] Portrait 5 by Catlepha (front phased portrait)
- [6] Portrait 6 by Catlepha (side phased portrait)
- [7] Portrait 7 by Casul
- [8] Portrait 8 by Amaurea: innocent Ajantis (Amaurea's BG1 Portrait Pack, G3)
- [9] Portrait 9 by Amaurea: concerned Ajantis (Amaurea's BG1 Portrait Pack, G3)
- [10] Portrait 10 by Amaurea: Heath Ledger as Ajantis (first version)
- [11] Portrait 11 by Amaurea: Heath Ledger as Ajantis (final version)
- [12] Portrait 12 by Immortality: First Ajantis portrait from Alternate BG1 Portrait Pack (Clan Dlan)
- [13] Portrait 13 by Immortality: Second Ajantis portrait from Alternate BG1 Portrait Pack (Clan Dlan)
- [14] Portrait 14 by Domi
- [15] Portrait 15 by wonnimchunha
- [16] Portrait 16 by Senka (younger default portrait)
- [17] Original BG1-Portrait [17]

Successfully installed [Sir Ajantis NPC for BGII-SvA] Press ENTER to exit

Installation complete. Press any key . . .

Further files get copied, then the readme opens.

#### 14.7. Tashia Remix v1.1

~SETUP-TASHIA.TP2~

With the young elven magician with dark moments in her past you find one more loyally, steadfast traveling companion. She can be located in Vyatri's Pub in Trademeet.

14.7.1. Copy the folder **Tashia** and the files **Setup-Tashia.exe** and **Setup-Tashia.tp2** into your main SoA directory.

14.7.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]

Install Component [Tashia NPC Mod]?  
 0 1] Full version (ToB required) [1]  
 1 2] SoA only Version

Install Component [Tashia Add-on Pack by Bri and Lord Ernie]?  
 2 1] Action Style dialogues [1]  
 3 2] Baldurized Dialogues

*Die entschärfte Version*

Install Component [Alternate portrait for Tashia]? [N]ot Install  
 4 1] Tashia's Alternate Portrait 1 - Created by Amalthea  
 5 2] Tashia's Alternate Portrait 2.

Successfully installed Press ENTER to exit

The readme opens.

#### 14.8. Chloe v1.2

~CHLOE.TP2~

A female kensai demigoddess NPC with an optional romance for a female PC or Imoen if she is in the party. Yes, Chloe is a lesbian romances mod.

*Because of interjections this mod must be installed after Nalia Romance and after Tashia.*

14.8.1. Copy the folder **Chloe** and the files **Setup-Chloe.exe**, **Setup-Chloe.tp2**, **WavDeICR** and **Chloe-Faq**

into your main SoA directory.

- 14.8.2. One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B&G World Fixpack**.

- 14.8.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component [Chloe NPC mod v1.2]? [I]ninstall  
 Successfully installed [Chloe NPC mod v1.2] Press ENTER to exit  
 Further files get copied, then the Installer ends suddenly..



#### 14.9. Kivan and Deheriana Companions for BG2 v8.1 (formerly Kivan of Shilmista)

~SETUP-KIVAN.TP2~

This mod adds Kivan from BG1 and under certain circumstances, his elven wife Deheriana to the cast of BG2 actors. This mod is a first cut at telling one of the most romantic stories of BG1.

- 14.9.1. Copy the folder **Kivan** and the files **Setup-Kivan.exe** and **Setup-Kivan.tp2** into your main SoA directory.

- 14.9.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Kivan of Shilmista]? [I]ninstall  
 Install Component [Select Deheriana's Class]? choose one:  
     1 1] Mage/Fighter/Cleric  
     2 2] Wild Mage [2]  
     3 3] Specialist-Mage, Enchanter  
     4 3] Specialist-Mage, Diviner  
 Install Component [Select Kivan's Portrait]? choose one:  
     5 1] Do Not Install Alternative Portrait for Kivan  
     6 2] Install Herd's Alternative Portrait for Kivan [2]  
 Install Component 7 [Install ToB Portion of the Mod]? [I]ninstall  
 Successfully installed Press ENTER to exit

*You should play this component best together with the component Revised HLAs by Sabre from The MTS Crappack v2*

#### 14.10. Fade SoA Beta22r = Fade SoAV3

~SETUP-FADE.TP2~

The chaotic-neutral shadow thief can have romances with all men of every possible race and disposition. This is the SoA part of the romance - now the ToB part is written!

- 14.10.1. Copy the folder **Fade** and the files **Setup-Fade.exe** and **Setup-Fade.tp2** into your main SoA directory.

- 14.10.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Fade: An NPC for Baldur's Gate II]? [I]ninstall  
 Successfully installed [Fade: An NPC for Baldur's Gate II] Press ENTER to exit  
 The readme opens.

#### 14.11. Kido v7

~SETUP-KIDO.TP2~

This mod which adds the chaotic evil jester, Kido, who receives visions from Cyric.

- 14.11.1. Copy the folder **Kido** and the files **Setup-Kido.exe** and **Setup-Kido.tp2** into your main SoA directory.

- 14.11.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Kido the Jester (Requires Throne of Bhaal)]? [I]ninstall  
 Install Component [Which of Kido's Portraits do you wish to install]?  
     1 1] Plasmocat's portraits?  
     2 2] Gonchi's portraits?

3 3] Kido's old portraits (of Version 1.0 till 2.1) [3]  
 Successfully installed [Kido the Jester] Press ENTER to exit  
 Further files get copied, then the readme opens in html-format.

**14.12. Ariena v2.2**

~SETUP-ARIENA.TP2~

Ariena is a neutral evil pit fighter. She is an Half-orc of an unusual human parentage.

*This must be installed after Kido.*

14.12.1. Copy the folder **Ariena** and the files **Setup-Ariena.exe**, **Setup-Ariena.tp2** and **Ariena-readme.txt** into your main SoA directory.

14.12.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ariena the Half-orc (Requires Throne of Bhaal)~]? [I]nstaLL  
 Install Component [Which of Ariena's portraits do you wish to install?]  
 1 1] Default portraits?? [1]  
 2 2] Bright default portraits?  
 3 3] HERD's portraits?  
 Install Component 4 [Do you wish to install the Grand Mastery Fix]? [N]ot Install  
*This component is neither compatible with TDD nor with the level 50 control sets from BP!*  
 Successfully installed Press ENTER to exit  
 Further files get copied, then the readme opens in html-format.

**14.13. Kindrek v2.4**

~SETUP-KINDREK.TP2~

A wizard-slaying, magic-hating NPC who will join your group in the City Gates.

14.13.1. Copy the folder **Kindrek** and the files **Setup-Kindrek.exe**, **Setup-Kindrek.tp2** and **Setup-Kindrek-AudioUninstall.bat** into your main SoA directory.

14.13.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Kindrek v2.4 created by nethrin]? [I]nstaLL  
 Successfully installed [Kindrek v2.4 created by nethrin] Press ENTER to exit  
 Further files get copied, then the readme opens in html-format.

**14.14. KitanyaSoAv6-22**

~SETUP-KITANYA.TP2~

Kitanya is a friendly, chaotic good elvish wizardslayer

14.14.1. Install **KitanyaSoAv6-22** into your ...\\BGII - SoA\\ directory. Now you find there the folder **Kitanya** and the file **setup-kitanya.exe**.

14.14.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B/G World Fixpack**.

14.14.3. Double-click the Setup. The DOS dialogue appears:

Do you wish to install 0 [Kitanya Conversation/Romance Mod for BG2]? [I]nstaLL  
 Do you wish to install 1 [Wizardslayer Bugs Fix]? [I]nstaLL  
 Successfully installed Press ENTER to exit  
 Further files get copied, then the readme opens.



**14.15. Neh'taniel 2.75**

~SETUP-NEH'TANIEL.TP2~

Neh'taniel is a long dead follower of Amaunator with amusing background history who is restless since centuries.

14.15.1. Copy the folder **Neh'taniel** and the files **Setup-Neh'taniel.exe**, **Setup-Neh'taniel.tp2** and **SK#Uninstall.bat** into your main SoA directory.

14.15.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o



```

Install Component 0 [Neh'taniel NPC Mod]? [I]ninstall
Install Component [Neh'taniel's alternative portraits]? [N]ot Install
1 1] Neh'taniel's portrait, by Rabain?
2 2] Neh'taniel's portrait, by Karse Soze?
3 3] Neh'taniel's portrait, by Amazor'dra?
4 4] Neh'taniel's portrait, Edited default?
5 5] Neh'taniel's portrait, Alt2 Edited by Amazor'dra and Sidhe?
Successfully installed [Neh'taniel NPC Mod] Press ENTER to exit
Further files get copied, then the readme opens.
    
```

#### 14.16. Silverstar 192

~STAR.TP2~

The evil elven assassin has crude and cruel dialogs. She has banter with NPCs from SoA, but not from ToB

- 14.16.1. Copy the folder **Star** and the files **Setup-Star.exe** and **Star.tp2** into your main SoA directory.
- 14.16.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



- 14.16.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Silverstar Mod]? [I]ninstall
Successfully installed [Silverstar Mod] Press ENTER to exit
The readme opens.
    
```

#### 14.17. Valen v45

~SETUP-VALEN.TP2~

Converts Bodhi's vampiric assistant into a joinable NPC. Includes content for both SOA and TOB. There are new encounters and items.

*The component „No Drow Avatars On Party In Underdark“ from the BG2 Tweak Pack must be installed, because, otherwise, Valen stutters in Underdark*

- 14.17.1. Copy the folder **valen** and the files **Setup-Valen.exe** and **Setup-Valen.tp2** into your main SoA directory.
- 14.17.2. One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B&G World Fixpack**.
- 14.17.3. Double-click the Setup. The DOS dialogue appears:



```

Choose your language: 0 [American English]
Install Component 0 [Valen]? [I]ninstall
Install Component 10 [Give More Creatures Protection From Level Drain & Undead]? [N]ot Install

Apparently this component destroys some other Items.
Successfully installed [Valen] Press ENTER to exit
The readme opens.
    
```

#### 14.18. Xan BG2 v8

~SETUP-XAN.TP2~

Xan, a depressed elven enchanter, is a character originally from Baldur's Gate, now added to Baldur's Gate 2 as well. The mod includes an extensive friendship path, two completely different romances for a female elven PC.

- 14.18.1. Copy the folder **Xan** and the file **Setup-Xan.exe** into your main SoA directory.
- 14.18.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language: 0 [English]
Install Component 0 [Xan NPC MOD for Baldur's Gate II, v8]? [I]ninstall
Install Component [alternate class for Xan]?
1 1] Change Xan's class to Fighter/Mage
2 2] Change Xan's class to Mage
3 3] Change Xan's class to Sorcerer [3]
4 4] Change Xan's class to Wild Mage (ToB only)
    
```

Choose 3, if you had chosen the component [Xan has Sorcerer class]? with the mod Lost Items version Revised 2

Install Component 5 [BG1-like flaming sword animation] [I]ninstall  
 Successfully installed [Xan NPC MOD for Baldur's Gate I, v8] Press ENTER to exit  
 The readme opens.

The following message can be ignored:

Installing [BG1-like flaming sword animation]  
 WARNING: File [override/wqlfsa1.bam] not found for MD5 checksum.

#### 14.18.3. Xan's BG2 voice for BG1 Version 2

~SETUP-XANBG2VOICE.TP2~

This mod provides a different soundset for Xan NPC in Baldur's Gate I, the one recorded for Xan BG2 NPC mod. It is available in English only.

14.18.4. Copy the folder **XanBG2Voice** and the file **Setup-XanBG2Voice.exe** into your main SoA directory.

14.18.5. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Xan's BG2 voice for BG1, v2]? [I]ninstall  
 Successfully installed [Xan's BG2 voice for BG1, v2]? Press ENTER to exit  
 The readme opens.

#### 14.19. Yasraena v10

~SETUP-YASRAENA.TP2~

The Yasraena Mod is full of banTERS, and it adds two quests to SoA and an encounter to ToB. Yasraena is a good draw, with a background to explain her good tendencies.

14.19.1. Copy the folder **Yasraena** and the files **Setup-Yasraena.exe**, **Setup-Yasraena.tp2** and **Setup-YasraenaAudioUninstall.bat** into your main SoA directory.

14.19.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]? [I]ninstall  
 Wrongly the Installer names v7 instead of v9  
 Successfully installed [Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]?  
 Press ENTER to exit

Further files get copied, then the readme opens in html-format.

#### 14.20. Alora NPC Mod Version 1.1

~SETUP-ALORA.TP2~

The halfling thief from Baldur's Gate can be found in Ribald's store.

14.20.1. Copy the folder **alora** and the files **Setup-alora.exe** and **Setup-alora.tp2** into your main SoA directory.

14.20.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]? [I]ninstall  
 Successfully installed [Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]  
 Press ENTER to exit  
 The readme opens.

#### 14.21. AurenAseph-v6.2

~SETUP-AURENASEPH.TP2~

She is a twenty year old talkative human fighter from Beregost. You will meet her in the Copper Coronet. She is involved with Nalia and can also be played in ToB. It is recommended to let her together with Nalia in the party to fully enjoy this mod.

14.21.1. Copy the folder **AurenAseph** and the files **Setup-AurenAseph.exe** and **Readme-Auren.html** into

your main SoA directory.

- 14.21.2. Double-click the Setup. The DOS dialogue appears: and the readme opens.  
 Would you like to display the readme? [N]o  
 Install Component 0 [Auren Aseph V6.2 for BG2:ToB]? [I]nstaLL  
 Install Component [Alternate Auren Portrait]? [N]o  
     1 1] Portrait 1 (From Neverwinter Nights Vault)  
     2 2] Portrait 2 (From Neverwinter Nights)  
 Successfully installed [Auren Aseph V6.2 for BG2:ToB] Press ENTER to exit

### 14.22. The Undying v2.05

~SETUP-THEUNDYING.TP2~

The mod includes two NPCs and the quest mod "Desecration of Souls". 1. Callisto T' sarran, a neutral evil elven fighter/berserker with a tragic past and a sadistic present. mod also includes new encounters, new items, stores, dialogs between Callisto and the BioWare NSCs  
 2. An elven fighter-mage with a rancor against Irenicus, but she does not speak a lot about that. She has some banter with the main character and Imoen, but ignores the other NPCs in most cases. .  
 3. "Desecration of Souls" provides 4 new shops, new articles and encounters.

- 14.22.1. Copy the folder **TheUndying** and the files **SETUP-TheUndying.exe** and **SETUP-TheUndying.tp2** into your main SoA directory.  
 14.22.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 ["The Undying" Mod (Requires Throne of Bhaal)]? [I]nstaLL  
 Install Component 1 [Smarter Enemies]? [I]nstaLL  
 Install Component 2 [Harder Enemies]? [I]nstaLL  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 14.23. Thael v2.3

~SETUP-THAEL.TP2~

SPANISH

The elfish magicians-thief promenade is to be found near the tent in Waukeen's promenade.

- 14.23.1. Copy the folder **Thael** and the file **Setup-Thael.exe** into your main SoA directory.  
 14.23.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [Castellano]  
 Install Component 0 [THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.3]? [I]nstaLL  
 Install Component 1 [Opcional: Instalar primera version de las voces para Thael]?  
 Successfully installed [THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.3] Press ENTER to exit

### 14.24. Hanna v2.2

~HANNA.TP2~

SPANISH

The chaotic-good human thief with her own quest is to be found near the druid's grove. New creatures, items, more than 100 interjections with other NPCs.

- 14.24.1. Copy the folder **Hanna** and the files **setup-hanna.exe**, **Hanna.tp2** and **Readme Hanna.doc** into your main SoA directory.  
 14.24.2. Double-click the Setup. The DOS dialogue appears:  
 What should be done with all components that are NOT YET installed? [A]sk about each one  
 Install Component 0 [Hanna NPC (Requiere ToB)]? [I]nstaLL  
 Install Component 1 [Castillo De´Arnise Mejorado]? [I]nstaLL  
     *Castle Improved De´Arnise*  
 Install Component 2 [Irenicus Mejorado]? [N]ot Install  
     *Improved Irenicus*  
     *It is unknown whether this component causes troubles or not with "Improved Spellhold". That needs to be tested first.*  
 Install Component 3 [Genio del Infierno mejorado]? [I]nstaLL  
     *Genius of improved Hell*

Install Component 4 [Dragon de Irenicus mejorado]? [I]ninstall  
*Dragoon of improved Irenicus*  
 Install Component 5 [Dragon del infierno mejorado]? [I]ninstall  
*Dragoon of improved hell*  
 Install Component 6 [Cripta de Caravasar mejorada]? [I]ninstall  
*Crypt of improved Caravasa*  
 Successfully installed Press ENTER to exit

**14.25. Kim 1.62**

~SETUP-KIM.TP2~

You meet the beautiful and depraved female pirate Kim with the shadow thieves.

14.25.1. Copy the folder **KIMNPC** and the files **Setup-KIM.exe** and **Setup-KIM.tp2** into your main SoA directory.

14.25.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]  
 Install Component 0 [Kim for BG2:SOA (ToB: required) version 1.61]? [I]ninstall  
 Install Component 1 [Installation of the readjusted axe]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 Further files get copied.

**14.26. Lester v0.8**

~SETUP-LESTER.TP2~

POLISH

You will meet the beer loving warrior Bons in the second floor of Irenicus' dungeon. When he is drunken, he has special abilities - and sometimes problems with alcohol.

14.26.1. Copy the folder **lester\_the\_npc** and the files **Setup-Lester.exe** and **Setup-Lester.tp2** into your main SoA directory.

14.26.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Lester the NPC for BGII]? [I]ninstall  
 Successfully installed [Lester the NPC for BGII] Press ENTER to exit

**14.27. Tiax\_v1**

~SETUP-TIAX.TP2~

The gnome thief/cleric priest of Cyric, Tiax from BG1, is a priest of Cyric with a sole intention "Tiax rules all!". He appears in chapter 4 in Spellhold, right after Irenicus leaves it as well as from the Fate Spirit in the Throne of Bhaal.

14.27.1. Install Tiax\_v1 into your main SoA directory. Now you find there the folder **Tiax** and the file **Setup-Tiax.exe**.

14.27.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Tiax NPC MOD for Baldur's Gate II, v1]? [I]ninstall  
 Successfully installed [Tiax NPC MOD for Baldur's Gate II, v1] Press ENTER to exit  
 The readme opens.

**14.28. Sarah ToB v2.2**

~SETUP-SARAHSOA.TP2~

This mod will add Sarah to SoA, a young human ranger who will romance a female PC.

*This mod includes all of the content of Sarah SoA v1.3!*

14.28.1. Copy the folder **sarahtob** and the file **setup-sarahtob.exe** into your main SoA directory.

14.28.2. Double-click the Setup. The DOS dialogue appears: and the readme opens.

Would you like to display the readme? [N]o  
 Install Component 0 [Sarah NPC Romance Mod for BG2:ToB]? [I]ninstall  
 Successfully installed [Sarah NPC Romance Mod for BG2:ToB] Press ENTER to exit

**14.29. Hubelpot the Vegetable Merchant v1.0**

~SETUP-SC#IM6.TP2~

A NPC for BGII SoA and ToB. More than 30 banter with every Bioware NPC except Sarevok. Hubelpot has a quest with an unusual reward. To start the mod, go to the fruit wholesaler in Waukeens Promenade.

*The versions V1.0 and V1-1.0 are identical. An unknown author has made corrections to this mod. You must install these, however, by yourself.*



14.29.1. Copy the folder **SC#Hub** and the files **Setup-Hubelpot.exe**, **Setup-Hubelpot.tp2** und **Setup-Hub AudioUninstall.bat** into your main SoA directory.

14.29.2. The **B.G World Fixpack** restores an no longer available update to Hubelpot.

14.29.3. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [SConrad's IM6-entry: Hubelpot Thisledown, the Vegetable Merchant NPC-mod]?
                                                                [I]ninstall
                                                                choose one
Install Component [Hubelpot's Kit]?
    1 1] Default kit, the Totemic Druid                       [1]
    2 2] Optional kit, the Village Druid
    3 3] Optional kit, the Vegetable Farmer
Successfully installed                                     Press ENTER to exit
The readme opens.
  
```

**14.30. Angelo v3**

~SETUP-ANGELO.TP2~

Angelo Dosan is the fighter-turned-mage who served as your brother's henchman in Baldur's Gate. Most likely he didn't survive your game, but people in this world seem to have a knack for not staying dead. In the Angelo NPC Mod, Angelo tracks you down in the Graveyard District to make you an offer you can't refuse (though perhaps you will).

14.30.1. Copy the folder **Angelo** and the file **Setup-Angelo.exe** into your main SoA directory.

14.30.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?                        [N]o
Install Component 0 [Angelo NPC MOD for Baldur's Gate II, v3]? [I]ninstall
Install Component [Angelo's alternative portraits]?
    1 1] Angelo's portrait, edited by SisterVigilante         [1]
    2 2] Angelo's alternative portrait by Amaurea
    3 3] Angelo's alternative portrait from http://cassinus.free.fr)
Successfully installed                                     Press ENTER to exit
  
```

**14.31. Miriam v1.02**

~SETUP-MIRIAM.TP2~

She is a human/vampire thief who is bored with immortality and wishes for new excitement and adventure.

14.31.1. Copy the folder **Miriam** and the files **SETUP-Miriam.exe** and **SETUP-Miriam.tp2** into your main SoA directory.

14.31.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Chosen of Mystra's Miriam NPC Mod (Requires Throne of Bhaal)]?
                                                                [I]ninstall
Successfully installed [Chosen of Mystra's Miriam NPC Mod (Requires Throne of Bhaal)]
                                                                Press ENTER to exit
The readme opens.
  
```

**14.32. Nikitalleria v1.01**

~SETUP-NIKITA.TP2~

She is a chaotic good female elf fighter/thief who enjoys doing good deeds and helping those in

need. She has one quest, banters with the PC and fellow Bioware NPCs and she has her own personal items.

- 14.32.1. Copy the folder **Nikita** and the files **SETUP-Nikita.exe** and **SETUP-Nikita.tp2** into your main SoA directory.
- 14.32.2. Double-click the Setup. The DOS dialogue appears:
- |                        |  |                     |
|------------------------|--|---------------------|
| Install Component 0    | [Nikitalleria NPC Mod (Requires Throne of Bhaal)]? | [I]nsta <b>ll</b>   |
| Successfully installed | [Nikitalleria NPC Mod (Requires Throne of Bhaal)]  | Press ENTER to exit |
- The readme opens.

**14.33. Touchstone V1.0**

~SETUP-TOUCHED.TP2~

Touchstone is an Elven Fighter from the Great Forest.

*This mod has at present some critical bugs.*

- 14.33.1. Copy the folder **touched** and the file **Setup-touched.exe** into your main SoA directory.
- 14.33.2. Double-click the Setup. The DOS dialogue appears:
- |                        |  |                     |
|------------------------|--|---------------------|
| Install Component 0    | [Touch the Moon NPC (Requires Throne of Bhaal)]? | [I]nsta <b>ll</b>   |
| Install Component 1    | [Install Wild Elf Fighter Kit]?                  | [I]nsta <b>ll</b>   |
| Successfully installed | [Touch the Moon NPC (Requires Throne of Bhaal)]  | Press ENTER to exit |
- It appears an error message that the file touched\touchedreadme.txt could not be found. But this does not exist. Click No, when you are prompted to create a new one.

**14.34. Ninde v1.1**

~NINDE.TP2~

Lady Ninde Amblecrown, the evil Necromancer with a tongue like a guillotine, formidable magical skill and a matching ego, can be found in Bodhi's lair only if the PC sides with Aran Linvail.

- 14.34.1. Copy the folder **ninde** and the file **setup-ninde.exe** into your main SoA directory.
- 14.34.2. One or more files of this mod must be changed. This will be done by the patch from the folder **BiG World Fixpack**.
- 14.34.3. Double-click the Setup. The DOS dialogue appears:
- |                                       |                                |                     |
|---------------------------------------|--------------------------------|---------------------|
| Would you like to display the readme? |                                | [N]o                |
| Install Component 0                   | [Ninde NPC Mod for BGII: SoA]? | [I]nsta <b>ll</b>   |
| Successfully installed                | [Ninde NPC Mod for BGII: SoA]  | Press ENTER to exit |



**14.35. Xulaye v1**

~XULAYE.TP2~

Xulaye Despana - sister to the insidious Phaere and daughter of the fearsome Matron Mother Ardu-lace joins your party at the beginning of the Ust Natha section of the Underdark. True evil lies in intent - and the wherewithal to carry it out.

*BGII Fixpack must be installed.*

- 14.35.1. Copy the folder **xulaye** and the file **setup-xulaye.exe** into your main SoA directory.
- 14.35.2. If you have installed NEJ2 copy immediately before the installation of the mod the file **cdbehbla.pro** out of the folder BGII - SvA\NeJ2\NEJ-BIFF\override into the override folder.
- Because this patch cannot be installed before, this will not be done by the BiG World Fixpack.bat, but by the BiG World Install.bat.*
- 14.35.3. Double-click the Setup. The DOS dialogue appears:
- |                                       |  |                     |
|---------------------------------------|--|---------------------|
| Would you like to display the readme? |  | [N]o                |
| Would you like to display the readme? |  | [N]o                |
| Install Component 0                   | [Xulaye NPC Mod for BG2:SoA]?          | [I]nsta <b>ll</b>   |
| Install Component 1                   | [Xulaye's Player Initiated Dialogues]? | [I]nsta <b>ll</b>   |
| Install Component 2                   | [Korgan Fights at the Pits]?           | [I]nsta <b>ll</b>   |
| Successfully installed                |  | Press ENTER to exit |



**14.37. Haldamir Version 0.5 Alpha**

~SETUP-HALDAMIR.TP2~

The mod adds an elven fighter to BG2. Haldamir can be found at the Den of the Seven Vales in Waukeen's Promenade. There is crossmod with Kivan, but install Kivan first. There is also a reaction to Talak or Solaufein from Romantic Encounters.

14.37.1. Copy the folder **haldamir** and the file **Setup- haldamir.exe** into your main SoA directory.

14.37.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Haldamir]?

[I]nstaLL

Successfully installed [Haldamir]

Press ENTER to exit

**14.38. Avi Maya Project v6**

~SETUP-AVIM.TP2~

POLISH

She is a cleric-barde with own tasks and items and banter with a male human, eleven, half eleven or tiefling MC. Conversations are short, but concrete. A lot of black humor. (SoA & ToB)

14.38.1. Copy the folder **AviM** and the file **Setup-AviM.exe** into your main SoA directory.

14.38.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Avi Maya NPC SoA/ToB]?

[I]nstaLL

Install Component [Alternatywna Avi Maya]?

[N]ot Install

1 1] Avi Maya - Złodziej/mag

2 2] Avi Maya - Złodziej(zawadiaka)

Install Component [Alternatywny Portret]?

[N]ot Install

3 1] Avi Maya - subtelniejszy portret

4 2] Avi Maya - portret bazujący na Sharwyn z NWN

Successfully installed Press ENTER to exit

**14.39. Rukrakia**

~SETUP-RUKRAKIA.TP2~

KOREAN

She is a cleric-barde with own tasks and items and banter with a male human, eleven, half eleven or tiefling MC. Conversations are short, but concrete. A lot of black humor. (TOB only)

*This mod must be installed before Saerileth.*

14.39.1. Copy the folder **AviM** and the file **Setup-AviM.exe** into your main SoA directory.14.39.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.

14.39.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 ["루크라키아 NPC Romance 모드 (TOB only)"]? \*

[I]nstaLL

Successfully installed ["루크라키아 NPC Romance 모드 (TOB only)"]

Press ENTER to exit

\* analogously: ["Rukrakia NPC Romance-Mod (nur TOB)"]?

**14.40. Saerileth v14**

~SETUP-SAERILETH.TP2~

Saerileth is a 15-year-old paladin woman of deep religious conviction from the Outer Planes. She is romanceable for good-aligned humans, elves, and half-elves. She brings with her three new areas for SoA, two SoA quests, and a ToB quest. She has extensive voicing, banter, and interjections.

*This mod is not compatible with multi-romance mods.*

14.40.1. Copy the folder **Saerileth** and the files **Setup-Saerileth.exe**, **Setup-Saerileth.tp2**, **Setup-SaerilethAudioUninstall.bat** and **NStisunpack.bat** into your main SoA directory.

14.40.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [Saerileth Romance Mod v12 (BG2:SoA &amp; TOB NPC) created by nethrin and Sillara]?

[I]nstaLL

Successfully installed

Press ENTER to exit

Further files get copied, then the readme opens in html-format.

**14.41. Skie v5**

~SETUP-SKIE.TP2~

POLISH

This mod introduces the neutral, human thief from BG1 into BG2. (in BG2 without subclass) She has a romance with a male elf, human, half-elf or tiefling MC, beginning in SoA and ending in ToB.

14.41.1. Copy the folder **Skie** and the file **Setup-Skie.exe** into your main SoA directory.

14.41.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Skie NPC - BG]? [I]ninstall
Install Component 1 [Skie Alternatywna - słabsza, lecz logiczniejsze statystyki (inne niż oryginalna Skie z BG1)]? [N]ot Install
    alternative settings for Skie
Install Component 2 [Alternatywny portret Skie wykonany ręką Plasmocat]? [N]ot Install
    alternative portrait for Skie
Successfully installed [Skie NPC - BG] Press ENTER to exit

```

**14.42. Worgas**

~WORGAS.TP2~

ENGLISCH

Worgas is an elven chaotic emotionally shattered wildmage with high intelligence which is hidden behind his neurotic behaviour. He often speaks in riddles impossible to understand. He restlessly wanders with a levitating eyeball with many eyes on it. He has two unique abilities called Wail of Insanity and Biting Eye.

*Worgas only works in single player mode. It doesn't work in multiplayer due to the cutscene script in the beginning.*

14.42.1. Copy the folder **worgas** and the file **setup-worgas.exe** into your main SoA directory.

14.42.2. One or more files of this mod must be changed in order to be able to install it together with BWP.

This will be done by the patch from the folder **B&G World Fixpack**.

14.42.3. Double-click the Setup. The DOS dialogue appears:

```

Install Component 0 [Worgas]? [I]ninstall
Install Component 1 [Boo as Familiar]? [I]ninstall
    Not together with NeJ
Install Component 2 [Drizzt]? [I]ninstall
    Not together with RoT, Drizztsaga, DKDrizzt, because these likewise bring Drizzt into the play.
Successfully installed Press ENTER to exit

```

**14.43. Tyris Flare v3**

~SETUP-TYRISFLARE.TP2~

Tyris Flare is a red-haired amazon who can kick ass and hurl fire! Originally she is a character from the Golden Axe computer games that were released on the Sega Mega Drive (or Genesis in America) and arcade machines in the 90s who ends up in Baldur's Gate II Once in your party, Tyris will banter with all BioWare NPCs and can be romanced by any human/elf/half-elf male PC. She can be found in the Umar Hills, vaguely near the cave.

14.43.1. Copy the folder **TyrisFlare** and the file **Setup-TyrisFlare.exe** into your main SoA directory.

14.43.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme? [N]o
Install Component 0 [Tyris Flare NPC]? [I]ninstall
Install Component [Alternate Tyris Portraits]? [N]ot Install
    1 [1] Alternate Portrait 1
    2 [2] Alternate Portrait 2
    3 [3] Alternate Portrait 3
    4 [4] Alternate Portrait 4
Successfully installed Press ENTER to exit

```



**14.44. Varshoon v1**

~SETUP-VARSHOON.TP2~

This mod adds to the game a new and unique NPC - Varshoon the Illithid. He has his own kit of Psionic Forcer. Those illithids are trained for melee fighting. They use their psionic and mental abilities to stun, confuse and weaken their enemies. He joins with his own special equipment and it cannot be replaced with any other items. Varshoon will converse with you many times during the game. There are also banter with all Bioware NPC's

*You should also install Tales of the Deep Gardens mod to get extra influence.*

14.44.1. Copy the folder **Varshoon** and the file **Setup-Varshoon.exe** into your main SoA directory.

14.44.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

Install Component 0 [Varshoon - an illithid NPC for BG2]?

Successfully installed

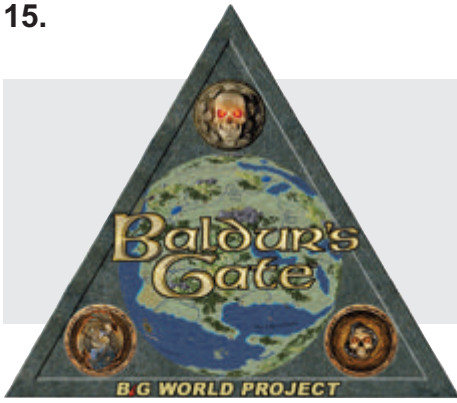
[N]o

[I]nstaLL

Press ENTER to exit

## 15.

## BG2 ONE-DAY NPCS



These mods had been created during only one single day. Thus don't expect too much of them.

15.1. **Alassa NPC v2**

~SETUP-ALASSA.TP2~  
An evil female thief.

15.1.1. Copy the folder **alassa** and the files **setup-alassa.exe** and **setup-alassa.tp2** into your main SoA directory.

15.1.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Alassa NPC]?  
Successfully installed [Alassa NPC]  
Further files get copied.

[I]nstaLL

Press ENTER to exit

15.2. **Allison NPC v1.8**

~SETUP-ALLISON.TP2~

Allison is a true neutral druid who is extremely friendly and somewhat playful. She'll probably remind you of an overly affectionate Imoen.

15.2.1. Copy the folder **allison** and the file **setup-allison.exe** into your main SoA directory.

15.2.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.

15.2.3. Double-click the Setup. The DOS dialogue appears: and the readme opens.

Would you like to display the readme?  
Choose your language:  
Install Component 0 [Alison (One-Day NPC) v1.6]?  
Successfully installed [Alison (One-Day NPC) v1.6]

[N]o

0 [American English]

[I]nstaLL

Press ENTER to exit

15.3. **Anishai v1.4**

~SETUP-ANISHAI.TP2~

The monk from Mae' Vars guild house can join to the group.

15.3.1. Copy the folder **Anishai** and the file **setup-anishai.tp2** into your main SoA directory.

15.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:  
Install Component 0 [Anishai one-day NPC]?  
Successfully installed [Anishai one-day NPC]  
The readme opens.

0 [English]

[I]nstaLL

Press ENTER to exit

15.4. **Bons Bruce The Cockney Barfighter v2**

~SETUP-BONSBRUCEV2.TP2~

A chaotic neutral, human barbarian with a new soundset of dubious entertainment value and comprehension. This mod should not be played by anyone with taste or sanity, ever. The rest of you, do have fun.

15.4.1. Copy the folder **BonsBruce** and the files **Setup-BonsBrucev2.exe** and **Setup-BonsBrucev2.tp2** into your main SoA directory.

15.4.2. Double-click the 0. The DOS dialogue appears:

Install Component 0 [Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]?

[I]nstaLL

Successfully installed [Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]  
 Press ENTER to exit  
 The readme opens.

**15.5. Cassius v1.04**

~SETUP-CASSIUS.TP2~

Neutral-good male human skalde, not very talkatively, and if, then only very much broken.

15.5.1. Copy the folder **cassius** and the files **Setup-cassius.exe** and **Setup-cassius.tp2** into your main SoA directory.

15.5.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cassius NPC Mod]? [I]ninstall  
 Successfully installed [Cassius NPC Mod] Press ENTER to exit  
 The readme opens.

**15.6. Ghareth v0.91**

~SETUP-GHARETH.TP2~

A male human fighter / magician who can join to the party.

15.6.1. Copy the folder **Ghareth** and the files **Setup-Ghareth.exe**, **Setup-Ghareth.tp2** and **gharethau-diouninstall.bat** into your main SoA directory.

15.6.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ghareth NPC Mod]? [I]ninstall  
 Successfully installed [Ghareth NPC Mod] Press ENTER to exit  
 The readme opens.

**15.7. Hessa v1.1**

~SETUP-HESSANPC.TP2~

A neutral-evil half elf-thief with a quest, a new area and different banter.

15.7.1. Copy the folder **hessa** and the files **Setup-Hessa.exe**, **Setup-Hessa.tp2**, **HessaTisAudioUninstall.bat** and **HessaReadMe.txt** into your main SoA directory.

15.7.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Hessa NPC Mod]? [I]ninstall  
 Successfully installed [Hessa NPC Mod] Press ENTER to exit  
 Es werden weitere Dateien kopiert. Dann öffnet sich die Read Me

**15.8. Jason Comptons Bruce The Cockney Barfighter**

~SETUP-JCBRUCE.TP2~

A pretty straight barbarian with some not so serious banter with Aerie, Nalia and a female main character.

15.8.1. Copy the folder **jcbruce** and the files **Setup-JCBruce.exe**, **Setup-JCBruce.tp2** and **jcbruceau-diouninstall.bat** into your main SoA directory.

15.8.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Compton's Bruce The Cockney Barfighter]? [I]ninstall  
 Successfully installed [Compton's Bruce The Cockney Barfighter] Press ENTER to exit  
 The readme opens.

**15.10. WikaedeR v4**

~SETUP-WIKAEDE.TP2~

Sir Wikaede is a male human Priest of Helm. He can be found in the Temple of Helm in Athkatla's Temple District. He has one banter with every Bioware NPC, and interjections at the Tree of Life, Hell and Final Irenicus Battle.

*Unfortunately the mod is no longer available and is listed only as reminder.*

- 15.10.1. Copy the folder **WikaedeR** and the files **Setup-WikaedeR.exe**, **Setup-WikaedeR.tp2** and **Setup-WikaedeRAudioUninstall.bat** into your main SoA directory.
- 15.10.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Wikaede Revisited v4 by Moongaze]? [I]ninstall  
 Successfully installed [Wikaede Revisited v4 by Moongaze] Press ENTER to exit  
 The readme opens.
- 15.11. Willie Bruce v2**  
 ~SETUP-WILLYB.TP2~  
 He is rude, drunk, sexist, and racist.
- 15.11.1. Copy the folder **WillyB** and the files **Setup-WilliB.exe**, **Setup-WilliB.tp2** and **Setup-WilliBAudioUninstall.bat** into your main SoA directory.
- 15.11.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component 0 [Willie Bruce v2]? [I]ninstall  
 Successfully installed [Willie Bruce v2] Press ENTER to exit  
 Further files get copied, then the readme opens in html-format.
- 15.12. Moddie v1.2**  
 ~SETUP-FOXMONSTER.TP2~  
 Moddie is a female fox that banterers with 12 BioWare's NPCs. She is found behind the jailkeep golem in the first level of Irenicus's dungeon.
- 15.12.1. Copy the folder **FoxMonster** and the files **Setup-FoxMonster.exe**, **Setup-FoxMonster.tp2** and **Moddie-ReadMe.txt** into your main SoA directory.
- 15.12.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Moddie, "the fox monster in your backpack"]? [I]ninstall  
 Successfully installed [Moddie, "the fox monster in your backpack"] Press ENTER to exit  
 Further files get copied, then the readme opens.
- 15.13. Vildra 1.1**  
 ~SETUP-VILDRA.TP2~  
 A One-Day NPC with a few banterers.
- 15.13.1. Copy the folder **Vildra** and the files **Setup-Vildra.exe** and **Setup-Vildra.tp2** into your main SoA directory.
- 15.13.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Vildra for BG2:SoA]? [I]ninstall  
 Successfully installed [Vildra for BG2:SoA] Press ENTER to exit  
 The readme opens.
- 15.14. Jandor v2**  
 ~SETUP-JANDOR.TP2~  
 Jandor will be waiting for you in the Shadow Thief Guild. He has nearly no dialogue.
- 15.14.1. Copy the folder **Jandor** and the files **Setup-Jandor.tp2** and **Setup-Jandor.tp2** into your main SoA directory.
- 15.14.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component 0 [JandorNPC-WeiDU]? [I]ninstall  
 Successfully installed [JandorNPC-WeiDU] Press ENTER to exit  
 The readme opens.

**15.15. Eldoth v1.10**

~SETUP-ELDOTH.TP2~

Eldoth for BG2 is a vry simple mod with no witty dialogs.

15.15.1. Copy the folder **eldoth** and the files **Setup-Eldoth.exe** and **Setup-Eldoth.tp2** into your main SoA directory, but not the Setup-Eldoth.exe.

15.15.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Eldoth - The reunion]?

Successfully installed [Eldoth - The reunion]

0 [English]

[I]nstaLL

Press ENTER to exit

**15.16. Roar v1.11**

~SETUP-ROAR.TP2~

Roar is a monk who does not speak. He is to be found in the Umar Hills.

15.16.1. Copy the folder **roar** and the files **Setup-Roar.exe** and **Setup-Roar.tp2** into your main SoA directory, but not the Setup-Roar.exe.

15.16.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Roar - a taciturn monk]?

Successfully installed [Roar - a taciturn monk]

0 [English]

[I]nstaLL

Press ENTER to exit

**15.17. Teddy 1.12**

~SETUP-TEDDY.TP2~

Teddy is a half-orc barbarian. One can meet him nearby the d'Arnise keep and travel with him. No more is not realized.

15.17.1. Copy the folder **teddy** and the files **Setup-Teddy.exe** and **Setup-Teddy.tp2** into your main SoA directory, but not the Setup-Teddy.exe.

15.17.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Teddy - a half orkisch barbarianr]?

Successfully installed [Teddy - a half orkisch barbarian]

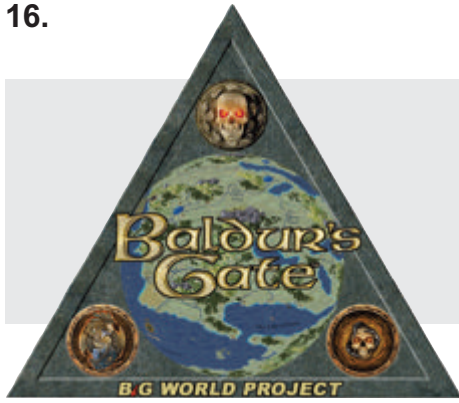
0 [English]

[I]nstaLL

Press ENTER to exit

16.

BG2 NPC-RELATED MODS



These mods do not insert new NPCs, but enlarge the existing BioWare NPCs with new interesting dialogues, romances and tasks.

16.1. Cloakwood Squares v3

~SETUP-CWS.TP2~

A performance of the street theater in Athkatla in which nine BG2 NPCs present a spiritual competition.

*This is a fun-Mod, that some players find not suitable, and therefore is marked as Experts version. You can, however, insert this mod without worries into the B&G World Version.*

16.1.1. Copy the folder CWS and the files Setup-Cws.exe and Setup-Cws.tp2 into your main SoA directory.

16.1.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cloakwood Squares -- The Mod v2]? [I]ninstall  
Successfully installed [Cloakwood Squares -- The Mod v2] Press ENTER to exit

16.2. The Jerry Zinger Show v2

~SETUP-JZ.TP2~

The show of Jerry Zinger offers depending on the combination of your party nine different performances.

*The mod only starts if your party is gathered.*

*This is a fun-Mod, that some players find not suitable, and therefore is marked as Experts version. You can, however, insert this mod without worries into the B&G World Version.*

16.2.1. Double-click the Setup JZ-v1 in your main SoA directory.

16.2.2. The window „The Jerry Zinger Show Setup“ opens. Press Yes and then in the next window Install as well as afterwards Close. This installs the folder JZ and the file Setup-JZ.exe. It opens to itself a window with the text "Press any key to install The Jerry Zinger Show..."

16.2.3. The DOS dialogue appears:

Choose your language: 0 [English]  
Install Component 0 [The Jerry Zinger Show]? [I]ninstall  
Install Component 1 [Remove Delay Between Episode]? [N]ot Install  
*If you press here on [I]ninstall, you need not always wait one day between the single performances.*  
Successfully installed [The Jerry Zinger Show] Press ENTER to exit

Further files get copied, then the readme opens.

16.3. LuvNaliaWeiDU106

~SETUP-LUVNALIA.TP2~

Contains a complete romance with Nalia, including the tree of life dialogs, beloved one in danger, Nalia's abduction by bodhi, and other love related quests. It also adds some new quests and character interactions. I strongly recommend having Minsc in the party...

*The mod hangs after the wedding because of faulty programming. However, this also happens if one only plays the mod without BGT. See here for further info:*

<http://forums.spellholdstudios.net/index.php?s=f49e5866d489ef8927f9f1de89fba87f&showtopic=24467>

*We don't know what happens if also de'Arnise is installed, but common sense suggests that at the very least, installing two dedicated PC/Nalia romances would be a poor idea. However, the mod can be installed together with Auren Aseph.*



16.3.1. Copy the folder LuvNalia and the files Setup-LuvNalia.exe and Setup-LuvNalia.tp2 into your main SoA directory.



16.3.2. One or more files of this mod must be changed. This will be done by the patch from the folder **BxG World Fixpack**.

16.3.3. Double-click the Setup. The DOS dialogue appears:

```
Install Component      [Install WeiDU Version of Arnel's Nalia Romance 1.06]?      [I]ninstall
Successfully installed [Install WeiDU Version of Arnel's Nalia Romance 1.06]  Press ENTER to exit
Further files get copied, then the readme opens.
```

#### 16.4. de'Arnise Romance v2

~SETUP-DEARNISE.TP2~

The mod adds a romantic relationship between Nalia and a male player character who is human, elven, half-elven, or dwarven, of any character class and alignment.

*We don't know what happens if also LuvNalia is installed, but common sense suggests that at the very least, installing two dedicated PC/Nalia romances would be a poor idea. However, the mod can be installed together with Auren Aseph.*

16.4.1. Copy the folder **deArnise** and the file **setup-deArnise.exe** into your main SoA directory.

16.4.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0  [de'Arnise Romance for Baldur's Gate II, v2]?      [I]ninstall
Successfully installed [de'Arnise Romance for Baldur's Gate II, v2]  Press ENTER to exit
The readme opens.
```

#### 16.6. Banter Pack v10

~SETUP-BANTERPACK.TP2~

Adds dozens of new dialogs to all BioWare NPCs. Encloses, in addition, new inventions from January Jansen and dialogs with Lilarcor the speaking sword. (for SoA + ToB).

16.6.1. Install Banter Pack v9 into your main SoA directory. Now you find here the folder **banterpack** and the files **Setup-banterpack.exe**, **setup-banterpack.tp2** and **BANTER-README**.

16.6.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                0 [English]
Install Component 0  [Pocket Plane Banter Pack for BG2: Shadows of Amn]      [I]ninstall
Install Component 1  [Install SOA Banter Accelerator script? (Increases the frequency of interparty banter)]
    The Banter accelerator for SoA can be already installed with BG1NPC.      [N]ot Install
Install Component 2  [Pocket Plane Banter Pack for BG2: Throne of Bhaal]      [I]ninstall
Install Component 3  [Install TOB Banter Accelerator script? (Increases the frequency of interparty banter)]
                                                                [N]ot Install
Successfully installed                                Press ENTER to exit
The readme opens.
```

#### 16.7. IEP Extended Banter v3.2

~IEPBANTERS.TP2~

Adds numerous banter between the Bioware NPCs, humorous, serious or otherwise.

*Install this mod after Banter Pack. It is fully compatible with BGT. It was created to complement Banter Pack, so you should install both of them for the maximum banter experience.*

16.7.1. Copy the folder **iepbanters** and the file **setup-iepbanters.exe** into your main SoA directory

16.7.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                0 [English]
Would you like to display the readme?                [N]o
Install Component 0  [Extended NPC-NPC Interaction SoA]                      [I]ninstall
Install Component 1  [Extended Minsc/Aerie Interaction ToB]                 [I]ninstall
Install Component 2  [Imoen "Retrospection" dialogue for BGII: ToB]         [I]ninstall
Install Component 3  [Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Ku
lyok)]                                                [I]ninstall
Install Component 4  [NPC Conflict Revisions]                                [I]ninstall
Install Component    [Install Banter Accelerator? How much time would you like in between NPC banter
in-game?]                                             [N]o
```

- 5 1] 10 Minutes
- 6 2] 15 Minutes
- 7 3] 20 Minutes
- 8 4] 30 Minutes
- 9 5] 45 Minutes
- 10 6] 60 Minutes

*If you have already installed a banter accelerator, you may install by no means this component additionally. You would ruin the whole installation!*



Successfully installed

Press ENTER to exit

### 16.8. Viconia Friendship v2.0

~SETUP-VICONIA.TP2~

This mod adds a series of dialogues with Viconia and attempts to give someone who isn't interested in a romantic relationship something to bite into. This mod is meant as extension to the IEP Extended Banters.

16.8.1. Copy the folder **viconia** and the file **setup-viconia.exe** into your main SoA directory.

16.8.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Viconia Friendship]?

[I]nstaLL

Successfully installed [Viconia Friendship]

Press ENTER to exit

The readme opens.

### 16.9. Mazzy Friendship v1.0

~SETUP-MAZZY.TP2~

This mod adds a series of dialogues with Mazzy, in which you can discover more about the valiant halfling. Mazzy is not the most talkative woman in the world, but she definitely has her opinions, and will voice them if she feels it appropriate - similarly if she has questions she will not be afraid to ask. This mod is meant as extension to the IEP Extended Banters.

16.9.1. Copy the folder **mazzy** and the file **setup-mazzy.exe** into your main SoA directory.

16.9.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Mazzy Friendship]?

[I]nstaLL

Successfully installed [Mazzy Friendship]

Press ENTER to exit

### 16.10. Yoshimo Friendship v1.0

~YOSHIMO.TP2~

This mod adds a series of dialogues with Yoshimo and expands on the humorous rogue, adding to his story a new perspective on the character. This mod is meant as extension to the IEP Extended Banters.

16.10.1. Copy the folder **yoshimo** and the file **setup-yoshimo.exe** into your main SoA directory.

16.10.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Yoshimo Friendship]?

[I]nstaLL

Successfully installed [Yoshimo Friendship]

Press ENTER to exit

### 16.11. Edwin Romance v1.07

~SETUP-EDWINROMANCE.TP2~ ~SETUP-EDWINTOB.TP2~

~SETUP-EDWINFLIRTS.TP2~

Allows the player to carry out a romantic relationship with Edwin Odesseiron, that insulting Thayvian wizard wearing red.

16.11.1. Copy the folder **edwin** and the files **Setup-EdwinRomance.exe**, **Setup-EdwinRomance.tp2** and **edaudioin.bat** from the folder ERSOA107 into your main SoA directory.



16.11.2. One or more files of this mod must be changed, **but only, if NEJ is installed before**. This will be done by the patch from the folder **B&G World Fixpack**.



16.11.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [American English] [I]ninstall  
 Install Component 0 [Edwin Romance]? [N]ot Install  
 Install Component 1 [Restore Edwin's BG1 portrait]? Press ENTER to exit  
 Successfully installed  
 The readme opens.

16.11.3. Copy the folder **edwin-tob** and the files **Setup-EdwinToB.exe** and **Setup-edwintob.tp2** from the folder ERTob107 into your main SoA directory.

16.11.4. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [American English] [I]ninstall  
 Install Component 0 [Edwin Romanze ToB]? [I]ninstall  
 Install Component 1 [New ending for Viconia Romance by Laufey]? Press ENTER to exit  
 Successfully installed

16.11.5. Copy the folder **Edwin-flirts** and the files **Setup-edwinflirts.exe** and **Setup-edwinflirts.tp2** from the folder Edwin-flirts\_v0.1b into your main SoA directory.

16.11.6. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Edwin Flirts 0.1b]? [I]ninstall  
 Successfully installed [Edwin Flirts 0.1b] Press ENTER to exit

## 16.12. Imoen v12Full

~IMOEN.TP2~

This mod adds a huge number of new dialogs for Imoen in Shadows of Amn.

*Additional banTERS, if Tashia and Nalia's Romance (not de'Arnise Romance) had been installed before.*

16.12.1. Copy the folder **ImoenRom** and the files **Setup-Imoen.exe**, **Imoen.tp2** and **README - Imoen Romance** into your main SoA directory.

*This mod requires the **ImoenPatch-v1201**. You must download the patch separately.*



16.12.2. Copy the folder **ImoenRom** and the files **Imoen.tp2** and **README - Imoen Patch** from the folder **ImoenPatch-v1201** into your main SoA directory. In the opening menu, confirm replacing all files.

16.12.3. One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B&G World Fixpack**.



16.12.4. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English] [I]ninstall  
 Install Component [,Imoen Romance Add-on Mod BG2:SoA v1.201']? Press ENTER to exit  
 Successfully installed [,Imoen Romance Add-on Mod BG2:SoA v1.201']  
 Other files are copied.

## 16.13. Alcool v9

~SETUP-ALCOOL.TP2~

This mod adds interactions between the BioWare NPCs at the end of chapter 3 such as comments to the choice of the tavern.

16.13.1. Copy the folder **Alcool** and the files **setup-alcool.exe** and **setup-alcool.exe** into your main SoA directory.

16.13.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 1 [English] [I]ninstall  
 Install Component 0 [A Night out in the Taverns]? Press ENTER to exit  
 Successfully installed [A Night out in the Taverns]  
 The readme opens.

## 16.14. Jan's Extended Quest v1.3

~SETUP-JANQUEST.TP2~

You want to know how the story between thief illusionist, his former girlfriend and Vaelag, her violent husband, ends? This extension offers a continuation of this original quest in the form of two very short missions filled with typical dialogues and unexpected meetings with new supporting characters. Additionally, the mod aims to cast a new light on some of the most influential organizations of the city.

16.14.1. Copy the folder **JanQuest** and the file **setup-JanQuest.exe** into your main SoA directory.

16.14.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

1 [English]

Install Component 0 [Jan's Extended Quest]?

[I]nstall

Successfully installed [Jan's Extended Quest]

Press ENTER to exit

## 17.

## MORE BG2 NPC MODS



Some of these mods have little content. You can, however, insert each of these mods without worries into your **B.G World**, if you want to expand the game with other NPCs.

17.1 **CliffHistory**

~SETUP-CLIFFHISTORY.TP2~

Talk to the receptionist in Five Flagns Playhouse; you meet the bard Fonick which makes notes about his trips with the HC.

*This mod does not work together with the "Multiple Strongholds" component from "BG2Tweak-Pack" or if the MC is a bard.*

17.1.1. Copy the folder **CliffHistory** and the file **setup-cliffhistory.exe** into your main SoA directory.

17.1.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Cliffette's 'History' BWI contest entry]?	[I]ninstall
Successfully installed	[Cliffette's 'History' BWI contest entry]	Press ENTER to exit

17.2. **Chiara v1.02mB\_163**

~SETUP-CHIARA.TP2~

[IN GERMAN ONLY](#)

Chiara is a fighter with some special traits. If you help her, she can be an extraordinary enrichment for the group. If you fail her, she becomes an unpredictable enemy! You find her in the canalization under the temple quarter. (for SoA + ToB)

17.2.1. Copy the folder **chiara** and the files **Setup-Chiara.exe**, **Setup-Chiara.tp2**, **chiadel.bat** and **chia-extr.bat** into your main SoA directory.

17.2.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Chiara - Ein Charakter aus dem Rosenranken.Forum]?	[I]ninstall
Successfully installed	[Chiara - Ein Charakter aus dem Rosenranken.Forum]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

17.3. **Octavians Drizzt v2Beta2**

~SETUP-DRIZZT.TP2~

With this mod you can take Drizzt Do'Urden into your group, when you leave the unterdark and go again into the town. You can summon the magic cat Guenhwyvar with "K" which attacks enemies then automatically.

*Not together with with RoT because this mod adds likewise Drizzt and both are contentwise not compatible. The component with the Artemis Entreri-encounter of Unfinished business is compatible with this Drizzt-Mod. If Valen is in the party, it is actually not possible to take in Drizzt, because he becomes hostile immediately.*

17.3.1. Copy the folder **DKDrizzt** and the files **Setup-DKDrizzt.exe** and **Setup-DKDrizzt.tp2** into your main SoA directory.

17.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Drizzt Do'Urden]?	[I]ninstall
Successfully installed	[Drizzt Do'Urden]	Press ENTER to exit

The readme opens.

17.4. **Elvanshalee**

~SETUP-ELVAN-ALL.TP2~

[IN GERMAN ONLY](#)

You can find the chaotic-good drow cleric of the goddess Elistraee in the government quarter. As a special weapon she owns a sword that, however, only from Elistraee priests can be used.

*Elvanshalee has the bad habit to remain sometime every few seconds and to repeat the same dialogue. Besides the Mod contains still some bugs.*



17.4.1. Copy the folder **#ElvanA** and the files **Setup-Elvan-all.exe** and **Setup-Elvan-all.tp2** into your main SoA directory.

17.4.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Elvanshalee für SoA oder ToB Pic von Kay Allen]? [I]nstaLL
Install Component 1 [Elvanshalee für Knight Kits Pic von Kay Allen]? [I]nstaLL
Successfully installed Press ENTER to exit
```

## 17.5. Goo the Disembodied Floating Eyeball v4.0

~SETUP-GOO.TP2~

Gozaloth (Goo to his friends) is a disembodied floating eyeball with breath which can daze a yak. He can be found in the planar sphere.

17.5.1. Copy the folder **Goo** and the files **Setup-Goo.exe** and **Setup-Goo.tp2** into your main SoA directory.

17.5.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Goo the Disembodied Floating Eyeball]? [I]nstaLL
Successfully installed [Goo the Disembodied Floating Eyeball] Press ENTER to exit
It appears an error message that the file Goo\ReadMe.txt could not be found. This one exists, but is only named differently.
```

## 17.6. Horace v1.71

~SETUP-HORACE.TP2~

Skeleton NPC with its own kit.

17.6.1. Copy the folder **Horace** and the files **Setup-Horace.exe** and **Setup-Horace.tp2** into your main SoA directory.

17.6.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Horace - BGII]? [I]nstaLL
Install Component 1 [Bone Collector]? [I]nstaLL
Successfully installed Press ENTER to exit
The readme opens.
```

## 17.7. Kari v1

~SETUP-KARI.TP2~

Kari is an anthropomorphic wolf NPC, a mix between human and wolf, that can be found in the Druid Grove.

*This is a rebuild of a very old NPC that never advanced past v1.3beta.*

*Unfortunately the mod is no longer available and is listed only as reminder.*

17.7.1. Copy the folder **Kari** and the files **Setup-Kari.exe** and **Setup-Kari.tp2** into your main SoA directory.

17.7.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Moongaze's Kari v1]? [I]nstaLL
Successfully installed [Moongaze's Kari v1] Press ENTER to exit
```

## 17.8. Malthis v2

~SETUP-MALTHIS.TP2~

**IN GERMAN ONLY**

You meet Malthis close to Cromwells house in Atkatla. Only during the game you will get to know the true abilities of the sabre-rattler. Many of his qualities, even his disposition, depend on your action.

17.8.1. Copy the folder **Malthis** and the files **Setup-Malthis.exe**, **Setup-Malthis.tp2**, **malt-del.bat** and **malt-extr.bat** from the folder Malt\_ServiceVersion\_1 into your main SoA directory.

17.8.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Malthis, der Säbelrassler!]? [I]ninstall  
 Successfully installed [Malthis, der Säbelrassler!] Press ENTER to exit  
 Press any key . . .  
 Further files get copied, then the readme opens in html-format.

### 17.9. Shar-Teel v1.0b

~SETUP-SHARTEEL.TP2~

IN GERMAN ONLY

Brings the chaotic-evil fighter Shar-Teel from BG1 to BG2-SoA.

*Not together with with TDD because to this mod adds likewise Shar-Teel and both are content-wise not compatible.*

17.9.1. Copy the folder **shartel** and the files **Setup-shartel.exe** and **Setup-shartel.tp2** into your main SoA directory.

17.9.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Shar-Teel für Baldur's Gate II]? [I]ninstall  
 Install Component 1 [Shar-Teels neue Portraits mit den alten ersetzen]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 17.10. Summon Bhaalspawn v2

~SBS.TP2~

The Mod adds an additional NPC named Sandra in a very interesting way with some very interesting dialogs which could come by certain circumstances to a surprise for Imoen. To start this game, talk to the thief in the docks district.

*In the folder ...\\SBS\\store must be the file .DS\_Store, otherwise the mod cannot be installed!*

17.10.1. Copy the folder **SBS** and the files **Setup-SBS.exe** and **SBS.tp2** into your main SoA directory.

17.10.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one  
 Install Component 0 [Summon Bhaalspawn]? [I]ninstall  
 Install Component 1 [Install Skie Portrait (Original Mod Portrait)]? [I]ninstall  
 Install Component 2 [Install Edited Skie Portrait by Plasmocat]? [N]ot Install  
 Install Component 3 [Install Redheaded Paladin Portrait (Author Unknown)]? [N]ot Install  
 Install Component 4 [Install Salma Hayek Portrait from the Portrait Portal]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 17.11. Vanim v1\_4

~SETUP-VANIM.TP2~

An evil assassin NPC.

17.11.1. Copy the folder **vanim** and the files **Setup-Vanim.exe** and **Setup-Vanim.tp2** into your main SoA directory, but not the Setup-Vanim.exe.

17.11.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]  
 Install Component 0 [A new NPC: Vanim, a notorious assassin]? [I]ninstall  
 Successfully installed [A new NPC: Vanim, a notorious assassin] Press ENTER to exit

### 17.12. Biddekelorak v1

~SETUP-BIDDE.TP2~

You find the old dwarven cleric of Lathander in the temple district.

17.12.1. Copy the folder **BIDDE** and the files **Setup-BIDDE.exe**, **Setup-BIDDE.tp2** and **Setup-BiddeAudio-Uninstall.bat** into your main SoA directory.

17.12.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin]? [I]ninstall

Successfully installed [Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin] Press ENTER to exit  
Further files get copied.

### 17.13. Azure NPC BETA v3

~AZURE/AZURE.TP2~

The druid Azure and her guardian wolf, Sharo, is to be found in the druid shrine.

*The mod stutters now and then. The wolf does not appear in mod areas at all, or the game may crash.*



17.13.1. Copy the folder **Azure** and the file **Setup-Azure.exe** into your main SoA directory.

17.13.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



17.13.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Nature's Ally Druid kit (Required for NPC Azure)]?	[I]ninstall
Install Component 1	[Azure NPC]?	[I]ninstall
Successfully installed	[Azure NPC]	Press ENTER to exit

### 17.14. Frennedan v1.0.3

~SETUP-FRENNEDAN.TP2~

IN GERMAN ONLY

The doppelganger Frennedan from Irenicus' dungeon becomes a recruitable NPC.

17.14.1. Copy the folder **frenmod** and the files **Setup-frennedan.exe** and **Setup-frennedan.tp2** into your main SoA directory.

17.14.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Frennedan-Mod für Baldur's Gate II]?	[I]ninstall
Successfully installed	[Frennedan-Mod für Baldur's Gate II]	Press ENTER to exit

The readme opens.

### 17.15. Perils of Branwen v0.8.05d

~SETUP-POB.TP2~

Branwen returns to Athkatla. She's followed you from Baldur's Gate. The neutral good cleric of Tempus can be found in the Bridge District.

17.15.1. Copy the folder **POB** and the files **Setup-POB.exe** and **Setup-POB.tp2** into your main SoA directory.

17.15.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[The Perils of Branwen the Cleric]?	[I]ninstall
Successfully installed	[The Perils of Branwen the Cleric]	Press ENTER to exit

### 17.16. Branwen NPC 1.2

~SETUP-BRANWENNPC.TP2~

Dieser Mod fügt Branwen (einen NPC aus BG1) dem Kerker am Beginn von BG 2 hinzu (als wäre sie mit Euch gereist, als Irenicus und seine Günstlinge Eure überfielen). zu jetzigen Zeitpunkt hat Branwen eine kleine Zahl von Interjektionen, keine Suchen, und keine Romanze.

*Branwen was altered to be a multi-class Fighter-Cleric (in the original BG1, Branwen is a single-class Cleric)*

*Maybe conceptual incompatible with Perils of Branwen*

17.16.1. Copy the folder **BranwenNPC** and the files **Setup-BranwenNPC.exe** and **Setup-BranwenNPC.tp2** into your main SoA directory.

17.16.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
Install Component 0	[Branwen NPC]?	[I]ninstall
Successfully installed	[Branwen NPC]	Press ENTER to exit

### 17.17. Mawgul v2

~SETUP-MAWGULNPC.TP2~

SPANISH

He is an True Neutral Elf Wizard / Fighter.

17.17.1. Copy the folder **MawgulNPC** and the files **Setup-MawgulNPC.exe** und **Setup-MawgulNPC.tp2** into your main SoA directory.

17.17.2. One or more files of this mod must be changed in order to be able to install it together with BWP.

This will be done by the patch from the folder **B&G World Fixpack**.

17.17.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [MawgulNPC]?

[[I]nstaLL

Successfully installed [MawgulNPC]

Press ENTER to exit



### 17.18. Uldar v0.76

~SETUP-ULDAR.TP2~

SPANISH

The halforc-barbarian Uldari can be found in the Copper Coronet

17.18.1. Copy the folder **Uldar** and the file **Setup-uldar.exe** into your main SoA directory.

17.18.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [ULDAR, el Barbaro Semiorco v0.75]?

[[I]nstaLL

Successfully installed [ULDAR, el Barbaro Semiorco v0.75]

Press ENTER to exit

### 17.19. Rose v003 OpenBeta

~SETUP-ROSE.TP2~

Rose is a young female half-elf bard, that lives both of little thefts and gathering some money singing in the inns. You could meet her at the Burning Wizard Inn in Beregost, "saving" her from a man who accuses her of theft.

*The mod is playable through all parts of Baldur's Gate Trilogy and requires BGT.*

17.19.1. Copy the folder **rose** and the file **Setup-rose.exe** into your main SoA directory.

17.19.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Rose NPC for BG:T]?

[[I]nstaLL

Successfully installed [Rose NPC for BG:T]

Press ENTER to exit

### 17.20. Larsha v0.3

~SETUP-LARSHA.TP2~

POLISH

The Dryad Larsha is to be found at the Windspear Hills. She has several interactions with other characters. This module adds new spells and changes some existing versions as adding their innate capacities. It also adds new items, which may be used only by Larsha.

17.20.1. Copy the folder **Larsha** and the files **Setup-Larsha.exe** and **Setup-Larsha.tp2** into your main SoA directory.

17.20.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Larsha]?

[[I]nstaLL

Successfully installed [Larsha]

Press ENTER to exit

### 17.21. Raziel

~SETUP-RAZIEL.TP2~

POLISH

Raziel is a neutral swashbuckler who was imprisoned by Irenicus like the protagonist.

17.21.1. Copy the folder **raziel** and the files **setup-raziel.exe** und **setup-raziel.tp2** into your main SoA directory.

17.21.2. One or more files of this mod must be changed in order to be able to install it together with BWP.

This will be done by the patch from the folder **B&G World Fixpack**.

17.21.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Raziel]?

[[I]nstaLL

Successfully installed [Raziel]

Press ENTER to exit



**17.22. Quayle Project v4**

~SETUP-QUAYLE.TP2~

The mod introduces Quayle known from BG1 into SoA and ToB. But the condition is... Aerie's death. Quayle has his own quests, banters with every character from the game, interactions, items.

17.22.1. Copy the folder **Quayle** and the file **Setup-Quayle.exe** into your main SoA directory.

17.22.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0 [Quayle - BG2]?		[I]nstaLL
Successfully installed [Quayle - BG2]		Press ENTER to exit

**17.23. Gloran NPC v2**

~SETUP-GLORAN.TP2~

POLISH

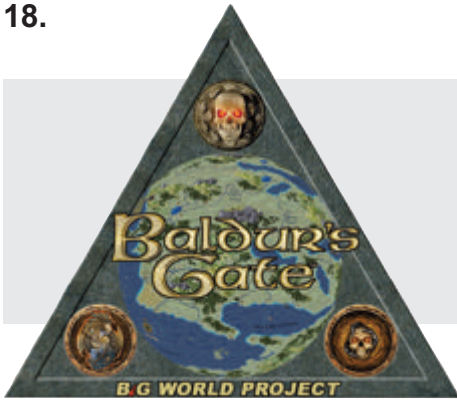
This mod adds the chaotic good dwarf warrior to the game. Gloran can be found right at the gate of the city. Unfortunately the mod was not developed further against its announcement.

17.23.1. Copy the folder **gloran** and the files **setup-gloran.exe** and **setup-gloran.tp2** into your main SoA directory.

17.23.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Przyłączalny NPC Gloran]?		[I]nstaLL
Install Component 1 [Różne dodatki (w budowie)]?		[I]nstaLL
Install Component 2 [Gloran & Virtue]?		[N]ot Install
Successfully installed		Press ENTER to exit





The following mods mostly add only one single quest to the game.

### 18.0. Adventures\_in\_Papperland-WeiDU v4

~SETUP-AIP.TP2~

This Mod has a few amusing dialogs with 4 musicians named "The Beatles".

18.0.1. Copy the folder **AIP** and the file **Setup-aip.tp2** into your main SoA directory.

18.0.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Adventures In Papperland]?

Successfully installed [Adventures In Papperland]

The readme opens.

0 [English]

[I]ninstall

Press ENTER to exit

### 18.1. Shed's Mods v1.01

~SDMODS/SDMODS.TP2~

A collection of different micro-mods. Most are serious, although one or two are playful and are overwound.

18.1.1. Copy the folder SDMODS and the file Setup-SDMODS.exe into your main SoA directory.

18.1.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B.G World Fixpack**.

18.1.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Shed's Mods]?

Successfully installed [Shed's Mods]

The readme opens.

[I]ninstall

Press ENTER to exit



### 18.2. TurnipGolem v2

~SETUP-TURNIPGOLEM.TP2~

This mod adds a turnip golem to a building in the slums..

18.2.1. Copy the folder **TurnipGolem** and the files **Setup-TurnipGolem.exe** and **Setup-TurnipGolem.tp2** into your main SoA directory.

18.2.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Turnip Golem Encounter]?

Successfully installed [Turnip Golem Encounter]

[I]ninstall

### 18.3. Mordan's Christmas Minimod v1.0.3

~SETUP-MDX.TP2~

A simple however entertaining mod which begins in Mithrest inn in the promenade after chapter 2.

18.3.1. Copy the folder **MDX** and the file **Setup-MDX.tp2** from the folder Mordan's Xmas Mod v1.0.1 into your main SoA directory.

18.3.2. Copy the WeiDU-setup and rename it to **Setup-MDX.exe**

18.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Xmas Mod v1.0]?

Successfully installed [Xmas Mod v1.0]

0 [English]

[I]ninstall

Press ENTER to exit

**18.4. The Holy Hand Grenade v1.0**

~SETUP-HF\_HHG.TP2~

If you're outside the Underdark and still have the Light Gem, then you'll receive the Holy Hand Grenade of Antioch.

18.4.1. Copy the folder **hf\_HHG** and the files **Setup-hf\_HHG.exe** and **Setup-hf\_HHG.tp2** into your main SoA directory.

18.4.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [The Quest for the Holy Hand Grenade]? [I]ninstall
Successfully installed [The Quest for the Holy Hand Grenade] Press ENTER to exit
Further files get copied, then the readme opens.
```

**18.5. Quallo v1.12**

~SETUP-QUALLOFFIX.TP2~

A small minimod that allows to attain the blood of a true friend in another way.

18.5.1. Copy the folder **quallofix** and the file **Setup-quallofix.exe** into your main SoA directory, but not the Setup-FixQuallo.exe.

18.5.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Let the cadaver crawler live]? [I]ninstall
Successfully installed [Let the cadaver crawler live] Press ENTER to exit
The readme opens.
```

**18.6. Cal-Culator v1.0.4**

~CAL.TP2~

This is a silly little mod that keeps track of what type of creatures you've slain throughout the game. Basically, you summon an Imp named Cal, and through dialogue choices, you can figure out how many elves you've killed, or how many illithids, etc.

*The mod is buggy, since it does not indicate the defeated opponents at all.*

18.6.1. Copy the folder **cal** and the files **cal.tp2** and **readme-cal.txt** into your main SoA directory, but not the Setup-cal.exe.

18.6.2. Copy the WeiDU-setup and rename it to **Setup-cal.exe**.

18.6.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [American English]
Install Component 0 [Install the Cal(culator) mod?]? [I]ninstall
Successfully installed [Install the Cal(culator) mod?] Press ENTER to exit
The readme opens.
```

**18.7. Questor Revised v1**

~SETUP-QUESTOR.TP2~

This mod adds a NPC and a monster with a new item.

18.7.1. Copy the folder **Questor** and the files **Setup-Questor.tp2** and **Readme.txt** (rename it first to **Questor\_Readme.txt**) into your main SoA directory.

18.7.2. Copy the WeiDU-setup and rename it to **Setup-Questor.exe**.

18.7.3. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Questor]? [I]ninstall
Successfully installed [Questor] Press ENTER to exit
```

**18.8. The Slithering Menace (Snakes) v 3.3**

~SETUP-SNAKES.TP2~

This mod adds a little quest and a new item to ToB.

18.8.1. Copy the folder **SNAKES** and the files **Setup-SNAKES.exe**, **Setup-SNAKES.tp2** and **Readme-**

- 18.8.2.** **SNAKES.txt** into your main SoA directory.  
 Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component 0 [The Slithering Menace (for BGII:ToB only)]? [I]nstaLL  
 Successfully installed [The Slithering Menace (for BGII:ToB only)] Press ENTER to exit

### 18.9. igi's Facing the Shade Lord again

~SETUP-CONTEST.TP2~


This mod adds a quest to the Umar hills. A village must be saved from the attacks of the shades.

- 18.9.1. Copy the folder **Contest** and the files **Setup-Contest.exe** and **Readme.htm** (rename it first to **Contest\_readme.htm**) from the compressed archiv submission-igi.zip into your main SoA directory.  
 18.9.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [Facing the Shade Lord Again]? [I]nstaLL  
 Successfully installed [Facing the Shade Lord Again] Press ENTER to exit

### 18.10. K'aeloree's BWL Contest Items

~SETUP-BWL CONTEST.TP2~

This mod adds a quest to the Umar hills. A new cult has appeared and must be infiltrated.

- 18.10.1. Copy the folder **BWL Contest** and the files **Setup-BWL Contest.exe**, **Setup-BWL Contest.tp2** and **Story.doc** from the compressed archiv submission-k'aeloree.zip into your main SoA directory.  
 18.10.2. Rename the files only if they should be installed with setup.bat from Setup-BWL Contest.exe and Setup-BWL Contest.tp2 into Setup-BWL\_Contest.exe and Setup-BWL\_Contest.tp2 (without space).   
 18.10.3. Double-click the Setup. The DOS dialogue appears:  
 Install Component 0 [K'aeloree's BWL Contest Items]? [I]nstaLL  
 Successfully installed [K'aeloree's BWL Contest Items] Press ENTER to exit

### 18.11. Au service d'Oghma v1.4

~SETUP-THOGHMA.TP2~

The Mod begins in the temple of Oghma where a new monk suggests to you a small quest in which you can get additional power.

- 18.11.1. Copy the folder **ThOghma** and the file **Setup-ThOghma.exe** into your main SoA directory.  
 18.11.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 2 [English]  
 Install Component 0 [A Quest in the service of Oghma]? [I]nstaLL  
 Successfully installed [A Quest in the service of Oghma] Press ENTER to exit  
 The readme opens.

### 18.12. ShardsOffice-v5 = Shards of Ice

~SETUP-SHARDSOFICE.TP2~

This mod contains both mods made by icelus foer the Iron Modder competition.

- 18.12.1. Copy the folder **shardsofice** and the file **Setup-ShardsOffice.exe** from the folder **ShardsOffice-v3** into your main SoA directory.  
 18.12.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component 0 [The Price Of Friendship]? [I]nstaLL  
 Install Component 1 [Some of My Best Friends Are Slimes]? [I]nstaLL  
 Install Component 2 [You Could Restore the Summon Cow Spell, But Why?]? [I]nstaLL  
 Successfully installed Press ENTER to exit  
 The readme opens.

### 18.13. Skooter the NPC v1

~SETUP-SKOOTERTHENPC.TP2~

Skooter is a lovely Australian Silky Terrier who would love nothing more than to have a quick, annoying banter with your PC. **WARNING:** This mod is not for those lacking an odd sense of humor.

18.13.1. Copy the folder **SkooterTheNPC** and the file **setup-SkooterTheNPC.exe** into your main SoA directory.

18.13.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Skooter The NPC Mod for BG2:SoA  
(retarded content: not intended for serious people)]?

[I]nstaLL

Successfully installed [Skooter The NPC Mod for BG2:SoA  
(retarded content: not intended for serious people)]

Press ENTER to exit

#### 18.14. Lucy the Wyvern v1

~SETUP-LUCY.TP2~

Provides a resolution to the saga of the enigmatic winged creature in Ribald's.

18.14.1. Copy the folder **lucy** and the file **setup-lucy.exe** into your main SoA directory.

18.14.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Lucy the Wyvern]?

[I]nstaLL

Successfully installed [Lucy the Wyvern]

Press ENTER to exit

#### 18.15. Cerberus v0.99

~SETUP-CERBERUS.TP2~

This mod gives you help from the dog servants of the underworld. The dogs can see traps and detect invisible/hidden doors.

18.15.1. Copy the folder **Cerberus** and the files **setup-cerberus.exe** and **setup-cerberus.tp2** into your main SoA directory.

18.15.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Cerberus mod for BG2:SoA, version 0.99]?

[I]nstaLL

Successfully installed [The Cerberus mod for BG2:SoA, version 0.99]

Press ENTER to exit

#### 18.16. Slandor - The Minotaur and Lilacor v1.3

~SETUP-SLANDOR.TP2~

This mod adds a small backstory to the minotaur who reveals just what he and the three dead bodies are doing in Athkatla's sewers.

*The mod "Deeper Shadows of Amn" requires that Andorian is killed before the shadow dragon will trigger. However, when "Slandor - Minotaur and Lilacor" is installed, Andorian may or may not get killed.*

18.16.1. Copy the folder **slandor** and the files **setup-slandor.exe** und **setup-slandor.tp2** into your main SoA directory.

18.16.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [The Minotaur and Lilacor]?

[I]nstaLL

Successfully installed [The Minotaur and Lilacor]

Press ENTER to exit

#### 18.17. Zalnoya and the Shadow Thieves v1.3

~SETUP-ZALNOYA.TP2~

This mod will simply add a small encounter between the warring shadow thief and vampire guilds in the slums district at night near the entrance to the copper coronet.

18.17.1. Copy the folder **Zalnoya** and the files **setup-Zalnoya.exe** und **Zalnoya-Readme.txt** into your main SoA directory.

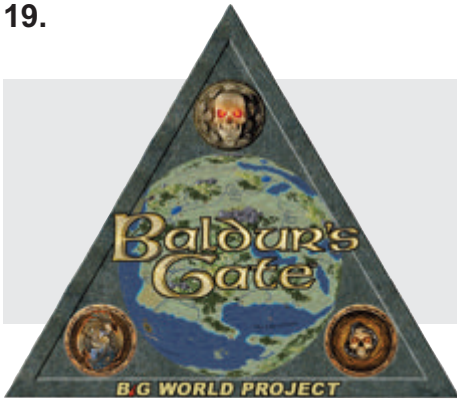
18.17.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Zalnoya and the Shadow Thieves]?  
Install Component 1 [Standard vampire encounters fix]?  
Successfully installed [Zalnoya and the Shadow Thieves]

[I]nstall

[I]nstall

Press ENTER to exit



The next few mods take some improvements to BG2 and should be installed before the Big Picture mod (BP).

### 19.1. NPC Tweak v4

~NPC\_TWEAK.TP2~

Alters starting classes and portraits for some Bioware NPCs.

*Compatibility code for Anomen's items if NPC Kit Pack is installed.*

19.1.1. Copy the folder **NPCTweak** and the files **setup-npc\_tweak.exe** and **NPC\_TWEAK.TP2.tp2** into your main SoA directory.

19.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Anomen]?

Install Component 1 [Cernd]?

Install Component 2 [Nalia]?

Successfully installed

0 [English]

[I]nstaLL

[I]nstaLL

[I]nstaLL

Press ENTER to exit

### 19.2. Unfinished Business for BGII v18

~SETUP-UB.TP2~

This mod restores many of the cut items, quests, and encounters from the game's final release and ties up some of the "loose ends."

19.2.1. Install Unfinished Business in your main SoA directory. Then you find there the folder **ub** and the files **SETUP.UB.exe** and **setup-ub.tp2**.

19.2.2. If you continue your installation in a backup copy of your BGII - SoA main folder, pay attention to the fact that the folder is really called BGII - SoA at the moment you start the setup. Otherwise maybe you get a lot of errors and some components cannot be installed.

19.2.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [The Kidnapping of Boo by Cliffette]?

*This component should not be installed with the component „Boo - Minsc's Familiar“ from Never Ending Journey v2v42b or you could install both and test to see if they both work.*

Install Component 1 [The Suna Seni/Valygar Relationship]?

*This component is not compatible with TS and BGT*

Install Component 2 [Kalah and What He Was Promised]?

Install Component 3 ["Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain]?

*This component is intended only for experienced players*

Install Component 4 [Gorje Hildark and the Extended Illithium Quest]?

Install Component 5 [The Pai'Na/Spider's Bane Quest]?

Install Component 6 [Restored Crooked Crane Inn]?

Install Component 7 [Restored Encounters]?

Install Component 8 [Artemis Entreri in Bodhi's Lair]?

Install Component 9 [Corrected "Xzar's Creations"]?

Install Component 10 [Restored Hell Minions, by SimDing0]?

Install Component 11 [Gorf the Squisher Fix, by Gebhard Blucher]?

*UB skips this component if Fixpack is installed*

Install Component 12 [Item Restorations]?

Install Component 13 [Yoshimo's Original Portrait]?

Install Component 14 [Anomen's Original Portrait]?

Install Component 15 [NPC Portrait Restorations]?

Install Component 16 [Corrected BAMs and Scripts]?

0 [English]

[I]nstaLL

[N]ot Install

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[I]nstaLL

[N]ot Install

[N]ot Install

[I]nstaLL

[I]nstaLL

- Install Component 17 [Corrected Character Names and Biographies]? [I]ninstall  
 Install Component 18 [Restored Minor Dialogs]? [I]ninstall  
 Install Component 19 [Restored Bhaalspawn Powers, by David Gaider]? [I]ninstall  
 Install Component 20 [Extended ToB Item Descriptions]? [N]ot Install  
*Not together with Item Revisions; most or all of these expansions are already included there.*  
 Install Component 21 [Throne of Bhaal Minor Restorations]? [I]ninstall  
 Install Component 22 [Feralan Kit]? [N]ot Install  
*This component is identical with the component „Feralan Kit“ from Divine Remix v5*  
 Install Component 23 [Justifier Kit]? [N]ot Install  
*This component is identical with the component „Justifier Ranger Kit“ from Divine Remix v5*  
 Install Component 24 [Sarevok’s Remorse? Install  
*There might be a conflict between UB’s Sarevok’s Remorse and Ascension’s Sarevok dialogues*  
 Successfully installed Press ENTER to exit  
 The readme opens.

**19.3. Ghost v2**

~SETUP-GHOST.TP2~

You have gained the ability to focus the energies within you to protect yourself from such magics as Time Stop, Disintegrate and Flesh to Stone for a short period.

- 19.3.1. Copy the folder **Ghost** and the file **Setup-ghost.tp2** into your main SoA directory.

- 19.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Ghost - WeiDU-version]? [I]ninstall  
 Successfully installed [Ghost - WeiDU-version] Press ENTER to exit  
 It appears an error message that the file Ghost\ReadMe-Ghost.txt could not be found. Nevertheless, this does not exist.

**19.4. cbisson’s FamiliarPack WeiDU v6**

~SETUP-FAMILIARPACK.TP2~

New familiars are added with this mod.

*This mod it is useful only if want to play with familiars. Unfortunately there are some inconsistencies with the familiars in the game. You can, however, install this mod without worries.*

- 19.4.1. Copy the folder **FamiliarPack** and the files **Setup-FamiliarPack.tp2** and **Setup-FamiliarPack.exe** into your main SoA directory.

- 19.4.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Familiar Pack - WeiDU]? [I]ninstall  
 Successfully installed [Familiar Pack - WeiDU] Press ENTER to exit  
 The readme opens.

**19.5. Victor’s Improvements Pack v2.0 = BGII Improvements Mod**

~VIC.TP2~

The mod adds two new kits to the game, a new store, several rule tweaks, as well as improved bard song, improved version of Chapter One dungeon and a multiending quest

- 19.5.1. Copy the folder **vic** and the files **Setup-Vic.exe** und **viv.tp2** into your main SoA directory.

- 19.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Victor’s Improved Races]? [I]ninstall  
 Install Component 1 [Victor’s Wizards Know Better (have more Lore)]? [I]ninstall  
 Install Component 2 [Faithful Rogue Kit for BGII]? [N]ot Install  
 Install Component 3 [Lich Slayer Scimitar]? [I]ninstall  
*the earlier „Victor’s Item Pack“*  
 Install Component 4 [The Djin Merchant]? [I]ninstall

- Install Component 5 [The Burning Man kit for BG2 (byVictor)]? [N]ot Install
- Install Component 6 [Romance Friendly Imprisonment (by Galactygon)]? [I]ninstall
- Install Component 7 [Lydia's Scroll]? [N]ot Install  
*Don't install this component together with Fading Promises, because Fading Promises uses the file udtrap04.cre (Alchra Diagott), Lydia's Scroll however overwrites this file with Lydia.*
- Install Component 8 [Weapons for all]? [N]ot Install  
*If you want to install this component, you should install it after all other item-mods, because it alters also objects from all other mods installed before. Ashes of Embers has a similar, however more elaborated component.*
- Install Component 9 [Special Encounters]? [I]ninstall
- Install Component 10 [Improved Bard Song]? [N]ot Install  
*Don't install this component together with other Bard Song Tweaks like the BG2 Fixpack component Bard Song Fixes.*
- Install Component 11 [Improved Irenicus Dungeon]? [N]ot Install  
*This component is for those, which the original dungeon is too boringly, but the "Improved Ilych" from Tactics is to suicidal. The concurrent installation together with "Improved Ilych" is not recommendable because it could be that you lack some pieces of equipment which you need to defeat the big boss from "Improved Ilych". By concurrently installation with ROT this component leads according to play events mostly to crash.*
- Install Component 12 [Grandpa's Shield quest]? [N]ot Install  
*This Component overwrites PALIN.CRE, a Tales of the Sword Coast file*
- Successfully installed Press ENTER to exit

### 19.6. gMinion v1.8

~SETUP-GMINION.TP2~

These scripts increase the ingame intelligence of the creatures that are summoned by spells and items, so that they behave more in line with the original intentions of both Bioware and more purist D&D roleplayers.

*Spell Revisions is somewhat incompatible with gMinion as that mod is based upon vanilla's creatures, while SR's ones are heavily changed. Installing gMinion before SR should allow to use its scripts for non-SR creatures.*

*Note: This mod was only created for vanilla BGII. The **B&G World Fixpack** makes some changes to this mod to adapt it to mega-mods.*



19.6.1. Copy the folder **gMinion** and the files **Setup-gMinion.exe** and **Setup-gMinion.tp2** into your main SoA directory.

19.6.2. Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [gMinion v1.8]? [I]ninstall
- Successfully installed [gMinion v1.8] Press ENTER to exit
- The readme opens.

### 19.7. Spell Revisions v3

~SETUP-SPELL\_REV.TP2~

This mod improves the arcane and divine spells, removes different bugs, some weaker sspells are improved and a few spells are completely remade. This mod replaces entirely the Arcane-Divine Spell Pack.

**ATTENTION:** *This mod must be installed in two steps! The component "Update Spellbooks of Joinable NPCs" must be installed after all the NPC mods.*

*Because both SpellPack and SpellRevisions aim for conceptually different fixes, installing both will cause one to override the other.*

*It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.*

*Install Ascension before Spell Revisions, because Ascension overwrites a whole lot of spells. SCSII should be installed after SR.*

*In general, it should be installed after BG2 Fixpack and before AI enhancing mods.*

*Spell Revisions may have some compatibility issues with Divine Remix, so it is not recommended*





*to use them together at this time. Currently, installing SR after Divine Remix will result in divine spells no longer following the sphere system while installing Divine Remix after SR will result in the replacement of some of SR's spell descriptions and the disappearance of some of SR's new and moved spells.*

- 19.7.1. Copy the folder **spell\_rev** and the file **setup-spell\_rev.exe** into your main SoA directory.
- 19.7.2. Double-click the Setup. The DOS dialogue appears:
- Would you like to display the readme? [N]o
- What should be done with all components that are NOT YET installed? [A]sk about each one?
- Install Component **0** [Spell Revisions]? [I]ninstall
- Install Component **10** [Deva und Planetar Animations]? [I]ninstall
- Not together with the mod Celestiales, because both change the same objects.*
- Install Component **20** [Mirror Image Fix]? [I]ninstall
- This component corresponds to the SCSII component „Bugfix: Fix the Mirror Image spell so it doesn't block area-effect magic“*
- Install Component **30** [Dispel Magic Fix]? [I]ninstall
- This component corresponds to the SCSII component „Fix the Dispel Magic spell so it correctly allows for caster's level“*
- Install Component **40** [Cure Sleep Fix]? [I]ninstall
- Requires the main component be installed*
- Install Component **50** [Remove Disabled Spells from Spell Selection Screens]? [I]ninstall
- Requires the main component be installed*
- Install Component **60** [Update Spellbooks of Joinable NPCs]? [N]ot Install
- Requires the main component be installed*
- This component will not work properly with Divine Remix installed.*
- This component affects all installed NPCs who are divine casters and therefore must be installed after all NPC mods.*
- Successfully installed Press ENTER to exit

## 19.8. Authentic mischievous Fairy Dragon v6

~SETUP-FAIRYDRAGON.TP2~

Now your familiar fairy dragon is more useful and more authentic - your 7th member in the party. It can be summoned only by a chaotic-good magic user.

*This Mod it is useful only if want to play with familiars. You can, however, install this mod without worries, however the dragon is too powerful for BG1 and rather useless in BG2.*

*Authentic Fairy Dragon must be installed after Spell Revisions.*

- 19.8.1. Copy the folder **fairydragon** and the files **Setup-fairydragon.exe** and **Setup-fairydragon.tp2** into your main SoA directory.
- 19.8.2. Double-click the Setup. The DOS dialogue appears:
- Choose your language: 0 [English]
- Install Component **0** [Authentic mischievous Fairy Dragon]? [I]ninstall
- Successfully installed [Authentic mischievous Fairy Dragon] Press ENTER to exit
- The readme opens.

## 19.9. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

*This mod must be installed because of interactions with Kelsey, Keto and Virtue after these mods, must also be installed after NPCFlirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements.*

**ATTENTION:** *This mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!*



- 19.9.1. Copy the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your main SoA directory.

Attention: with this mod the assignment of the components and their numbers is wrong!  
 You must correct this with the patch from **B&G World Fixpack**.



19.9.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [General AI Improvements]?        [I]nstaLL
    This component need to be installed before the Durlag's Tower component of SCS.
Install Component [Creature & Area Improvements]?
    1 1] All Creature & Area Improvements             [1]
    2 2] All Creature Improvements
    3 3] Boss Improvements Only
Install Component 4 [Miscellaneous Enhancements]?    [N]ot Install
Install Component 5 [Additional Shadow Thieves Content]? [N]ot Install
Install Component 6 [Alternative Harper/Xzar Plot]?  [N]ot Install
Install Component 7 [Extended Reynald Sequence]?    [N]ot Install
Install Component 8 [Intrigue In The Copper Coronet]? [N]ot Install
Install Component 9 [Rahul Kanakia's Potion Quest]?  [N]ot Install
Install Component 10 [Revised Hell Trials]?          [N]ot Install
Install Component [Improved Oasis II]?               choose one:
    11 1] Dialogue & Combat Enhancement             [N]ot Install
    12 2] Dialogue Enhancement Only]?
Install Component 13 [Saving Sanik In Brynnlaw]?    [N]ot Install
Install Component 14 [Burglary Of The Bookkeeper]? [N]ot Install
Install Component 15 [New Fate For The Dryads' Acorns]? [N]ot Install
Install Component 16 [The Tragedy Of Besamen]?     [N]ot Install
Install Component 17 [Further Slaver Involvement]? [N]ot Install
Install Component 18 [Sending The Solamnic Knights Home]? [N]ot Install
Install Component 19 [Nazariel The Lich]?          [N]ot Install
Install Component 20 [Reward Negotiation]?         [N]ot Install
Install Component 21 [Infernal Thievery]?         [N]ot Install
Successfully installed                               Press ENTER to exit
Further files get copied, then the readme opens.
    
```

19.10. **Semi-Multi-Clerics 0.2.2**

~SETUP-SEMI\_MULTI\_CLERICS.TP2~

This mod will add various clerical spells to wizard magic users via a new item, effectively turning them into previously unavailable X/Cleric kits / multiclass combinations. The semi-multi learns and uses spells as per a normal Arcane caster, and also has access to 35 clerical spells.

19.10.1. Copy the folder **semi\_multi\_clerics** and the files **Setup-semi\_multi\_clerics.exe** and **setup-semi\_multi\_clerics.tp2** into your main SoA directory.

19.10.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Semi-multi-clerics]?            [I]nstaLL
Successfully installed [Semi-multi-clerics]          Press ENTER to exit
The readme opens.
    
```

19.11. **Lost Crossroads Spell Pack for Baldur's Gate 2 = SpellPackB5**

~SETUP-SPELLPACKB5.TP2~

This mod renews the graphics of the spells, so that they are more similar to IWD.

*It is strongly recommended to install trap adding mods (usually quest mods) before SpellPack, so then SpellPack can patch their trap scripts.*

*It is also advised (for maximum effect) to install Cleric Remix after Spell Pack.*

*Because Sword Coast Stratagames II makes duplicates of existing spells for the AI, it is recommended you install it after SpellPack.*

*Because both SpellPack and SpellRevisions aim for conceptually different fixes, installing both*



will cause one to override the other.



*This mod is not compatible with Wild Mage Additions.  
This mod requires a powerful computer!*

19.11.1. Copy the folder **SpellPackB5** and the files **Setup-SpellPackB5.exe** and **Setup-SpellPackB5.tp2** into your main SoA directory.

19.11.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Priest Spells]?		[Y]es
Would you like to display the components from [Wizard Spells]?		[Y]es
Install Component 0	[Spell Pack (Core Files and Graphics)]?	[I]ninstall
Install Component	[Casting sounds change]?	[I]ninstall
1	1] IWD Style Casting Graphics	
21	2] Improved BGII Casting Sounds	[2]
22	3] BGI Casting Sounds	
Install Component 2	[Entangle, Magical Stone, Sanctuary, Sunscorch]?	[I]ninstall
Install Component 23	[Battlefate, Call Upon Faith, Faerie Fire]?	[I]ninstall
Install Component 3	[Chant, Flame Blade, Spiritual Hammer, Alicorn Lance, Beast Claw, Produce Flame, Moon Motes]?	[I]ninstall
Install Component 24	[Moment, Seeking]?	[I]ninstall
Install Component 4	[Call Lightning, Invisibility Purge, Miscast Magic, Spike Growth, Random Casualty, Prayer, Moonblade, Stormshell, Elysium's Tears]?	[I]ninstall
Install Component 25	[Circle of Bones, Holy Smite, Mold Touch, Unholy Blight]?	[I]ninstall
Install Component 5	[Thorn Spray, Recitation, Cloud of Pestilence, Static Charge, Adamantite Mace]?	[I]ninstall
Install Component 6	[Produce Fire (replaces Poison!)]?	[N]ot Install
Install Component 26	[Blood Rage, Mental Domination]?	[I]ninstall
Install Component 7	[Flame Strike, Undead Ward, Animal Rage, Produce Ice, Spike Stones]?	[I]ninstall
Install Component 27	[Insect Plague, Iron Skins, Smashing Wave (replaces Greater Command!), Wall Of Fire]?	[I]ninstall
Install Component 8	[Entropy Shield, Whirlwind]?	[I]ninstall
Install Component 28	[Blade Barrier, Hammer of Retribution, Seclusion, Sol's Searing Orb]?	[I]ninstall
Install Component 29	[Earthquake, Fire Storm, Mist of Eldath, Spacewarp]?	[I]ninstall
Install Component 9	[Implosion]?	[I]ninstall
Install Component 10	[Charm Person]?	[I]ninstall
Install Component 30	[Armour, Burning Hands, Color Spray, Friends, Spook]?	[I]ninstall
Install Component 31	[Agannazar's Scorcher, Detect Invisibility, Glitterdust, Hypnotic Pattern, Stinking Cloud, Melf's Acid Arrow, Vocalize, Web]?	[I]ninstall
Install Component 32	[Fireball, Ghost Armour, Invisibility 10-foot radius, Lightning Bolt, Wraithform]?	[I]ninstall
Install Component 33	[Larloch's Minor Drain, Vampiric Touch]?	[I]ninstall
Install Component 34	[Confusion (priest and wizard)]?	[I]ninstall
Install Component 11	[Dimension Door (replaces Teleport Field!)]?	[I]ninstall
Install Component 12	[Flame Arrow, Ice Storm, Improved Invisibility, Otiluke's Resilient Sphere, Wizard Eye]?	[I]ninstall
Install Component 35	[Finger of Death, Animate Dead (wizard and priest for both spells)]?	[I]ninstall
Install Component 13	[Cloudkill, Cone of Cold, Shadow Door, Domination, Chaos, Invulnerability to Normal Weapons, Lower Resistance]?	[I]ninstall
Install Component 14	[Shroud of Flame (replaces Oracle!)]?	[N]ot Install
<i>Not together with the Sword Coast Strategems II's Smarter Mages component</i>		
Install Component 15	[Death Spell, Misdread, Invulnerability to Magical Weapons, Death Fog, Disintegrate]?	[I]ninstall
Install Component 16	[Chain Lightning]?	[I]ninstall
Install Component 17	[Prismatic Spray, Mordenkainen's Sword, Mass Invisibility]?	[I]ninstall
Install Component 36	[Charm Plants (replaces Sphere of Chaos), Guardian Mantle (replaces Mantle), Persistence (replaces Spell Sequencer)]?	[N]ot Install

*Not advised together with the Sword Coast Strategems II's Smarter Mages component*  
 Install Component 18 [Deathbolt (replaces Simulacrum!)]? [N]ot Install  
*Not together with Sword Coast Strategems II and Ascension*  
 Install Component 19 [Abi-Dalzim's Horrid Wilting, Incendiary Cloud]? [N]ot Install  
*This can lead to AI problems in the Chosen of Cyric encounter component of Rogue Rebalancing*  
 Install Component 20 [Black Blade of Disaster, Power Word Kill]? [I]ninstall  
 Install Component 37 [Meteor Swarm, Time Stop, Wail of the Banshee]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

**19.12. Spell-50 v10**

~SETUP-SPELL50.TP2~

The Spell-50 mod extends a number of priest, druid and mage spell effects to level fifty. This mod has to do nothing with the level 50 ruleset of BP. Both can be installed at the same time.

*It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.*

19.12.1. Copy the folder **spell50** and the files **Setup-Spell50.exe** and **Setup-Spell50.tp2** into your main SoA directory

19.12.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Spell-50 Mod: (Extended spell power up to level 50)]? [I]ninstall  
 Install Component 1 [The Spell-50 Mod: Few constant level spells advance over 20th level]? [I]ninstall  
 Successfully installed Press ENTER to exit

**19.13. Wild Mage Additions v1.7**

~SETUP-WILDMAGE.TP2~

This mod features 27 new wild magic spells, as well as the Spellshaper Kit - a practitioner of wild magic who casts his spells by virtue of raw magical talent or gift, a wizard capable of casting spells spontaneously.

*The Wild Mage Rhialto is unbeatable at the first encounter in BG1. That's no bug - it's intended by the author and there is a chance to escape unscathed.*

*This mod it is useful only if want to play a Hasardeur. You can, however, insstall this mod without worries.*

*This mod is not compatible with Lost Crossroads Spell Pack.*

19.13.1. Copy the folder **WildMage** and the file **Setup-WildMage.exe** into your main SoA directory.

19.13.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [Wild Mage Additions: New Wild Magic Spells]? [I]ninstall  
 Install Component 1 [Wild Mage Additions: Spellshaper Kit]? [N]ot Install  
 SKIPPING 2 [Wild Mage Additions: Spellshaper - Avatar Change]?  
*only possible with Wild Mage Additions: Spellshaper Kit*  
 Install Component 3 [Misc spell modifications]? [I]ninstall  
 Install Component 4 [Stationary BG1-Rhialto (haughty pansy mode)] [N]ot Install  
 Successfully installed Press ENTER to exit

**19.14. Teleport v13**

~TELEPORT.TP2~

This mod adds a 7th level spell to the game, that allows the entire party teleport to the areas you've already visited.

19.14.1. Copy the folder **Teleport** and the file **Setup-Teleport.exe** into your main SoA directory.

19.14.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]  
 Install Component 0 [Teleport spell for BG2:SoA]? [I]ninstall

## 19. BG2 RULES, TWEAKS AND SPELLS

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Install Component 1 [Teleport spell for BG2:ToB]?

Install Component 2 [Modification of NPCs and strongholds quests.]?

*Not within the megamod*

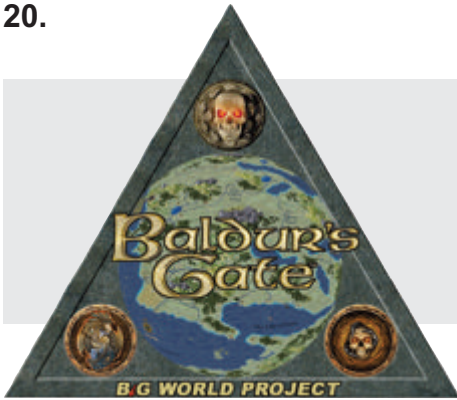
Successfully installed

The readme opens.

[I]nstaLL

[N]ot InstaLL

Press ENTER to exit



These mods are either contentwise or technically depending on the mod Ascension.

Big Picture was in some measure a prelude to the Mega-Mods. Initially, Big Picture made it possible to combine the major mods. With progressive development could be added further Mods and BP is no longer a prerequisite for the Megamod.

Weimer's Ascension is one of the most popular mods and some mods refer to it. Because BP includes also its own Ascension component, all these mods in this chapter are associated together. You may change the order of the installation by no means, omit something however.

***If you want more informations about AI modifications read the related chapter in the appendix.***



### 20.0. Resource Fixer v1

~SETUP-RES\_FIXER.TP2~

Some macros designed to fix various structural errors in creatures, items and spells. It's necessary to get BP to install.

20.0.1. Copy the folder **res\_fixer** and the files **setup-res\_fixer.exe** and **setup-res\_fixer.tp2** from the folder **B&G World Fixpack** into your main SoA directory.

20.0.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Resource Fixer]?

[I]nstall

Successfully installed [Resource Fixer]

Press ENTER to exit



### 20.1. BIG PICTURE V1.79d

~SETUP-BPV179.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile KI system. If several mods have changed the same objects, these are overpowered. BP compensates this again.

20.1.1. Copy the folder **BPv179** and the files **Setup-BPv179.exe** and **Setup-BPv179.tp2** into your main SoA directory.

20.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

What should be done with all components that are NOT YET installed?

[A]sk about each one?

Install Component 0 [Big Picture AI/Enhancement Mod, version 177 WeiDU (beta)]?

[I]nstall

*Now all files of the different mods are balanced. This can last also with a quick computer 10 minutes.*

Install Component 1 [Improved Suldanessallar]?

[I]nstall

Install Component 2 [Improved Spellhold]?

[I]nstall

Install Component 3 [Wand of Orcus Add-In]?

[I]nstall

*The component Big Picture AI/Enhancement Mod, version 179 WeiDU (beta) must be installed to be able to use this component.*

Install Component 4 [Improved Small Teeth Pass, by Kensai Ryu]?

[I]nstall

Install Component 5 [Improved Kangaxx Encounter, by Kensai Ryu]?

[I]nstall

Install Component 6 [Kensai Ryu's Improved Crypt King]?

[I]nstall

Install Component 7 [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]?

[I]nstall

Install Component 8 [Improved Random Encounters, by Gebhard Blucher and Kensai Ryu]?

- Install Component 9 [Gebhard Blucher's Lich in the Docks]? [I]ninstall
- Install Component 10 [Red Badge, Poison-Based Encounter, by Westley Weimer]? [I]ninstall
- Install Component 11 [Kuroisan the Acid Kensai, by Westley Weimer]? [I]ninstall
- Install Component 12 [The Ritual, by Westley Weimer]? [I]ninstall
- Install Component 13 [Improved Xvart Village, for BGT-WeiDU]? [I]ninstall
- This component requires BGT to be installed*
- SKIPPING** 14 [Level-50 Ruleset (Code By King Diamond)]? [I]ninstall
- If TDD is installed already, this step is skipped because this component already exists.*
- Install Component 15 [Ascension for BP]? [I]ninstall
- As of BP v179 this component is bug-free. Use this component instead of the Ascension mod's main component. You can install this component also without the BP main component.*
- Successfully installed Press ENTER to exit

## 20.2. Sword Coast Stratagems v12

~SETUP-SCS.TP2~

SCS adds more than 50 optional components to BG1 (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay). This mod however is not to compare with other tactics mods, as it makes combats more interesting and tactically challenging, rather than just making it harder by brute-force methods like tripling all the damage rolls. SCS also includes a few ease-of-use features and tweaks.

*SCS should be installed after most BG-content mods but before BG2-content mods.*

*You should also install SCSII for BG2. Components existing as well in SCSI as in SCSII will be installed together with SCSII.*



20.2.1. Copy the folder **scs** and the files **setup-scs.exe** and **setup-scs.tp2** into your main SoA directory.

20.2.3. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Core components (it is strongly recommended that all are installed)]? [Y]es
- Would you like to display the components from [Spell tweaks]? [N]o
- Would you like to display the components from [Item tweaks]? [N]o
- Would you like to display the components from [Gameplay tweaks]? [N]o
- Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
- Would you like to display the components from [AI enhancements] [N]o
- Would you like to display the components from [Tactical challenges]? [N]o
- Install Component 10 [Detectable Spells]? [I]ninstall
- This component is a condition for all the other components of this mods.*
- Install Component 20 [Allow enemy AI to detect the party's magic items]? [I]ninstall
- Install Component 30 [Correct various errors on race, class etc]? [I]ninstall

*It is strongly recommended to install this component.*

20.2.4. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Core components (it is strongly recommended that all are installed)]? [N]o
- Would you like to display the components from [Spell tweaks]? [Y]es
- Would you like to display the components from [Item tweaks]? [N]o
- Would you like to display the components from [Gameplay tweaks]? [N]o
- Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
- Would you like to display the components from [AI enhancements] [N]o
- Would you like to display the components from [Tactical challenges]? [N]o

- Install Component [Make Protection from Normal Missiles affect magical projectiles]?
- 1000 1] No magical missiles penetrate Protection from Normal Missiles
- 1001 2] Only +1 and better missiles penetrate Protection from Normal Missiles, and +1 missiles are replaced by nonmagical Masterwork versions [2]

*On a BGT install this component will (obviously) affect the spell in BG2 as well as in BG.*

## 20. ASCENSION RELATED MODS

- Install Component 1010 [More consistent Breach spell (doesn't penetrate Spell Turning)]? [N]ot Install  
*This component is identical to the equivalent component of SCSII.*
- Install Component 1020 [Antimagic attacks penetrate improved invisibility]? [N]ot Install  
*This component is identical to the equivalent component of SCSII.*
- Install Component 1030 [Iron Skins behaves like Stoneskin (can be brought down by Breach)]? [N]ot Install  
*This component is identical to the equivalent component of SCSII.*
- Install Component [Reduce the power of Inquisitors' Dispel Magic]? [N]ot Install  
 141 1] Inquisitors dispel at their level (not twice their level)  
 1040 2] Inquisitors dispel at 1.5 x their level (not twice their level)]?  
*This component is identical to the equivalent component of SCSII.*
- 20.2.5. Double-click the Setup. The DOS dialogue appears:
- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Core components (it is strongly recommended that all are in stalled)]? [N]o
- Would you like to display the components from [Spell tweaks]? [N]o
- Would you like to display the components from [Item tweaks]? [Y]es
- Would you like to display the components from [Gameplay tweaks]? [N]o
- Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
- Would you like to display the components from [AI enhancements] [N]o
- Would you like to display the components from [Tactical challenges]? [N]o
- Install Component 2000 [Make elemental arrows more like their BG2 counterparts]? [I]ninstall
- Install Component [Replace many magic weapons with fine ones]? [N]ot Install  
*This component is incompatible with the similar component of SCSII "Replace +1 magical weapons with fine ones" (it doesn't matter which one you install, except that the SCSII versions will not be shatter-proof).*  
 2010 1] Fine weapons are affected by the iron crisis  
 2011 2] Fine weapons are immune to the iron crisis
- Install Component 2020 [Re-introduce potions of extra-healing]? [I]ninstall
- 20.2.6. Double-click the Setup. The DOS dialogue appears:
- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Core components (it is strongly recommended that all are in stalled)]? [N]o
- Would you like to display the components from [Spell tweaks]? [N]o
- Would you like to display the components from [Item tweaks]? [N]o
- Would you like to display the components from [Gameplay tweaks]? [Y]es
- Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
- Would you like to display the components from [AI enhancements] [N]o
- Would you like to display the components from [Tactical challenges]? [N]o
- Install Component Standardise spells: BG1 vs BG2
- SKIPPING 3000 Remove spells not in BG1 only for BG1Tutu
- 3001 1] Introduce BG2 spell scrolls into BG1 [1]
- Install Component 3010 [Faster bears]? [N]ot Install  
*This component is identical to the equivalent component of SCSII and only one will be installable at a time.*
- Install Component 3020 [Allow player to choose NPC proficiencies and skills]? [N]ot Install  
*If you choose this component, you can choose the component "ToB-style of the NPCs" from BG2 Tweak Pack no more.*  
*Note: the patch takes a few seconds to come into effect. If there's a 3-4 second pause when your character's statistics (hit points, say) aren't right, don't worry about it.*  
*The Level 1 NPCs component "Joinable NPCs more closely match the player character's experience?" is recommended instead.*
- SKIPPING 3030 [Allow NPC pairs to separate]  
*This component is for Baldur's Gate: TUTU only*
- SKIPPING 3040 [NPCs go to inns]  
*This component is for Baldur's Gate: TUTU only*



- Install Component 3050 [Better NPC management]? [I]ninstall  
*The two of both components above are combined into this single BGT component.*
- Install Component 3060 [Allow Yeslick to use axes]? [N]ot Install  
 Install Component 3070 [Move NPCs to more convenient locations]? [I]ninstall  
 Install Component 3080 [Improved shapeshifting]? [N]ot Install  
*A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing“ as with the Refinements-component “Shapeshifting Fix”.*
- Install Component 3090 [Prevent party members from dying irreversibly]? [N]ot Install  
*This component is identical to the equivalent component of SCSII.*
- 20.2.7. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Core components (it is strongly recommended that all are in stalled)]? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [Y]es  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 4000 [Skip Candlekeep]? [I]ninstall  
*With this additional component you can optional skip the initial training in Candlekeep.*
- Install Component 4010 [Remove blur effect from displacer cloak]? [I]ninstall  
 Install Component 4020 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [I]ninstall  
 Install Component 4030 [Move Boo out of quick access and into Minsc's pack]? [I]ninstall  
*This component is identical to the equivalent component of SCSII, however the SCSII component doesn't work correctly.*
- SKIPPING** 4040 [Ensure Shar-Teel doesn't die in the original challenge]  
*This component like the similar component “The BG1 NPC Project: Make Shar-Teel Unkillable until in party” is only useful for Tutu installs.*
- 20.2.8. Install Component 4050 [Ease-of-use player AI]? [I]ninstall  
 Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Core components (it is strongly recommended that all are in stalled)]? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [Y]es  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 5000 [Smarter general AI]? [I]ninstall  
 Install Component 5010 [Better calls for help]? [I]ninstall  
 Install Component [Potions for NPCs]? [I]ninstall  
*„Smarter general AI“ is required to use this component.*  
*The sub-components 2 - 6 require WeiDU 2.09*
- 5020 1] All of the potions dropped by slain enemies are recoverable  
 5021 2] One third of the potions dropped by slain enemies break and are lost [2]
- 5022 3] Half the potions dropped by slain enemies break and are lost  
 5023 4] Two thirds of the potions dropped by slain enemies break and are lost  
 5024 5] Three quarters of the potions dropped by slain enemies break and are lost  
 5025 6] All of the potions dropped by slain enemies break and are lost
- Install Component [Smarter Mages]?  
*„Make Protection from Normal Missiles affect magical projectiles“ should be installed to be able to use this component.*
- 5030 1] Mages use BG1 spells only; mages do not "pre-buff" (i.e., cast some defensive spells quickly at the start of combat) [1]  
 5031 2] Mages use spells from BG1 and BG2; mages do not pre-buff



- 5032 3] Mages use BG1 spells only; mages pre-buff  
 5033 4] Mages use spells from BG1 and BG2; mages pre-buff
- Install Component [Smarter priests]?  
 5040 1] Priests use BG1 spells only; priests do not "pre-buff" (i.e., cast some defensive spells quickly at the start of combat) [I]  
 5041 2] Priests use spells from BG1 and BG2; priests do not pre-buff  
 5042 3] Priests use BG1 spells only; priests pre-buff  
 5043 4] Priests use spells from BG1 and BG2; priests pre-buff
- Install Component 5050 [Smarter deployment]? [I]ninstall  
 Install Component 5060 [Harder giant and phase spiders]? [I]ninstall  
 Install Component 5070 [Smarter sirines and dryads]? [I]ninstall  
 Install Component 5080 [Slightly harder carrion crawlers]? [I]ninstall  
 Install Component 5090 [Smarter basilisks]? [I]ninstall
- 20.2.9. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Core components (it is strongly recommended that all are in stalled)]? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [Y]es  
*These components will make the encounters more difficulty of and, therefore, are thought for experienced players only*
- Install Component 6000 [Improved doppelgangers]? [I]ninstall  
 Install Component 6010 [Tougher Black Talons and Iron Throne guards]? [I]ninstall  
*The BGTNeJ2 v1.0b component "Tougher Black Talone Elites" has the same function.*  
 Install Component 6020 [Improved Deployment for Parties of Assassins]? [I]ninstall  
 Install Component 6030 [Dark-Side-based kobold upgrade]? [I]ninstall  
 Install Component 6040 [Relocated bounty hunters]? [I]ninstall  
 Install Component 6050 [Improved Ulcaster]? [I]ninstall  
 Install Component 6060 [Improved Balduran's Isle]? [I]ninstall  
 Install Component 6070 [Improved Durlag's Tower]? [I]ninstall  
*The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.*
- Install Component 6080 [Improved Demon Cultists]? [I]ninstall  
*The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.*
- Install Component 6090 [Improved Cloakwood Druids]? [I]ninstall  
*This component requires components „Smarter Mages“ and „Smarter priests“.*
- Install Component 6100 [Improved Bassilus]? [I]ninstall  
*This component requires components „Smarter Mages“ and „Smarter priests“.*
- Install Component 6110 [Improved Drusus party]? [I]ninstall  
 Install Component 6120 [Improved Red Wizards]? [I]ninstall  
*This component requires components „Smarter Mages“ and „Smarter priests“.*
- Install Component 6130 [Improved Undercity party]? [I]ninstall  
 Install Component 6140 [Improved minor encounters]? [I]ninstall  
 Install Component 6150 [Tougher chapter-two end battle]? [I]ninstall  
 Install Component 6160 [Tougher chapter-three end battle]? [I]ninstall  
 Install Component 6170 [Tougher chapter-four end battle]? [I]ninstall  
 Install Component 6180 [Tougher chapter-five end battle]? [I]ninstall  
 Install Component 6190 [Tougher chapter-six end battle]? [I]ninstall  
 Install Component 6200 [Improved final battle]? [I]ninstall
- Successfully installed Press ENTER to exit



20.3. Tactics v25  
 ~SETUP-TACTICS.TP2~

This mod adds numerous components to BGII. They all aim to make the game more challenging and rewarding by increasing the difficulty of encounters and, therefore, is thought for experienced players.



*Most components are skipped if you install Tactics together with Big Picture.*

20.3.1. Copy the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.

20.3.2. Replace the file **Setup-Tactics.tp2** in your directory ...\\BGII - SoA with this one of the same name from the folder **B&G World Fixpack**.



20.3.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 SKIPPING 0 [Improved Ilyich (requires ToB)]? [N]ot Install  
*Don't install this component together with Improved Dungeon from Revised Battles*  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 1 [The Ritual (requires ToB)]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 2 [Improved TorGal and De'Arnisse Keep]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 Install Component 3 [Improved Sahuagin City]? [I]ninstall  
*There is a similar, but weaker component in the Mod SCSII.*  
 SKIPPING 4 [Improved Bodhi]? [N]ot Install  
*Skipping Component installation - already included with Big Picture mod*  
*There is a remixed version in SCSII.*  
 SKIPPING 5 [Improved Irenicus]? [N]ot Install  
*Skipping Component installation - already included with Big Picture mod*  
*This component overwrites the improvements to Irenicus made by the "Smarter Arcane Spellcasters" component of SCS II. If you want Tactics Irenicus, install that component (before SCS II) - the rest of "Smarter Arcane Spellcasters" will still work.*  
*There is a remixed version in SCSII.*  
 SKIPPING 6 [Improved Guarded Compound in the Temple District]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 7 [Improved Twisted Rune]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 8 ["Kuroisan", the Acid Kensai]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 9 ["Red Badge" Poison-Based Encounter]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 10 [Gebhard Blucher's Improved Mae'Var]? [N]ot Install  
*Skipping Component installation - already included with Big Picture mod*  
*This component is incompatible with SCS II's "Smarter Arcane Spellcasters". Only install one of them.*  
 SKIPPING 11 [Gebhard Blucher's Lich in the Docks]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 12 [Gebhard Blucher's Improved Demon Knights]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 13 [Kensai Ryu's Tougher Kangaxx and Guardians]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 14 [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 15 [Kensai Ryu's Improved Crypt King]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 16 [Ishan's "Always Toughest Random Spawns in Dungeons"]? [N]ot Install  
*Skipping Component installation - already included with Big Picture mod*  
*This component is included in the component SCSII "Increase difficulty of level-dependent monster groupings". Only one can be installed.*  
 SKIPPING 17 [Gebhard Blucher's Random City Encounters]? [I]ninstall  
 SKIPPING 18 [Kensai Ryu's Random Wilderness Encounters]? [I]ninstall  
*Skipping Component installation - already included with Big Picture mod*  
 SKIPPING 19 [Improved Undead]? [N]ot Install

Skipping Component installation - already included with Big Picture mod

This component is probably not 100% compatible with SCS II. If you want to try it anyway, it will need to be installed after SCS II.

- SKIPPING 20 [Improved Golems]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- SKIPPING 21 [Gebhard Blucher's Improved Mind Flayers]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod  
 This component corresponds to the SCSII component "Smarter mind flayers". Only one can be installed.
- Install Component 22 [Smarter Dragons in SoA]? [N]ot Install  
 This component corresponds to the SCSII component "Smarter Dragons". Only one can be installed.
- SKIPPING 23 [Smarter Beholders]? [N]ot Install  
 Skipping Component installation - already included with Big Picture mod  
 This component corresponds to the SCSII component "Smarter Beholders". Only one can be installed.
- SKIPPING 24 [Kensai Ryu's Smarter Vampires]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- SKIPPING 25 [Slightly Smarter Mages and Liches]? [N]ot Install  
 This component corresponds to the SCSII component "Increase difficulty of level-dependent monster groupings". Only one can be installed.
- Install Component 26 [Fighter-Class Archer Kit]? [N]ot Install  
 Skipping Component installation - already included with Big Picture mod
- Install Component 27 [Anti-Paladin Kit]? [N]ot Install
- SKIPPING 28 [Göran Rimén's Improved Nymphs]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- SKIPPING 29 [Kensai Ryu's Improved Copper Coronet]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- Install Component 30 [SimDing0's Improved Oasis]? [N]ot Install  
 This component is replaced with the Improved Oasis II from Ding0's QuestPack v2.3
- SKIPPING 31 [Mike Barnes' Improved Small Teeth Pass]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- Install Component 32 [Mike Barnes' Improved North Forest]? [I]ninstall
- Install Component 33 [Mike Barnes' Marching Mountainse]? [I]ninstall
- Install Component 34 [Slightly Tougher Demons]? [N]ot Install  
 This component is included in the component SCSII "Increase difficulty of level-dependent monster groupings". Only one can be installed.
- SKIPPING 35 [Tougher Druid Grove]? [N]ot Install  
 Skipping Component installation - already included with Big Picture mod  
 This component may or may not be compatible with SCS II's "Smarter Divine Spellcasters". Try at own risk.
- SKIPPING 36 [Tougher Fire Giants]? [I]ninstall  
 Skipping Component installation - already included with Big Picture mod
- Install Component 37 [Streamlined Trolls]? [I]ninstall  
 This component ist compatible with the SCSII component "More resilient trolls!"
- Successfully installed Press ENTER to exit  
 The readme opens.

## 20.4. Turnabout v1

~SETUP-TURNABOUT.TP2~

This mod enables the player to recall dead allies to aid in the final fight in Throne of Bhaal.

Ascension must be installed before to be able to install this Mod.

20.4.1. Install Ascension: Turnabout into your main SoA directory. Now you find there the folder **turnabout** and the files **setup-turnabout.exe** and **setup-turnabout.tp2**.

20.4.2. Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [Ascension: Turnabout]? [I]ninstall  
 Install Component 1 [Balthazar Epilogue Portrait, by Cliffette]? [I]ninstall  
 Successfully installed Press ENTER to exit

Further files get copied, then the readme opens.

### 20.5. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

**ATTENTION:** *This mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!*



20.5.1. You have already copied the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your ... \BGII - SoA\ directory before SCS.

Attention: with this mod the assignment of the components and their numbers is wrong!  
You must correct this with the patch from **BUG World Fixpack**.



20.5.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
What should be done with all components that are NOT YET installed?  [A]sk about each one?
What should be done with all components that are ALREADY installed?  [S]kip tem?
Install Component 0  [General AI Improvements]?                [N]ot Install
    This component need to be installed before the Durlag's Tower component of SCS.
Install Component    [Creature & Area Improvements]?          [N]ot Install
    1  1] All Creature & Area Improvements
    2  2] All Creature Improvements
    3  3] Boss Improvements Only
    This component need to be installed before the Durlag's Tower component of SCS.
Install Component 4  [Miscellaneous Enhancements]?           [N]ot Install
Install Component 5  [Additional Shadow Thieves Content]?    [N]ot Install
Install Component 6  [Alternative Harper/Xzar Plot]?         [N]ot Install
Install Component 7  [Extended Reynald Sequence]?           [N]ot Install
Install Component 8  [Intrigue In The Copper Coronet]?      [N]ot Install
Install Component 9  [Rahul Kanakia's Potion Quest]?        [N]ot Install
Install Component 10 [Revised Hell Trials]?                  [N]ot Install
Install Component    [Improved Oasis II]?                    choose one:
    11 1] Dialogue & Combat Enhancement                      [1]
    12 2] Dialogue Enhancement Only?
Install Component 13 [Saving Sanik In Brynnlaw]?             [N]ot Install
Install Component 14 [Burglary Of The Bookkeeper]?          [N]ot Install
Install Component 15 [New Fate For The Dryads' Acorns]?     [N]ot Install
Install Component 16 [The Tragedy Of Besamen]?             [N]ot Install
Install Component 17 [Further Slaver Involvement]?         [N]ot Install
Install Component 18 [Sending The Solamnic Knights Home]?   [N]ot Install
Install Component 19 [Nazariel The Lich]?                   [N]ot Install
Install Component 20 [Reward Negotiation]?                  [N]ot Install
Install Component 21 [Infernal Thievery]?                   [N]ot Install
Successfully installed                                     Press ENTER to exit
    
```

Further files get copied, then the readme opens.

### 20.6. The Longer Road v1.5.1

~SETUP-LONGERROAD.TP2~

The Longer Road is in some measure the enlarged version of Redemption and introduces Irenicus to ToB as a joinable NPC..

*The previous installation from Ascension is recommended, however, is not condition.  
Improved Oasis must be installed before Longer Road.*

20.6.1. Copy the folder **LR**, and the files **Setup-LongerRoad.exe**, **SETUP-LongerRoad.tp2** und **tisun-pack.bat** into your main SoA directory.

20.6.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]  
 Install Component 0 [Longer Road v1.5]? [I]ninstall  
 Install Component 1 [SPEED BANTERS]? [N]ot Install  
*The banter accelerator raises the frequency of the banter. This is sensible if many NPCs are installed because, otherwise, up to the playing not all banter are called. The component [Jason Compton Accelerated Banter Script.] from BG1 NPC Project fulfils the same function.*  
 Install Component 2 [Restore Irenicus's original portrait from SoA.]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.  
 Further files get copied, then the readme opens.

## 20.7. The Wheels of Prophecy v2

~SETUP-WHEELS.TP2~

This mod adds a lot of content to 9th chapter of Throne of Bhaal. It also includes the mod Restored ToB Heads, an attempt to piece together the original scene.

*Ascension should already be installed before.*

*Longer Road must be installed before Wheels of Prophecy.*

20.7.1. Copy the folder **wheels** and the file **setup-wheels.exe** into your main SoA directory.

20.7.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Install Component 0 [The Wheels of Prophecy]? [I]ninstall  
 Successfully installed [The Wheels of Prophecy] Press ENTER to exit  
 The readme opens.

## 20.8. P&P Celestials v5

~SETUP-CELESTIALS.TP2~

This mod alters Devas and Planetars that are summoned by the player to fit better to the PnP rules. Now depending on area three different Devas are summoned, namely Astral Deva, Monadic Deva and Movanic Deva.

*This mod must be installed after The Longer Road because of full compatibility. The Monadic Deva can be summoned only within the Elysium from The Longer Road.*

20.8.1. Copy the folder **Celestials** and the file **Setup-Celestials.exe** into your main SoA directory.

20.8.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Install Component 0 [P&P Celestials]? [I]ninstall  
 Successfully installed [P&P Celestials] Press ENTER to exit  
 The readme opens.

## 20.9. Grimuars v3.2

~GRIMUARS.TP2~

Bookseller Anamuns is to be found at Deidre in the Adventurer Mart.

20.9.1. Copy the folder **grimuars** and the file **Grimuars.tp2** into your main SoA directory.

20.9.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Grimuars for BG2 NO TACTICS]? [N]ot Install  
 Install Component 1 [Grimuars for BG2 WITH TACTICS]? [I]ninstall  
 Install Component 2 [Additional Grimuars Store]? [I]ninstall  
 Install Component 3 [Tougher Evil Party in Temple District - NOT COMPATIBLE WITH IMPROVED BATTLES]? [N]ot Install  
 Install Component 4 [Tougher Gaal]? [I]ninstall  
 Install Component 5 [Tougher Ardhata]? [I]ninstall  
 Successfully installed Press ENTER to exit

**20.10. Homeward Bound v2**

~SETUP-HOMEWARDBOUND.TP2~

This mod allows the player to return his or her BioWare companions from the Pocket Plane to their homes in Amn. It also allows them to be re-summoned.

*The mod must be installed after Ascension, because otherwise a Ascension file is changed in such a manner that Longer Road cannot be installed any more.*

20.10.1. Copy the folder **homewardbound** and the file **setup-homewardbound.exe** into your main SoA directory.

20.10.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Install Component 0 [Homeward Bound - V 2 - January 19, 2008]? [I]ninstall  
 Successfully installed [Homeward Bound - V 2 - January 19, 2008] Press ENTER to exit

**20.11. Throne of Bhaal Revisited beta 4**

~SETUP-TOBR.TP2~

Unsatisfied with Throne of Bhaal? Tired of being forced down a linear story with empty characters? This mod aims to fix that.

*The mod must be installed after Longer Road, The Wheels of Prophecy, the Ding0's QuestPack component Improved Oasis and Ascension's Yaga Shura component.*

20.11.1. Copy the folder **tobr** and the file **setup-tobr.exe** into your main SoA directory.

20.11.2. One or more files of this mod must be changed in order to be able to install it together with BWP.

This will be done by the patch from the folder **B&G World Fixpack**.

20.11.3. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Would you like to display the components from [Characters]? [Y]es  
 Would you like to display the components from [Linearity]? [Y]es  
 Would you like to display the components from [Places]? [Y]es  
 Would you like to display the components from [Quests]? [Y]es  
 Install Component 0 [Gromnir]? [I]ninstall  
*Compatible with Ascension's "Tougher Gromnir".*  
 Install Component 1 [Melissan]? [I]ninstall  
 Install Component 2 [Solar]? [I]ninstall  
 Install Component 3 [Yaga Shura]? [I]ninstall  
*Compatible with Ascension's "Tougher Yaga Shura".*  
 Install Component 4 [Grove of the Ancients]? [I]ninstall  
*Compatible with the Longer Road, Wheels of Prophecy, and Ascension's "Tougher Illasera".*  
 Install Component 5 [Pocket Plane]? [I]ninstall  
*Not compatible with Longer Road yet.*  
 Install Component 6 [Fight Five in Any Order]? [I]ninstall  
 Install Component 7 [Amkethran]? [I]ninstall  
 Install Component 8 [Fire Temple]? [I]ninstall  
 Install Component 9 [Oasis]? [I]ninstall  
*Compatible with Tatics and SimDing0's Questpack*  
 Install Component 10 [Saradush]? [I]ninstall  
 SKIPPING 11 [Saradush Sewers]  
*You have already installed this component with Pocket Plane.*  
 Install Component 12 [Cleansing the Temple]? [I]ninstall  
 Install Component 13 [The Witch of the Wealdath]? [I]ninstall  
 Successfully installed Press ENTER to exit





These mods are either contentwise or technically depending on the mods Kelsey or Solaufein.

Some mods refer to the Kelsey and Solaufein mods. So the mods in this chapter are all associated together. You may change the order of the installation by no means, omit something however.

### 21.1. Solaufein NPC v1.04

~SETUP-SOLAUFEBIN.TP2~

Change Solaufein into a joinable NPC. For SoA as well as for ToB. Optional romances with every main character. Solaufein adapts to the group when joining, this means, is your main character good, Solaufein will be chaotic-good, is your main character bad, then Solaufeins will be chaotic neutral.

21.1.1. Copy the folder **solarom** and the files **Setup-Solaufein.exe** and **Setup-Solaufein.tp2** into your main SoA directory.

21.1.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Solaufein Romance for Baldurs Gate II]?

0 [English]

[I]nstaLL

Successfully installed [Solaufein Romanze for Baldurs Gate II]

Press ENTER to exit

The readme opens.

### 21.2. Solaufein Flirt Pack v4.0

~SETUP-RPGSOLAFLIRTPACK.TP2~

This mod does nothing more than add a bit of extra content to Weimer's excellent Solaufein Romance mod.

21.2.1. Copy the folder **RPGSola** and the files **setup-rpgsolafirtpack.exe**, **setup-rpgsolafirtpack.tp2** and **README-RPGSolaFlirtPack.txt** into your main SoA directory.

21.2.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The RPG Solaufein Flirt Pack for BG2 (Rated NC17)]?

[I]nstaLL

Successfully installed [The RPG Solaufein Flirt Pack for BG2 (Rated NC17)]

Press ENTER to exit

The readme opens.

### 21.3. Sheena v1.7

~SETUP-SHEENA.TP2~

Sheena is a neutral good half red dragon multiclass fighter/wizard, the spawn of a copulation between a female human and Lord Jierdan Firkraag.

*Should be installed after Solaufein. The romance triggers only if one has Mazzy in the party.*



21.3.1. Copy the folder **Sheena** and the files **Setup-Sheena.exe**, **setup-Sheena.TP2**, **Setup-SheenaAudioInstall.bat**, **Setup-SheenaAudioUninstall.bat** and **Setup-Sheenatisunpack.bat** from the folder HRD\_V6 into your main SoA directory.

21.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Install Component 0 [Install A Half Dragon Tale]?

0 [English]

[I]nstaLL

Successfully installed [Install A Half Dragon Tale]

Press ENTER to exit

The readme opens.

### 21.4. Kelsey SoA 2.1 / Kelsey ToB 2.2

~KELSEY.TP2~ ~SETUP-KELSEYTOB.TP2~



A male human sorcerer NPC with optional romances for a female PC or Imoen.

21.4.1. Install Kelsey SoA v2.1 into your main SoA directory. Now you find there the folder **kelsey** and the files **Setup-Kelsey.exe** and **Kelsey.tp2**

21.4.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Kelsey v2.1: for BG2 - SoA]?    [I]ninstall
Install Component 1 [Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOM
MENDED ONLY for use with Solaufein V60 AND ABOVE]?  [I]ninstall
Install Component 2 [Install Alternate Kelsey portrait set #1 by Karse Soze (regular Kelsey)?]? [N]ot Install
SKIPPING 3 [Install Banter Accelerator script? (Increases the frequency of interparty banter
both from Kelsey and other NPCs)]?                 [N]ot Install
Will be skipped if the banter accelerator is already installed
Successfully installed                               Press ENTER to exit
Further files get copied, then the readme open.
    
```

21.4.3. Install **Kelsey TOB v2.2** into your main SoA directory. Now you find here the folder **KelseyTOB** and the files **Setup-KelseyTOB.exe** and **Setup-KelseyToB.tp2**.

21.4.4. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Kelsey: ToB - Version 2]?      [I]ninstall
Install Component 1 [Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOM
MENDED ONLY for use with Solaufein V60 AND ABOVE]? [I]ninstall
Install Component 2 [Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater rec
ommended)]?                                         [I]ninstall
Install Component 3 [Install Default Kelsey portrait set by Wynne Lurty? (set 1 of 3)]?      [I]ninstall
Install Component 4 [Alternate Kelsey portrait set #1 by Karse Soze (regular Kelsey) (set 2 of 3)?]? [N]ot Install
Install Component 5 [Alternate Kelsey portrait set #2 by Karse Soze (hooded Kelsey) (set 3 of 3)?]? [N]ot Install
Successfully installed                               Press ENTER to exit
Further files get copied, then the readme opens.
    
```

*For entire compatibility also "The MTS Crappack" must be installed!*



## 21.5. Getting Rid of Anomen v2

~SETUP-GROA.TP2~

Adds a new dream sequence to the Kelsey romance involving an imperfect future where one knight of Helm just won't go away. Only for a female char. You need to be in romance with Kelsey and you need to have Anomen in your party.

*Kelsey is required to play this mod*

21.5.1. Install Getting Rid of Anomen into your main SoA directory. Now you find here the folder **GRoA** and the files **Setup-GRoA.exe**, **Setup-GRoA.tp2**, **GRoAtisuninst** and **GRoAtisunpack**.

21.5.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:                                0 [English]
Install Component 0 [Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]?      [I]ninstall
Successfully installed [Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]
Press ENTER to exit
Further files get copied, then the readme opens.
    
```

## 21.6. Keto v3

~SETUP-KETO.TP2~

Keto is a young woman out on her own, looking to make a basically honest living as a minstrel, but

spending most of her time skirting the front door of every dungeon in Amn..

21.6.1. Install Keto-SOA V3 Setup into your main SoA directory. Now you find here the folder **keto** and the files **Setup-Keto.exe**, **Setup-Keto.tp2**, **KetoReadme.txt** and **ketoaudiouninstall**

21.6.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                0 [English]
Install Component 0 [Keto-SOA NPC V2]?              [I]install
Install Component 1 [Keto/Kelsey Interaction(Requires Kelsey-SOA)]? [I]install
SKIPPING 2 [Banter Accelerator?]
    Will be skipped if the banter accelerator is already installed
Successfully installed                               Press ENTER to exit
Further files get copied, then the readme opens.
```

## 21.7. Nathaniel v4.2

~SETUP-NATHANIEL.TP2~

Nathaniel Aplin-Fletcher is a former officer of the Flaming Fist. Although he is an experienced fighter, Nathaniel suffers from selfdoubts, possibly because of his lack of ruggedness. For some players he can become a loyal companion. For the right male character a friendship can develop to more.

*Revised HLA table component of Refinements makes Nathaniel's items unusable .*

21.7.1. Install Nathaniel into your main SoA directory. Now you find here the folders **Nathaniel** and **Mod backups** and also the file **Setup-Nathaniel.exe**

21.7.2. Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme?              [N]o
Would you like to display the readme?              [N]o
Install Component 0 [Nathaniel NPC Mod for BGII]? [I]install
Install Component [Choose a portrait for Nathaniel]?
    1 [1]
    2 [2] Alternate portrait by K'aeloree (NWN remake)
    3 [3] Alternate portrait by Amaurea (Milo Ventimiglia)
Install Component 4 [Solaufein Conflict]?          [I]install
Install Component 5 [Kelsey Content]?             [I]install
Successfully installed                               Press ENTER to exit
Further files get copied, then the readme opens.
```

## 21.8. The Luxley Family v1.1

~SETUP-LUXLEYSOA.TP2~

The Luxley Family introduces two joinable NPCs, Sebastian and Andrei Luxley, to your game. Both have detailed talk tracks with the PC; they also banter with each other and also with all Bioware NPCs extensively throughout the game.

*This mod must be installed because of interactions with Nathaniel after that mod.*

21.8.1. Install LuxleySOA into your main SoA directory. Now you find here the folder **LuxleySoA** and the file **Setup-LuxleySoA.exe** into your main SoA directory.

21.8.2. Double-click the Setup. The DOS dialogue appears:



```
Would you like to display the readme? [N]o
Install Component 0 [Luxley Family Mod for BGII:SoA]? [I]install
Install Component 1 [Portraits for non-joinable NPCs]? [I]install
Install Component 2 [Nathaniel Content]?            [I]install
Successfully installed                               Press ENTER to exit
```

## 21.9. Kiara-Zaiya v1.6

~SETUP-KIARA\_ZAIYA.TP2~

Zaiya is chaotic-good half elves magician who is searching for her friend Kiara, a neutral-evil monk.

*This mod must be installed because of interactions with Solaufein after that mod. If this Mod is installed together with the Valen NPC, not all Valen dialogues appear.*

- 21.9.1. Install Kiara-Zaiya 1.6 into your main SoA directory. Now you find here the folder **Kiara-Zaiya** and the files **Setup-Kiara-Zaiya.exe**, **Setup-Kiara-Zaiya.tp2**, **unins000.exe** and **unins000.dat**.
- 21.9.2. You must download the sounds for this mod separately. Copy the sound files from the additional folder Kiara-Zaiya 2 and paste them into the directory Kiara-Zaiya\Sounds in addition to the already available file MxKiara.mus. 
- 21.9.3. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**. Also it provides compatibility with the Solaufein mod. 
- 21.9.3. Double-click the Setup. The DOS dialogue appears:
- |   |   |             |
|---|---|-------------|
| Install Component 0                               | [Kiara-Zaiya Version 1.6 for BGII:SOA]?               | [I]ninstall |
| Install Component 1                               | [Custom Kiara-Zaiya soundset (available separately)]? | [I]ninstall |
| Install Component 2                               | [Alternate High level abilities by TG Maestro]?       | [I]ninstall |
| <i>This component changes the monk HLA tables</i> |   |             |
| Install Component 3                               | [Original Amaralis battles]?                          | [I]ninstall |
| Install Component 4                               | [Tougher Kiara Vampire]?                              | [I]ninstall |
| Install Component 5                               | [Revised Suldalanessar]?                              | [I]ninstall |
| Install Component 6                               | [Jao and party for SOA: another tough fight]?         | [I]ninstall |
| Install Component 7                               | [Tougher Irenicus at the tree of life]?               | [I]ninstall |
- Only if Tactics Kuroisan is installed, not with the BP component.*
- Successfully installed Press ENTER to exit
- Further files get copied, then the readme opens.

**21.10. Yikari v1.5**

~SETUP-SDNPC.TP2~

Yikari is a monk from Kara-Tur, complete with his own quest. He can be found in the Temple District in Athkatla. He has banter with all Bioware-NPCs except Mazzy and Valygar.

*Because of interjections this mod must be installed after Tactics and after Item Upgrade.*

- 21.10.1. Copy the folder **Yikari** and the file **Setup-Yikari.exe** into your main SoA directory.
- 21.10.2. Double-click the Setup. The DOS dialogue appears:
- |                       |  |             |
|-----------------------|--|-------------|
| Choose your language: |  | 0 [English] |
| Install Component 0   | [Yikari, a monk NPC]?                    | [I]ninstall |
| Install Component 1   | [Compatibility with Item Upgrade SoA]?   | [I]ninstall |
| Install Component 2   | [Compatibility with Item Upgrade ToB]?   | [I]ninstall |
| <b>SKIPPING</b>       | 3 [Compatibility with Tactics Kuroisan]? |             |
- Only if Tactics Kuroisan is installed, not with the BP component.*
- Successfully installed Press ENTER to exit
- The readme opens.

**21.11. Iylos v2.3**

~IYLOS.TP2~

Iylos Mirdan is an arrogant, sarcastic monk created for BGII: Throne of Bhaal. He is sent by Balthazar to ascertain the main character's intentions and motivations. He has a fairly extensive relationship path, and can be befriended by players of any race.

*Because of its crossmod content Iylos must be installed after Ascension.*

- 21.11.1. Copy the folder **iylos** and the file **setup-iylos.exe** into your main SoA directory.
- 21.11.2. Double-click the Setup. The DOS dialogue appears:
- |                                       |   |             |
|---------------------------------------|---|-------------|
| Would you like to display the readme? |   | [N]o        |
| Install Component 0                   | [Iylos NPC for BGII:ToB]?   | [I]ninstall |
| Install Component 1                   | [Install extended content (PID, more interjections, friendship, scenery & plot dialogues)]? | [I]ninstall |
- PID = Player Initiated Dialogue*
- |                   |  |             |
|-------------------|--|-------------|
| Install Component | [How much time would you like in between Iylos' PC dialogues]? |             |
|                   |  | choose one: |
|                   | Select the interval between Iylos' talks from the list below:  |             |
| 2                 | 1] 15 Minutes  |             |
| 3                 | 2] 20 Minutes  |             |
| 4                 | 3] 30 Minutes  |             |

5 4] 45 Minutes  
 6 5] 60 Minutes [6]  
 Install Component 7 [Alternate Iylos portrait by Ilmatar]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

**21.12. NPCFlirt Pack v1.02**

~SETUP-NPCFLIRT.TP2~

Adds new love affairs to the following Bioware NPCs: Aerie, Anomen, Jaheira, and Viconia. Includes adult content for Baldur's Gate 2 SoA and ToB.

21.12.1. Install NPC Flirt Packs V1.02 into your main SoA directory. Now you find here the folder **npcflirt** and the files **Setup-NPCFlirt.exe**, **setup-npcflirt.tp2** and **NPCFLIRT-README**

21.12.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Aerie Flirt Pack For SOA]? [I]ninstall  
 Install Component 1 [Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 2 [Aerie Flirt Pack For TOB]? [I]ninstall  
 Install Component 3 [Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 4 [Jaheira Flirt Pack For SOA]? [I]ninstall  
 Install Component 5 [Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 6 [Jaheira Flirt Pack For TOB]? [I]ninstall  
 Install Component 7 [Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 8 [Viconia Flirt Pack For SOA]? [I]ninstall  
 Install Component 9 [Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 10 [Viconia Flirt Pack For TOB]? [I]ninstall  
 Install Component 11 [Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 12 [Anomen Flirt Pack For SOA]? [I]ninstall  
 Install Component 13 [Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)] [I]ninstall  
 Install Component 14 [Anomen Flirt Pack For TOB]? [I]ninstall  
 Install Component 15 [Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)] [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

**21.13. Revised Battles v6.3**

~SETUP-REVISED BATTLES.TP2~

This mod improves the standard fights, so that they are no more so monotonous..

21.13.1. Copy the folder **RevisedBattles** and the files **Setup-RevisedBattles.exe** and **Setup-RevisedBattles.tp2** into your main SoA directory.

21.13.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Improved Battles - "erebusant's Patching Version" v6]? [I]ninstall  
*Required for the components of this mod*  
 Install Component 1 [Improved Drizz]? [I]ninstall  
 Install Component 2 [Improved Mencar Pebblecrusher]? [I]ninstall  
 Install Component 3 [Improved Mad Cleric]? [I]ninstall  
 Install Component 4 [Improved House Jae'llat]? [I]ninstall

According to tests this component can be installed together with the SCSII component "Slightly Improved Drow".

- Install Component 5 [Improved Lord Roenall]? [I]ninstall
- Install Component 6 [Improved Master Brain]? [I]ninstall
- Install Component 7 [Improved Wraith Sarevok]? [I]ninstall
- Install Component 8 [Improved Cohrvale, Bregg & Alamas]? [I]ninstall
- Install Component 9 [Improved Firkraag]? [I]ninstall

Incompatible with Super Firkraag.

For a particularly hard Firkraag you can combine this component with the SCSII component "Smarter dragons". You will receive the Firkraag from Revised Battles with the intelligence from SCSII, which could be hardly harder.

- SKIPPING 10 [Improved Firkraag NEJ2v691 Compatibility Patch]?

For this component "Never Ending Journey" latest version must be installed, which we have not tested yet.

- Install Component 11 [Improved Firkraag FR\_ROV Compatibility Patch]? [I]ninstall

For this component "Freedom's Reign/Reign of Virtue" latest version must be installed

- Install Component 12 [Improved Firkraag Romantic Encounters Compatibility Patch]? [I]ninstall
- Install Component 13 [Improved Fire Giants (requires ToB)]? [I]ninstall
- Install Component 14 [Improved Shade Lord]? [I]ninstall
- Install Component 15 [Improved Trademeet Crypt]? [I]ninstall
- Install Component 16 [Improved Dungeon]? [I]ninstall

Incompatible with Improved Ilych from Tactics

- Install Component 17 [Improved Temple Sewers Party]? [I]ninstall
- Install Component 18 [Improved Kiser Jhaeri (requires ToB)]? [I]ninstall
- Install Component 19 [Improved Falahar]? [I]ninstall
- Install Component 20 [Improved Drow Pit Fights]? [I]ninstall
- Install Component 21 [Improved Chromatic Demon]? [I]ninstall
- Install Component 22 [Knights of Dark Renown]? [I]ninstall
- Install Component 23 [Arcane Avenger Kit]? [N]ot Install
- Install Component 24 [Blademaster Kit]? [N]ot Install
- Install Component 25 [Demon Knight Kit]? [N]ot Install
- Install Component 26 [Bastard Kit]? [N]ot Install
- Install Component 27 [Modify .CRE Proficiencies, Abilities & Effects. This component MUST be in stalled.]? [I]ninstall

Successfully installed Press ENTER to exit  
The readme opens.

### 21.14. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

*This mod must be installed because of interactions with Kelsey, Keto and Virtue after these mods, must also be installed after NPCFlirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements.*

**ATTENTION:** This mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!



21.14.1. You have already copied the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your ... \BGII - SoA\ directory before SCS.

21.14.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



Attention: with this mod the assignment of the components and their numbers is wrong!  
You must correct this with the patch from **B&G World Fixpack**.



21.14.3. Double-click the Setup. The DOS dialogue appears:  
Choose your language:

0 [English]

What should be done with all components that are NOT YET installed? [A]sk about each one?  
 What should be done with all components that are ALREADY installed? [A]sk about each one?  
*If you choose here [S]kip them, the components "Miscellaneous Enhancements" and "Additional Shadow Thieves Content" are not indicated, although they are not installed, and you cannot select them.*



**ATTENTION Pitfall:** Write under no circumstances [R]! One component (General AI Improvements) was installed before SCS. So all mods up to SCS would be reinstalled. But BP cannot be reinstalled. If this happens, the whole installation is ruined!



Install Component 0 [General AI Improvements]? [N]o Change

*This component need to be installed before the Durlag's Tower component of SCS.*

Install Component [Creature & Area Improvements]? [N]o Change

- 1 1] All Creature & Area Improvements
- 2 2] All Creature Improvements
- 3 3] Boss Improvements Only

*This component need to be installed before the Durlag's Tower component of SCS.*

Install Component 4 [Miscellaneous Enhancements]? [I]nstaLL

Install Component 5 [Additional Shadow Thieves Content]? [N]ot Install

*This component causes everyone in the theive's guild goes hostile.*

Install Component 6 [Alternative Harper/Xzar Plot]? [I]nstaLL

Install Component 7 [Extended Reynald Sequence]? [I]nstaLL

Install Component 8 [Intrigue In The Copper Coronet]? [I]nstaLL

Install Component 9 [Rahul Kanakia's Potion Quest]? [I]nstaLL

Install Component 10 [Revised Hell Trials]? [I]nstaLL

*You must first carry out the corrections described on top to be able to install this component.*

Install Component [Improved Oasis II]? choose one:

- 11 1] Dialogue & Combat Enhancement [N]o Change
- 12 2] Dialogue Enhancement Only?

*You have installed this component already before Longer Road*

Install Component 13 [Saving Sanik In Brynnlaw]? [I]nstaLL

Install Component 14 [Burglary Of The Bookkeeper]? [I]nstaLL

Install Component 15 [New Fate For The Dryads' Acorns]? [I]nstaLL

Install Component 16 [The Tragedy Of Besamen]? [I]nstaLL

Install Component 17 [Further Slaver Involvement]? [I]nstaLL

Install Component 18 [Sending The Solammic Knights Home]? [I]nstaLL

Install Component 19 [Nazariel The Lich]? [I]nstaLL

Install Component 20 [Reward Negotiation]? [I]nstaLL

Install Component 21 [Infernal Thievery]? [I]nstaLL

Successfully installed Press ENTER to exit

Further files get copied, then the readme opens.

### 21.15. Gibberlings Three Anniversary v5

~SETUP-G3ANNIVERSARY.TP2~

A half-serious quest. Goto the copper coronet and keep your eyes open.

*This Mod should be installed after all the other mods that change the worldmap.*

**ATTENTION!** Breaking the fourth wall: The characters will start the direct dialogue with the player.

21.15.1. Copy the folder **G3Anniversary** and the file **Setup-G3Anniversary.exe** into your main SoA directory.

21.15.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Gibberlings Three Anniversary Mod]? [I]nstaLL

Successfully installed [The Gibberlings Three Anniversary Mod] Press ENTER to exit

The readme opens.

### 21.16. The MTS Crappack v2

~SETUP-MTS\_CRAPPACKV2.TP2~

This is a collection of tweaks for BGII. Most are older components converted in WeiDU. The NPC-Mods Azrael and Mike are included in this Mod.

**ATTENTION:** This mod must be installed in two steps! Except the component Ding0-Tweak-Compatibility Patch everything is installed before Rogue ReBalancing, the component Ding0-Tweak-Compatibility Patch is installed later after Ding0's Tweak Pack.



21.16.1. Copy the folder **MTS** and the files **Setup-MTS\_Crappackv2.exe** and **Setup-MTS\_Crappackv2.tp2** into your main SoA directory.

21.16.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?

Install Component 0 [Install Keep All BG1 Items On Imported Characters by Kevin Dorner]? [N]ot Install

*This function is already included in BG2 Fixpack. Causes issues with a cutscene hang in Irenicus' Dungeon.*

Install Component 1 [Install Shorter Dream Sequences by Gebhard Blucher]? [N]ot Install

*This function is already included in BG2 Tweakpack.*

Install Component 2 [Revised HLAs by Sabre]? [N]ot Install

*With this component Refinements can be installed no more. Is only interesting, if you want to play fighter/mage/cleric (e.g., with Kivan and Deheriana Companions for BG2) or fighter/mage/thief multiclass kit.*

*This function is already included in BG2 Tweakpack.*

Install Component 3 [Install Ariena without Kido (Must be installed before Ariena)]? [N]ot Install

*This component is not necessary any longer, since the newer mod versions had been improved regarding this.*

Install Component 4 [Install Kensai-Valygar component (Discontinued NPC Tweak Pack Component)]? [N]ot Install

*With this Valygar can no longer use his custom armor which is idiotic.*

Install Component 5 [Universal Carsomyr by Kevin Dorner]? [N]ot Install

*This is a paladin weapon, no one else should use it.*

Install Component 6 [Paladin Patch by Falkentyne]? [I]ninstall

Install Component 7 [Universal Ioun Stones by Wormy Hellcar]? [N]ot Install

*This function should be installed AFTER the BG2 Tweak Pack and will be installed later in the right place with Ding0's Tweak Pack.*

Install Component 8 [Extended Mage/Cleric Spell Tables by Kevin Dorner]? [I]ninstall

Install Component 9 [All-Blunt Dwarven Thrower by Kevin Dorner]? [I]ninstall

Install Component 10 [Green-Black Robe of Vecna by Inoshiro]? [N]ot Install

Install Component 11 [Green Robe of Vecna by Inoshiro]? [N]ot Install

Install Component 12 [Red Robe of Vecna by Inoshiro]? [N]ot Install

Install Component 13 [Black-Red Robe of Vecna by Inoshiro]? [N]ot Install

Install Component 14 [Install Azrael and add the scroll to summon him to Irenicus' Dungeon]? [N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 15 [Install Mike and add the scroll to summon him to Irenicus' Dungeon]? [N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 16 [Add Golden Pantaloons to Irenicus' Dungeon]? [N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 17 [Add a simple pipe to the game]? [N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 18 [Install Alternate Jaheria portrait by MTS]? [N]ot Install

Install Component 19 [Install RED wizard Edwin by MTS]? [N]ot Install

Install Component 20 [Install RED wizard Edwina for Ease of Use by MTS]? [N]ot Install

Install Component 21 [Install BG2 Xan Portrait by Lord-Jyssev]? [N]ot Install

Install Component 22 [Install Punk Goth Kelsey for Shadows of Amn (Kelsey must be installed first!)]? [N]ot Install

Install Component 23 [Install Punk Goth Kelsey for The Throne of Bhaal]? [N]ot Install

Install Component 24 [Install Charlotte sans Menagerie by Sir Billy Bob]? [N]ot Install

*CONDITION: SoS is required!*  
 Install Component 25 [Install All Items Identified in Selence's Shop]? [I]n stall  
*CONDITION: SoS is required!*  
 Install Component 26 [Install Alternate Shar-Teel portrait by Cliffette]? [N]ot Install  
 Install Component 27 [Install BG2 Monatron Portrait by Plasmocat]? [N]ot Install  
*CONDITION: TDD is required!*  
 Install Component 28 [Install Alternate Vesine Portrait]? [N]ot Install  
*CONDITION: TDD is required!*  
 Install Component 29 [Install Alternate Dynaheir Portrait]? [N]ot Install  
*CONDITION: TS is required!*  
 Install Component 30 [Install Quest Pack Compatability Patch by Moongaze]? [I]n stall  
*Provides compatibility with Big Picture*  
*CONDITION: D0QuestPack is required!*  
 Install Component 31 [Install Ding0 Tweak Compatability Patch by Moongaze]? [N]ot Install  
*Provides compatibility with Big Picture*  
*CONDITION: D0TweakPack is required!*  
 Install Component 32 [Install Kelsey Compatability Patch by Moongaze]? [I]n stall  
*Provides compatibility with Big Picture*  
*CONDITION: Kelsey is required!*  
 Install Component 33 [Alternate Kachiko portrait by Plasmocat]? [N]ot Install  
 Install Component 34 [Install Melissa Disney as Imoen Portrait]? [N]ot Install  
 Install Component 35 [New Inventory PLT's for Female Human Thieves by Michael Helling]? [N]ot Install  
 Install Component 36 [New Inventory PLT's for Male Elven Bard by Michael Helling]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

## 21.17. Romantic Encounters v4

~SETUP-RE.TP2~

Romantic interludes with joinable and non-joinable characters. Adult content.

21.17.1. Copy the folder **RE** and the file **Setup-RE.tp2** into your main SoA directory.

21.17.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one  
 Install Component 0 [Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters]? [I]n stall  
 Install Component 1 [Storms and Lightning, by berelinde (Weathermistress Ada, adult content)]? [I]n stall  
 Install Component 2 [Aimi's Magic, by berelinde (adult content)]? [I]n stall  
 Install Component 3 [Anishai's Deft Hands, by cmorgan]? [I]n stall  
 Install Component 4 [An Evening with Aran, by Kulyok]? [I]n stall  
 Install Component 5 [Bjornin's Desire, by jastey (adult content)]? [I]n stall  
 Install Component 6 [Bodhi's Allure, by Kulyok (adult content)]? [I]n stall  
 Install Component 7 [Trademeet with Guildmistress Busya, by magrat]? [I]n stall  
 Install Component 8 [The Gambling Cambion, by Kulyok]? [I]n stall  
 Install Component 9 [Chanelle's Gifts, by cmorgan (adult content)]? [I]n stall  
 Install Component 10 [A Night with Coran, by magrat]? [I]n stall  
 Install Component 11 [Cyric's Test, by Kulyok]? [I]n stall  
 Install Component 12 [A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content)]? [I]n stall  
 Install Component 13 [A Lonely Dryad, by Kulyok (adult content)]? [I]n stall  
 Install Component 14 [Edwin's Softer Side, by Kulyok]? [I]n stall  
 Install Component 15 [Eldoth' Exploits, by Kulyok]? [I]n stall  
 Install Component 16 [Elhan's Expansion, by Kulyok]? [I]n stall  
 Install Component 17 [Firkraag's Unsheathed Sword]? [I]n stall  
 Install Component 18 [Gaelan's Contract, by Evaine Dian]? [I]n stall  
 Install Component 19 [A Walk with Garren Windspear, by Kulyok]? [I]n stall  
 Install Component 20 [Enter Haer'Dalis, by Kulyok]? [I]n stall



## 21. KELSEY/SOLAUFEBIN RELATED MOD

```
Install Component 21 [Hendak's Heart, by jastey]? [I]ninstall
Install Component 22 [Ilona, a Merchant's Daughter, by Kulyok]? [I]ninstall
Install Component 23 [Jarlaxle's Fascinations, by Catseye]? [I]ninstall
Install Component 24 [A Night with Lais in Imnesvale, by Kulyok]? [I]ninstall
Install Component 25 [Laran's Promise, by berelinde (adult content)]? [I]ninstall
Install Component 26 [The Love Song of Logan, Lord Coprith, by Ajnos]? [I]ninstall
Install Component 27 [Mekrath and Nymphology, by Kulyok]? [I]ninstall
Install Component 28 [Mira's Special Stock, by berelinde]? [I]ninstall
Install Component 29 [Noober Returns, by cmorgan]? [I]ninstall
Install Component 30 [Rebecca the Gypsy, by Kulyok]? [I]ninstall
Install Component 31 [Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content)]? [I]ninstall
Install Component 32 [Old Ribald's Speciality, by Evaine Dian]? [I]ninstall
Install Component 33 [Sir Ryan Trawl, by Kulyok]? [I]ninstall
Install Component 34 [Saemon, a Pirate, by Kulyok (adult content)]? [I]ninstall
Install Component 35 [Dreaming of Sendai, by Kulyok]? [I]ninstall
Install Component 36 [Sheri the Bardess, by cmorgan (adult content)]? [I]ninstall
Install Component 37 [Solaufein in the Lust Chambers, by jastey]? [I]ninstall
Install Component 38 [Phaere's Reward, by berelinde (Talak, pleasure slave, adult content)]? [I]ninstall
Install Component 39 [Spell Research with Teos, by Kulyok]? [I]ninstall
Install Component 40 [A fling with Yoshimo, by Kulyok]? [I]ninstall
Install Component 41 [Isabelle's Fears, by gertjanvh (adult content)]? [I]ninstall
Install Component 42 [Anne's Rescue, by gertjanvh (adult content)]? [I]ninstall
Install Component 43 [The Queen, by Domi]? [I]ninstall
Install Component 44 [Valygar Romance, by Kulyok]? [I]ninstall
Install Component 45 [Rehearsal with Chandra, by Western Paladin]? [I]ninstall
Install Component 46 [Goldander Blackenrock: After a Party, by magrat]? [I]ninstall
Install Component 47 [A Chat with Vie kang, by magrat]? [I]ninstall
Install Component 48 [Bravery or Folly? by Aeryn (Sarevok, adult content)]? [I]ninstall
Install Component 49 [Blame the Moon, by Aeryn (Cernd)]? [I]ninstall
Install Component 50 [Cernick's Confession, by Cal Jones]? [I]ninstall
Successfully installed Press ENTER to exit
The readme opens.
```

### 21.18. Sarevok Romance v1

~SAREVOKROMANCE.TP2~

A female eleven, half eleven or human can have a romance with Sarevok.

*Sarevok does not undergo a change of alignment within this romance.*

*The mod should be installed after Unfinished Business and after Romantic Encounters.*

21.18.1. Copy the folder **sarevokromance** and the file **setup-sarevokromance.exe** into your main SoA directory.

21.18.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 1 [English]
Install Component 0 [Aeryn's Sarevok Romance for BGII: Throne of Bhaal]? [I]ninstall
Successfully installed [Aeryn's Sarevok Romance for BGII: Throne of Bhaal] Press ENTER to exit
```

### 21.19. Crossmod Banter Pack for Baldur's Gate II v9

~SETUP-CROSSMODBG2.TP2~


This mod adds dozens new banters, interjections, romance conflicts between the NPCs from different mods if these are installed.

*This mod must be installed AFTER Kivan and Deheriana Companions and AFTER all other NPC Mods.*

21.19.1. Copy the folder **CrossmodBG2** and the file **Setup-CrossmodBG2.exe** into your main SoA directory.

21.19.2. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Crossmod Banter Pack for Shadows of Amn - version 6 (03Nov2007)]?
```

Install Component 1 [Crossmod Banter Pack for Throne of Bhaal]? [I]ninstall  
 Install Component 2 [Crossmod Romance Conflicts]? [I]ninstall  
*This component will add romance conflicts between many NPC mods in SoA and ToB. If you prefer multi-romances, don't install this. It should be installed at least when Saerileth is installed. Otherwise, problems can occur with several concurrent romances because Saerileth does not support this.*   
 Successfully installed Press ENTER to exit  
 The readme opens.

**21.20. Ascalons Breagar v5.0a**


~SETUP-ACBre.TP2~ IN GERMAN ONLY  
 Breagar is neutral-good dwarf-smith and the first NPC, that is playable throughout all parts of Baldur's Gate Trilogy. There are Banter between Breagar and the main character as well as with the other BioWare NPCs, several quest, additional content for other mods and three different ends depending upon the way of playing.  
*Breagar is a PURE BGT CHARACTER and works not with TUTU or a simple SoA installation.*  
**ATTENTION:** *This mod must be installed in two steps!*

21.20.1. You have already copied the folder **ACBre** and the files **Setup-ACBre.exe** and **Setup-ACBre.tp2** into your main SoA directory.

21.20.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ascalons Breagar: Inhalte von Baldur's Gate I]? [N]ot Install  
 Setup von Breagars Gesprächsgeschwindigkeit  
 Bitte auswählen:  
 [1] 1 Stunde Realzeit zwischen den einzelnen Gesprächen (empfohlen in einer BGT-Minimalinstallation)  
 [2] 45 Minuten Realzeit zwischen den einzelnen Gesprächen  
 [3] 30 Minuten Realzeit zwischen den einzelnen Gesprächen  
 [4] 15 Minuten Realzeit zwischen den einzelnen Gesprächen  
 [5] 1 Stunde 30 Minuten Realzeit zwischen den einzelnen Gesprächen (empfohlen in einer Big Word Installation)  
 Bitte wählt ein Portrait:  
 [1] Original Art by Nix  
 [2] Alternatives Portraits aus v4.X  
 Install Component 2 [Ascalons Breagar: Crossmod-Inhalte und PIDs]? [I]ninstall  
 Successfully installed Press ENTER to exit

**21.21. Spell Revisions v3**

~SETUP-SPELL\_REV.TP2~  
 This mod improves the arcane and divine spells, removes different bugs, some weaker spells are improved and a few spells are completely remade. This mod replaces entirely the Arcane-Divine Spell Pack.  
**ATTENTION:** *This mod must be installed in two steps! The component "Update Spellbooks of Joinable NPCs" must be installed after all the NPC mods.*   
*Because both SpellPack and SpellRevisions aim for conceptually different fixes, installing both will cause one to override the other.*  
*It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.*  
*Install Ascension before Spell Revisions, because Ascension overwrites a whole lot of spells. SCSII should be installed after SR.*  
*In general, it should be installed after BG2 Fixpack and before AI enhancing mods.*  
*Spell Revisions may have some compatibility issues with Divine Remix, so it is not recommended to use them together at this time. Currently, installing SR after Divine Remix will result in divine spells no longer following the sphere system while installing Divine Remix after SR will result in the replacement of some of SR's spell descriptions and the disappearance of some of SR's new*

*and moved spells.*

21.21.1. You have already copied the folder **spell\_rev** and the file **setup-spell\_rev.exe** into your main SoA directory.

21.21.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

What should be done with all components that are NOT YET installed?

[A]sk about each one?

Install Component 0 [Spell Revisions]?

[N]ot Install

Install Component 10 [Deva und Planetar Animations]?

[N]ot Install

*Not together with the mod Celestiales, because both change the same objects.*

Install Component 20 [Mirror Image Fix]?

[N]ot Install

Install Component 30 [Dispel Magic Fix]?

[N]ot Install

Install Component 40 [Cure Sleep Fix]?

[N]ot Install

*Requires the main component be installed*

Install Component 50 [Remove Disabled Spells from Spell Selection Screens]?

[N]ot Install

*Requires the main component be installed*

Install Component 60 [Update Spellbooks of Joinable NPCs]?

[I]n stall

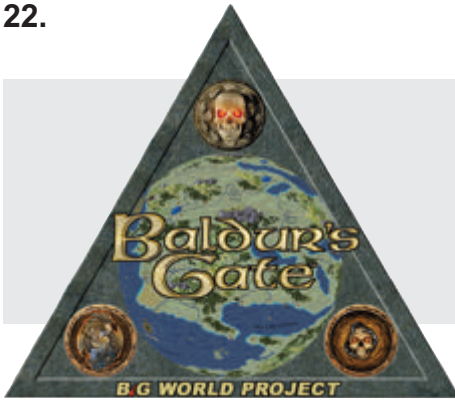
*Requires the main component be installed*

*This component will not work properly with Divine Remix installed.*

*This component affects all installed NPCs who are divine casters and therefore must be installed after all NPC mods.*

Successfully installed

Press ENTER to exit



The following mods are closely related to each other. Some change the HLA tables while others rely on the mods which do that. You must not alter the designated installation order under any circumstances, though you may leave out any mods which you don't intend to use.

**If you want more informations about HLA modifications read the related chapter in the appendix.**



### 22.1. Thrown Hammers v1

~SETUP-HAMMERS.TP2~

This modification adds animations to the thrown hammers so they no longer appear as axes flying through the air instead of hammers. Also a few new items will be spread in the game

*If you want the weapons in this mod to take the "Sensible Weapon Restrictions" from Ashes of Embers, install Thrown Hammers before AoE.*

22.1.1. Copy the folder **hammers** and the file **setup-hammers.exe** into your main SoA directory.

22.1.2. **Note:** This mod was created only for Tutu. The **B.G World Fixpack** makes some changes to this mod in order to be able to install it together with BWP.

22.1.3. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Thrown Hammers]?

Successfully installed [Thrown Hammers]

The readme opens.

[I]nstaLL

Press ENTER to exit



### 22.2. Ashes of Embers v27

~SETUP-ASHESOFEMBERS.TP2~

New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

**ATTENTION:** Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.

*May have incompatibilities with kits and items (TDD kits for example) because it changes UNUSABLE for some kits in the KITLIST.2DA or it removes almost all unusable flags for items.*



22.2.1. Install Ashes of Embers Setup in your main SoA directory. Then you find there the folder **Ashes-ofEmbers** and the files **setup-ashesofembers.exe**, **setup-ashesofembers.tp2** und **setup-ashesofembers.bat**

22.2.2. Pay attention to the fact that the folder is really called BGII - SoA at the time you start the setup. Otherwise maybe you cannot install Wizard Slayer kit MR bonus (8% + 4%/level).

22.2.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:

0 [English]

Install Component 0 [Sensible weapon restrictions for mods]?

[N]ot Install

*This component is similar to the component " Weapons for all" from Victor's Improvements Pack v1.9, however, this component here is more elaborated.*

Install Component 1 [Nerfed Spells (Iron/Stoneskin)]?

[N]ot Install

Install Component 2 [Unique weapons (bolas and katars)]?

[N]ot Install

Install Component 3 [Throwing Spears]?

[N]ot Install

*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*

Install Component 4 [Wizard Slayer kit MR bonus (8% + 4%/level)]?

[N]ot Install

Install Component 5 [Priest of Oron Kit]?

[N]ot Install

Install Component 6 [Priest of Lahan-Riyashal Kit]?

[N]ot Install

Install Component 7 [Priest of Thieron Kit]?

[N]ot Install

Install Component 8 [Priest of Cathoun Kit]?

[N]ot Install



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- Install Component 9 [Priest of Yathar Kit ]? [N]ot Install  
Install Component 10 [Priest of Uulix Kit]? [N]ot Install  
Install Component 11 [Pit Fighter Kit]? [N]ot Install  
Install Component 12 [New Armour (Scale, Banded, and Field Plate)]? [N]ot Install  
**SKIPPING** 13 [Sensible weapon restrictions for BG1Tutu]?  
*This component is possible only with Tutu*  
Install Component 14 [Sensible weapon restrictions for SoA (non-mod weapons)]? [I]ninstall  
*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*  
Install Component 15 [Sensible weapon restrictions for ToB (non-mod weapons)]? [I]ninstall  
*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*  
Install Component 16 [SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]? [N]ot Install  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
Install Component 17 [ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]? [N]ot Install  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
Install Component 18 [SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [N]ot Install  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
Install Component 19 [ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [N]ot Install  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
Install Component 20 [SoA Keldorn's new proficiencies (Crossbow becomes Spear)]? [N]ot Install  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
Install Component 21 [ToB Keldorn's new proficiencies (Crossbow becomes Spear)] [N]ot Install  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
Successfully installed Press ENTER to exit  
The readme opens.  
Press close in the "Ashes of Embers Setup" window.

### 22.3. Song and Silence v4

~SETUP-SONG\_AND\_SILENCE.TP2~

This mod enhances the thieves and bards, adds some new kits and items for both classes and some general fixes.

*This mod should be installed before Rogue ReBalancing, because it copies a few 2DA's instead of patching them. This could potentially cause compatibility issues if Song and Silence is installed after a mod which also alters these files (such as Rogue ReBalancing). These issues should not create any significant problems if Song and Silence is installed before any other mods which also make changes to the thief and bard kits.*

*Rogue ReBalancing and Refinements likewise change the rogues (bard and thieves). You get the support of that mod of the both which was installed as last.*

*The use together with Rogue Rebalancing is expressly recommended!*

*The mod is fully compatible with the changes made in the Ashes of Embers "Universal Weapons" component, provided Song and Silence is installed after it.*

22.3.1. Copy the folder **song\_and\_silence** and the file **setup-song\_and\_silence.exe** into your main SoA directory.

22.3.2. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]  
Would you like to display the readme? [N]o  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component 0 [Changes to trueclass bards and thieves, and unmodded game kits (required for other components)]? [I]ninstall  
Install Component 1 [Add new bardic store and thief items]? [I]ninstall  
Install Component 2 [Install Acrobat bard kit]? [N]ot Install  
Install Component 3 [Install Chorister bard kit]? [N]ot Install  
Install Component 4 [Install Dirgesinger bard kit]? [N]ot Install

Install Component 5 [Install Gypsy bard kit]? [N]ot Install  
 Install Component 6 [Install Adventurer thief kit]? [N]ot Install  
 Install Component 7 [Install Burglar thief kit]? [N]ot Install  
 Install Component 8 [Install Soulnife thief kit]? [N]ot Install  
 Install Component 9 [Install Sharpshooter thief kit]? [N]ot Install  
 Install Component 10 [Install Shadowdancer thief kit]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

## 22.4. Oversight v12

~SETUP-OVERSIGHT.TP2~

Improves the classification of NPCs, adds a tougher Sendai and more.

*This mod must be installed before Divine Remix.*

You have already copied the folder **Oversight** and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your ... \BGII - SoA\ directory with item 2. „PRE-NEJ“ mods.

22.4.1. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 What should be done with all components that are ALREADY installed? [S]kip them  
 Install Component 0 [Tougher Sendai (ToB Required)]? [N]ot Install  
*This component must be installed at the beginning with the Pre NeJ mods.*  
 Install Component 1 [Alignment Correction]? [N]ot Install  
*This component is included in enlarged form already in BG2 Fixpack*  
 Install Component 2 [Class Tweaks/Fixes]? [I]ninstall  
 Install Component 3 [Altered Spells]? [I]ninstall  
 Install Component 4 [Improved Continuity]? [N]ot Install  
*This component is included except for Saemon Havarian part already in BG2 Fixpack*  
 Install Component 5 [Cleric Kits]? [N]ot Install  
*This component may not work correctly with Multiple Strongholds (either variant).*  
 Install Component 6 [Monk High Level Abilities]? [I]ninstall  
 Install Component 7 [Holy Liberator]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

## 22.5. Divine Remix v5 (former: Cleric Remix)

~SETUP-DIVINE\_REMIX.TP2~

This mod aims to rebalance and change several aspects of divine-magic-using classes (clerics, paladins, druids, and rangers) in Baldur's Gate I + II. As well as arcane magic has its different school, the divine magic is divided into effect spheres like animal, nekromantic, protection etc. The available magic are depending on belief of the user in the different divinities and, hence, are limited to the effect sphere of the divinities and can vary from class to class and even within the character classes.

*This mod must be installed after Oversight, because it corrects some errors from Oversight. The tables of this mod contradict with the cleric and druid HLA tables of Refinements. Hence, both cannot be used together!*

*Divine Remix should be installed after SpellPack because otherwise some of the changed innate spells for Cleric Kits will use their default SoA version rather than the SpellPack version.*



22.5.1. Copy the folder **Divine\_Remix** and the file **Setup-Divine\_Remix.exe** into your main SoA directory.

22.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the components from [Ranger Remix Components]? [Y]es  
 Would you like to display the components from [Druid Remix Components]? [Y]es  
 Would you like to display the components from [Cleric Remix Components]? [Y]es  
 Install Component 0 [Divine Remix Core Components (Required for Everything)]? [I]ninstall  
 Install Component [Remove Cleric Kits]? [N]ot Install  
     50 1] Remove Mod Kits  
     51 2] Remove Bioware & Mod Kits

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Install Component	[Remove Druid Kits]?	[N]ot Install
52	1] Remove Mod Kits	
53	2] Remove Bioware & Mod Kits	
Install Component	[Remove Ranger Kits]?	[N]ot Install
54	1] Remove Mod Kits	
55	2] Remove Bioware & Mod Kits	
Install Component	[Cleric Remix]?	[I]nstaLL
Install Component	[Install Silverstar of Selune Cleric Kit]?	[N]ot Install
Install Component	[Install Nightcloak of Shar Cleric Kit]?	[N]ot Install
Install Component	[Install Battleguard of Tempus Cleric Kit]?	[N]ot Install
Install Component	[Install Painbearer of Ilmater Cleric Kit]?	[N]ot Install
Install Component	[Install Firewalker of Kossuth Cleric Kit]?	[N]ot Install
Install Component	[Install Authlim of Iyachtu Xvim Cleric Kit]?	[N]ot Install
Install Component	[Install Lorekeeper of Oghma Cleric Kit]?	[N]ot Install
Install Component	[Install Heartwarder of Sune Cleric Kit]?	[N]ot Install
Install Component	[Install Feywarden of Corellon Cleric Kit]?	[N]ot Install
Install Component	[Install Strifeleander of Cyric Cleric Kit]?	[N]ot Install
Install Component	[Druid Remix]?	[I]nstaLL
Install Component	[Install Oozemaster Druid Kit]?	[N]ot Install
Install Component	[Install Bowslinger Ranger Kit]?	[N]ot Install
Install Component	[Install Feralan Ranger Kit]?	[N]ot Install
	<i>This component is identical with the component of the same name from Unfinished Business</i>	
Install Component	[Install Forest Runner Ranger Kit]?	[N]ot Install
Install Component	[Install Justifier Ranger Kit]?	[N]ot Install
	<i>This component is identical with the component of the same name from Unfinished Business</i>	
Install Component	[Install Wilderness Runner Ranger Kit]?	[N]ot Install
SKIPPING	600 [Install Battleguard of Tempus Kit for Branwen]	
	<i>This component can be chosen only, if "Battleguard of Tempus kit" was installed before!</i>	
Install Component	[Change Jaheira to Neutral Good]?	[I]nstaLL
	<i>This component is also included in the BG2 Tweak Pack</i>	
SKIPPING	610 [Add Nightcloak of Shar Kit to Viconia]	
	<i>This component can be chosen only if "Nightcloak of Shar" was installed before!</i>	
Successfully installed		Press ENTER to exit
The readme opens.		

### 22.6. Sword and Fist v4

~SETUP-SWORD\_AND\_FIST.TP2~

This mod extends the options of the fighters and monks

22.6.1. Copy the folder **sword\_and\_fist** and the file **setup-sword\_and\_fist.exe** into your main SoA directory.

22.6.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component	[Monk Remix]?	[I]nstaLL
Install Component	[Hexblade Fighter Kit]?	[N]ot Install
Install Component	[Duelist Fighter Kit]?	[N]ot Install
Install Component	[Fist of Order Fighter Kit]?	[N]ot Install
Install Component	[Blackguard Fighter Kit]?	[N]ot Install
Install Component	[Install Duskblade fighter kit (by ronin69hof, ronin60hof@gmail.com)]?	[N]ot Install
Successfully installed	[Monk Remix]	Press ENTER to exit
The readme opens.		

### 22.7. Rogue ReBalancing by aVENGER v4.31

~SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities

*In any case, Quest Pack should be installed before Rogue ReBalancing.*

The "Summons/NPCs Set Off Traps" component of Ding0's Tweak Pack is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue ReBalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the "Shadow Thief Improvement"-areas.

In order to achieve full compatibility with the Refinements mod, the "Thief High Level Ability revisions" and "Bard High Level Ability revisions" components must be installed after Refinements.

22.7.1. Copy the folder **RR** and the file **Setup-RR.exe** into your main SoA directory.

22.7.2. Double-click the Setup. The DOS dialogue appears: and the readme opens.

```
Choose your language:                                0 [English]
Would you like to display the readme?                [N]o
Install Component 0 [Proper dual-wielding implementa [I]nsta
Install Component 1 [Thief kit revisions]?           [I]nsta
Install Component 2 [Thief High Level Ability revisio [N]ot Insta
Install Component 3 [Proper racial adjustments for thie [I]nsta
Install Component 4 [Bard kit revisions]?            [I]nsta
Install Component 5 [Bard High Level Ability revisio [N]ot Insta
Install Component 6 [Proper spell progression for Bards] [I]nsta
Install Component 7 [Additional equipment for Thieves and Bards]? [I]nsta
Install Component 8 [Upgradeable Equipment]?        [I]nsta
Install Component [Revised Thievery]?               [I]
9 1] Use PnP thievery potions and prevent their effects from stacking
10 2] Retain default thievery potions and prevent their effects from stacking
Install Component 11 [Chosen of Cyric Encounter]?    [I]nsta
Install Component 12 [Shadow Thief Improvements]?   [N]ot Insta
```

**SKIPPING - Will be skipped, when Check the Bodies is detected.** This component is conceptually incompatible with "Check the Bodies", because CtB alters Bodhi's tasks.

Certain revised spells from the Spell Revisions mod like Glitterdust may cause serious AI problems with this component. Unfortunately there is no compatibility patch available.

Successfully installed Press ENTER to exit

## 22.8. BG2 Tweaks v8

~SETUP-BG2\_TWEAKS.TP2~

This is a compilation of fixes, cosmetic changes, and tweaks. It substitutes G3 Tweak Pack, Tutu Tweak Pack and Ease of Use.

**ATTENTION:** This mod must be installed in two steps! The component "Change Avatar When Wearing Robes or Armor" must be installed before Refinements, all the others to the end of installation!

*Because many changes effect all installed mods and mostly thousands of files are to be changed, the separate steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems (computer crash). Therefore, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.*

*If you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by the author CamDawg.*



22.8.1. Copy the folder **BG2\_Tweaks** and the file **Setup-BG2\_Tweaks.exe** into your main SoA directory.

22.8.2. Double-click the Setup. The DOS dialogue appears and the readme opens:

```
Choose your language:                                0 [English]
Would you like to display the readme?                [N]o
Would you like to display the components from [Cosmetic Changes]? [Y]es
Would you like to display the components from [Content Changes]? [N]o
Would you like to display the components from [Rule Changes]?     [N]o
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]? [N]o
```



- Would you like to display the components from [NPC Tweaks]? [N]o
- Install Component 10 [Remove Helmet Animations]? [N]ot Install  
*This component removes all helmets of the character's avatar in the game including the helmets introduced by mods.*
- Install Component 20 [Change Imoen's Avatar to Mage]? [N]ot Install
- Install Component 30 [Change Nalia's Avatar to Thief]? [N]ot Install
- Install Component 40 [Change Viconia's Skin Color to Dark Blue]? [N]ot Install
- Install Component 50 [Avatar Morphing Script]? [N]ot Install  
*With this script you can assign another Avatar to your HC or all NPCs from your group.*
- Install Component 60 [Weapon Animation Tweaks]? [N]ot Install  
*This component affects ALL objects, also those from other mods!*
- Install Component 70 [Icewind Dale Casting Graphics (Andyr)]? [N]ot Install  
*Lost Crossroads and Icewind Dale Casting Graphics can be used together, because the first one changes the magic itself and the latter merely the graphic before the magic (when the magician just cast magic).*
- Install Component 80 [Restore SoA Load Screen Logo (ToB Only)]? [N]ot Install  
*BGT-WeiDU has its own load screen.*
- Install Component 90 [Disable Portrait Icons Added by Equipped Items]? [N]ot Install
- Install Component 100 [Commoners Use Drab Colors]? [N]ot Install  
*The haphazardly choice of colors for common people is changed in a gray palette. The clothes of aristocratic men and aristocratic women are not concerned.*
- Install Component 110 [Icon Improvements]? [N]ot Install  
*Armaments are better to differentiate if they are lying on the ground. In addition, the container of the abundance is restored.*
- Install Component 120 [Change Avatar When Wearing Robes or Armor (Galactygon)]? [I]ninstall  
*This component affects ALL objects, also those from other mods!  
 If you want to use that one component with Refinements, install it before Refinements in install order. For more information see <http://www.shsforums.net/index.php?showtopic=21698>  
 Don't install this component together with the mod "1ppv3: Thieves Galore" because this mod includes with "Improved Improved Galactygon" s Avatar Switching" an improved version of this component.*
- Install Component 130 [Force All Dialogue to Pause Game]? [N]ot Install  
*You are attacked no more during a dialog by enemies. This component concerns all dialogs in the game including those ones introduced by mods*
- Successfully installed Press ENTER to exit

## 22.9. Refinements v3.20

~SETUP-REFINEMENTS.TP2~

Refinements has multiple components which add a revised HLA system, improves Balthazar, adds a new kit, revises shapeshifting for druids, and more.

*This mod must be installed AFTER The Bigg Quest Pack. The use together with Rogue ReBalancing is expressly recommended!*

22.9.1. Copy the folder **refinements** and the files **setup-refinements.exe** and **setup-refinements.tp2** into your main SoA directory.

22.9.2. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- What would you like to do with component ‚Revised High Level Abilities‘? 10 [Y]es
- The HLA (High Level Abilities) tables of this mod contradict with the cleric and druid HLA tables from Divine Remix (former: Cleric Remix). Hence, both cannot be used together.  
 Revised HLA table component of Refinements makes Nathaniel's items unusable.  
 If you install this component, you may not assign multi-class abilities to any character with the Level 1 NPCs mod .*
- What would you like to do with component ‚SwashImoen‘? chose one: [I]ninstall
- Only if you want to change Imoen into a swashbuckler, otherwise* [N]o
- 20 1] ‚SwashImoen‘, full revision (suggested)
- 21 2] ‚SwashImoen‘, simple kit change (undocumented)
- 22 3] ‚SwashImoen‘, points in Detect Illusions rather than Set Traps



What would you like to do with component ‚Shapeshifting Fix‘?

30 1] Heal on shifting back to human (Default) [1]

31 2] Heal on shifting to animal (by Borsook)

*A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing“ as with the SCS-component “Improved shapeshifting”.*

What would you like to do with component ‚Universal lesser mage robes‘? 40 [Y]es

What would you like to do with component ‚Sword Angel Kit‘? 50 [N]o

*if new item files are added, then the Sword Angel might have wrong usabilities, and Revised Armor and Shields will not be available for them.*

*This component should be used together with Virtue (not possible with the Megamod)*

SKIPPING 70 Update the descriptions only in YOUR\_LANGUAGE

SKIPPING 71 Update the descriptions in YOUR\_LANGUAGE or, if missing, in English

SKIPPING 72 No description update at all

What would you like to do with component ‚Revised Armor and Shields.‘]? [N]o

*This component changes the armors and shields in such a way that according to quality / weight of the armor corresponding skill penalties are applied. Then, in addition, there is still damage resistance.*

*Incompatible with the mod „Full Plate And Packing Steel“.*

73 1] Update the descriptions

74 2] No description update at all

75 3] Update the descriptions, no penalties to movement rate.

Successfully installed Press ENTER to exit

Two or three read me’s opens

*Refinements copies duplicates of xpcap.2da and xplevel.2da for some reason from the override folder also into the BGII - SoA folder. They can be deleted.*

**22.10. Ashes of Embers v27**

~SETUP-ASHESOFEMBERS.TP2~

New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

**ATTENTION:** Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.

May have incompatibilities with kits and items (TDD kits for example) because it changes UNUSABLE for some kits in the KITLIST.2DA or it removes almost all unusable flags for items.



22.10.1. Install Ashes of Embers Setup in your main SoA directory. Then you find there the folder **Ashes-ofEmbers** and the files **setup-ashesofembers.exe**, **setup-ashesofembers.tp2** und **setup-ashesofembers.bat**

22.10.2. Pay attention to the fact that the folder is really called BGII - SoA at the time you start the setup. Otherwise maybe you cannot install Wizard Slayer kit MR bonus (8% + 4%/level)



22.10.3. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Sensible weapon restrictions for mods]? [I]nSTALL

*This component is similar to the component "Weapons for all" from Victor's Improvements Pack v1.9, however, this component here is more elaborated.*

Install Component 1 [Nerfed Spells (Iron/Stoneskin)]? [N]ot Install

Install Component 2 [Unique weapons (bolas and katars)]? [I]nSTALL

Install Component 3 [Throwing Spears]? [I]nSTALL

*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*

Install Component 4 [Wizard Slayer kit MR bonus (8% + 4%/level)]? [I]nSTALL

Install Component 5 [Priest of Oron Kit]? [N]ot Install

Install Component 6 [Priest of Lahan-Riyashal Kit]? [N]ot Install

Install Component 7 [Priest of Thieron Kit]? [N]ot Install

Install Component 8 [Priest of Cathoun Kit]? [N]ot Install

Install Component 9 [Priest of Yathar Kit]? [N]ot Install

Install Component 10 [Priest of Uulix Kit]? [N]ot Install

Install Component 11 [Pit Fighter Kit]? [N]ot Install  
 Install Component 12 [New Armour (Scale, Banded, and Field Plate)]? [I]ninstall  
 SKIPPING 13 [Sensible weapon restrictions for BG1Tutu]?  
*This component is possible only with Tutu*  
 Install Component 14 [Sensible weapon restrictions for SoA (non-mod weapons)]? [N]ot Install  
*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*  
 Install Component 15 [Sensible weapon restrictions for ToB (non-mod weapons)]? [N]ot Install  
*Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.*  
 Install Component 16 [SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
 Install Component 17 [ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
 Install Component 18 [SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
 Install Component 19 [ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
 Install Component 20 [SoA Keldorn's new proficiencies (Crossbow becomes Spear)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for SoA (non-mod weapons)*  
 Install Component 21 [ToB Keldorn's new proficiencies (Crossbow becomes Spear)]? [I]ninstall  
*Requires the component Sensible weapon restrictions for ToB (non-mod weapons)*  
 Successfully installed Press ENTER to exit  
 The readme opens.  
 Press close in the "Ashes of Embers Setup" window.

### 22.11. The Big Tweak Pack v2.10

~TB#TWEAKS/TB#TWEAKS.TP2~

Includes a number of fixes or tweaks and an improved difficulty system.

*This mod must be installed AFTER Questpack. If Refinements is installed, this mod must be installed AFTERWARDS.*

22.11.1. Copy the folder **TB#TWEAKS** and the file **setup-tb#tweaks.exe** into your main SoA directory.

22.11.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? A]sk about each one?

Install Component 100 [Nature's Beauty Tweak. (v2.10)]? [I]ninstall

Install Component 150 [Imprisonment Fix. (v2.10)]? [I]ninstall

*Installation is recommended according to D0QuestPack Readme!*

Install Component 200 [Flesh to Stone Fix. (v2.10)]? [I]ninstall

Install Component 300 [Drop Weapons in Panic Effect Removal]? [I]ninstall

Install Component 1000 [Unlimited Limited Wish & Wish. (v2.10)]? [N]ot Install

*This component is included in BG2Fixpack*

Install Component [More cheating Wishes:]? choose one:

1200 1] Convenient Wish. (v2.10)

1250 2] Cheesy Limited Wish & Wish. (v2.10) [2]

SKIPPING 1400 Cheesy Limited Wish. (v2.10)

*SoA -only component.*

Install Component [Improved Difficulty System. (v2)]? [N]ot Install

2000 1] Funny dialogue. (v2.10)

2050 2] Serious dialogue (recommended). (v2.10)

*This component enables you to set the degree of difficulty at beginning of the game. The component causes a short shiver of the screen, nevertheless, this is harmless.*

Install Component [Faster Romances (v2)]? [N]o

2500 1] Light. (v2.10)

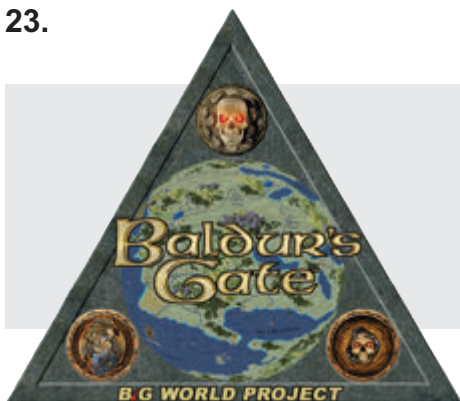
2550 2] Medium. (v2.10)

## 22. HLA-TABLES CHANGING MODS

---

2600 3] Heavy. (v2.10)  
Install Component 3000 [No stats requirements for items.?  
Successfully installed  
The readme opens.

[N]o  
Press ENTER to exit



The following mods give the finishing to Baldur's Gate. With tweaks and individual settings the huge game world will be customized. If you play through BG1, BG2 and ToB with all mods, you will get the feeling to experience one big game instead.

### 23.0. Improved Summons V2.01

~SETUP-IMPROVEDSUMMONS.TP2~

Most of your enemies regard your summoned devil/demon as a enemy of you (not a enemy of themselves), so they will not attack your devil/demon actively or cast any spell on it. With this mod your enemies will attack your devil/demon actively and cast their spells on it normally. Besides you can invoke stronger summons.

*This mod ist conceptual incompatible with Spell Revisions*

*This mod may not be compatible with Spell-50 mod.*

*This mod must be installed AFTER Tactics mod.*

23.0.1. Copy the folder **ImprovedSummons** and the files **Setup-ImprovedSummons.exe** and **Setup-ImprovedSummons.tp2** into your main SoA directory.

23.0.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:

1 [English]

What should be done with all components that are NOT YET installed?

[A]sk about each one?

Install Component 0 [Improved Angelic Summons(ToB Required)]?

[I]ninstall

Install Component 1 [Improved Demonic Summons(ToB Required)]?

[I]ninstall

Install Component 2 [Improved Elemental Summons(ToB Required)]?

[I]ninstall

Install Component 3 [Use IWD Version Mordenkainen Sword after lv21]?

[I]ninstall

Install Component 4 [Improved Animate Dead(ToB Required)]?

[I]ninstall

Install Component 5 [Improved Call Woodland Being]?

[I]ninstall

Install Component 6 [Improved Animal Summons]?

[I]ninstall

Install Component 7 [Improved Monster Summons]?

[I]ninstall

Install Component 8 [Replace Carrion Summons with Summon Beholder]?

[I]ninstall

Install Component 9 [Replace Wyvern Call with Summon Vampire]?

[I]ninstall

Install Component 10 [Others(Efreet,Djinni,etc.)]?

[I]ninstall

Successfully installed

Press ENTER to exit

### 23.1. Zyraen's Miscellaneous Mods v2

~SETUP-Z#MISC.TP2~

This mod improves some aspects in the gameplay of Baldurs Gate 2.

23.1.1. Copy the folder **Z#Misc** and the files **Setup-Z#Misc.exe** and **Setup-Z#Misc.tp2** from the folder zymisc2 into your main SoA directory.

23.1.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Convenience]?

[Y]es

Would you like to display the components from [XP Management]?

[Y]es

Would you like to display the components from [Balance]?

[Y]es

Install Component 0 [Alternate, Accelerated Ust Natha Route]?

[N]ot Install

*Install it only if you want to shorten the task in Ust Natha. Solaufein must be installed.*

Install Component 1 [Improved Statue of Riddles]?

[I]ninstall

Install Component 2 [Transfer Yoshimo's XP to either Imoen or the Party]?

[N]ot Install

Install Component 3 [Solo With a Party AI Script]?

[N]ot Install

Install Component 4 [Primary Nerfs - Balancing Overpowered Items]?

[N]ot Install

*Weakens the weapons; don't install this together with BP*

Install Component 5 [Secondary Reductions - Instant Kill Reductions]?

[N]ot Install

*Don't install this together with BP*

Install Component 6 [Periphery Tweaks - Less Noteable Items]?

[N]ot Install

Install Component 7 [Remove Alignment Restrictions for all Items]?

[N]ot Install

*This component removes the restriction that some objects can be used only for characters with good or bad alignment. This component affects ALL items installed before.*

Install Component 8 [Stage Based XP Cap]? choose one:  
                   9 1] Easy  
                   10 2] Normal  
                   11 3] Hard  
                   12 4] Very Hard [N]o

**SKIPPING** 12 [XP Restorer - Easy]  
*Only used for Easy Stage-Based XP Cap*

**SKIPPING** 13 [XP Restorer - Norma]  
*Only used for Normal Stage-Based XP Cap*

**SKIPPING** 14 [XP Restorer - Hard]  
*Only used for Hard Stage-Based XP Cap*

**SKIPPING** 15 [XP Restorer - Very Hard]  
*Only used for Very Hard Stage-Based XP Cap*

Install Component 16 [Uberweapon for Testing Purtposes]? [N]ot Install  
 Install Component 17 [Expanded Spell Progressions for Rangers]? [I]ninstall  
 Install Component 18 [Expanded Spell Progressions for Bards]? [I]ninstall  
 Install Component 19 [Expanded Spell Progression for Paladins]? [I]ninstall  
 Install Component 20 [Hidden Uber Kit - Reaver]? [N]ot Install

*A hidden kit, that can do all the functions of a Fighter, Thief and Mage, and to some extent, of a Cleric and Druid. Above all useful if one plays with the Solo With a party AI Script*

Install Component 21 [Auto-Sell Script]? [N]ot Install  
 Install Component 21 [XP Evener Script]? [N]ot Install  
 Install Component 23 [Item STR Stat Bonuses - Set to Inc (Patch)]? [N]ot Install

*Not tested together with BP*

Install Component 24 [Item Stat Bonuses (less STR) - Set to Inc (Patch)]? [N]ot Install  
*Not tested together with BP*

Install Component 25 [Halves Weapon To-Hit & Damage Bonuses (Patch)]? [N]ot Install  
*Not tested together with BP*

Successfully installed Press ENTER to exit  
 The readme opens.

**23.2. Sword Coast Stratagems II v11**

~SETUP-SCSII.TP2~

SCS adds more than 90 optional components (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay). This mod however is not to compare with other tactics mods, as it makes combats more interesting and tactically challenging, rather than just making it harder by brute-force methods like tripling all the damage rolls. SCS also includes a few ease-of-use features and tweaks.

*SCS II should be installed after other mods (Virtue is probably an exception, as is the BG2 Tweak Pack)*

*SCS II has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile mages and SCS II, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.*

*Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.*



*The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.*

## 23. POST BP TWEAKS

23.2.1. Copy the folder **scsll** and the file **setup-scsll.exe** into your main SoA directory.

23.2.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Would you like to display the readme? [N]o  
Would you like to display the components from [Core components (it is strongly recommended that all are installed)]? [Y]es  
Would you like to display the components from [Spell tweaks]? [Y]es  
Would you like to display the components from [Item tweaks]? [N]o  
Would you like to display the components from [Gameplay tweaks]? [N]o  
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
Would you like to display the components from [AI enhancements]? [N]o  
Would you like to display the components from [Tactical challenges]? [N]o  
Install Component 1000 [Detectable spells and effects (required for most other components)]? [I]ninstall  
Install Component 1010 [Allow enemy AI to detect the party's magic items]? [I]ninstall  
Install Component 1020 [Bugfix: Fix the Mirror Image spell so it doesn't block area-effect magic]? [I]ninstall  
*This component corresponds to the Spell Revisions component „Mirror Image Fix“*  
Install Component 1030 [Bugfix: Fix the Dispel Magic spell so it correctly allows for caster's level]? [I]ninstall  
*This component corresponds to the Spell Revisions component „Dispel Magic Fix“*  
**SKIPPING** 2000 [Allow Spellstrike to take down a Protection from Magic scroll]? [I]ninstall  
*Skipping this component, as you have v3 (or later) of "Spell Revisions" installed*  
Install Component 2010 [More consistent Breach spell (always affects liches and rakshasas; doesn't penetrate Spell Turning)]? [I]ninstall  
**SKIPPING** [Antimagic attacks penetrate improved invisibility]?  
*Skipping this component, as you have v3 (or later) of "Spell Revisions" installed*  
2020 1] Only Spell Thrust, Secret Word and Ruby Ray get areas of effect (default option)  
2021 2] All spells that bring down spell protections get areas of effect  
**SKIPPING** [Iron Skins behaves like Stoneskin (can be brought down by Breach)]? [I]ninstall  
*Skipping this component, as you have v3 (or later) of "Spell Revisions" installed*  
**SKIPPING** [Modify the Harm spell so it does damage rather than reducing target to 1 hp]?  
*Skipping this component, as you have v3 (or later) of "Spell Revisions" installed*  
2040 1] Enemy Harm spells reduce target to 1 hit point; player Harm spells do 150 hp of damage  
2041 2] Enemy and player Harm spells both do 150 hp of damage [2]  
Install Component 2050 [Make individual versions of Spell Immunity available, so that players can use them in Contingencies etc.]? [I]ninstall  
Install Component 2060 [Revert Greater Restoration back to only affecting one creature]? [I]ninstall  
Install Component 2070 [Blade Barrier and Globe of Blades only affect hostile creatures]? [I]ninstall  
Install Component 2080 [Cap damage done by Skull Trap at 12d6]? [I]ninstall  
Install Component 2090 [Make Power-Word: Blind single-target]? [I]ninstall  
Install Component 2100 [Make Minute Meteors into +2 weapons]? [I]ninstall  
Install Component 2110 1] Inquisitors dispel at 1.5 x their level (not twice their level) [1]  
2111 2] Inquisitors dispel at their level (not twice their level)  
Install Component 2120 [Slightly weaken insect plague spells, and let fire shields block them]? [I]ninstall  
Install Component 2130 [Cosmetic change: stop Stoneskins from changing your character's colour]? [I]ninstall  
**SKIPPING** 2140 [Slightly increase the power of Mantle, Improved Mantle, and Absolute Immunity]? [I]ninstall  
*Skipping this component, as you have v3 (or later) of "Spell Revisions" installed*

23.2.3. Double-click the Setup again. The DOS dialogue appears:

## 23. POST BP TWEAKS

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [Y]es  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [N]o  
*The following components will be installed only with the tactics version.*  
 Install Component 3000 [Remove the Shield of Balduran from the game]? [I]ninstall  
 Install Component 3010 [Remove the invisibility power of the Staff of the Magi]? [I]ninstall  
 Install Component 3020 [Move Vhailor's Helm into Throne of Bhaal]? [I]ninstall  
 Install Component 3030 [Move the Cloak of Mirroring]? [I]ninstall  
 Install Component 3040 [Move the Robe of Vecna into Throne of Bhaal]? [I]ninstall  
 Install Component 3050 [Replace +1 magical weapons with Fine ones]? [I]ninstall  
 Install Component 3060 [Remove Arrows of Dispelling from stores]? [N]ot Install  
**SKIPPING** 3070 [Make the healing and resurrection powers of the Rod of Resurrection into separate abilities]? [N]ot Install

*Some other mod has altered the Rod of Resurrection in a way I don't understand; skipping this component*

**SKIPPING** 3080 [Change Carsomyr so that its Dispel on contact power grants a saving throw]? [I]ninstall

*Skipping this component, as you have "Item Revisions" installed*

### 23.2.4. Double-click the Setup again. The DOS dialoge appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [Y]es  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 3500 [Randomly change the locations of many in-game items]? [N]ot Install  
*The Item Randomizer mod is certainly better tested and probably better thought through.*  
 Install Component 3510 [Remove unrealistically helpful items from certain areas]? [N]ot Install  
 Install Component [Remove unrealistically convenient ammunition from certain areas]? [N]ot Install  
 3520 1] Only remove nonmagical ammo from random containers  
 3521 2] Remove ammo up to the +2 level from random containers  
 3522 3] Remove all ammo from random containers

Install Component 3530 [Faster Bears]? [I]ninstall  
 Install Component 3980 [Allow the Cowled Wizards to detect spellcasting in most indoor, above-ground areas in Athkatla]? [I]ninstall

Install Component [Increase the price of a license to practise magic in Athkatla]? [I]  
 3990 1] License costs 10,000 gp  
 3991 2] License costs 15,000 gp  
 3992 3] License costs 20,000 gp  
 3993 4] License costs 130,000 gp  
 3994 5] License costs 50,000 gp

*The default price for a magic licence from the Cowled Wizards is 5,000 gp*

Install Component [Increase the price asked by Gaylan Baele]? [I]  
 4000 1] Gaylan wants 40,000 gold pieces  
 4001 2] Gaylan wants 60,000 gold pieces  
 4002 3] Gaylan wants 80,000 gold pieces  
 4003 4] Gaylan wants 100,000 gold pieces  
 4004 5] Gaylan wants 120,000 gold pieces

*In the unmodded game Gaylan asks the player to provide 20,000gp.*

Install Component 4010 [Make Freedom scrolls available earlier]? [I]ninstall  
 Install Component 4020 [Make Watchers' Keep accessible between SoA and ToB]? [N]ot Install

*If you want to install this component, then it may be installed only after BP-BGT-Worldmap, be-*



*cause otherwise the Worldmap component "Use new worldmap for Throne of Bhaal as well" this SCSI component will overwrite again.*

Install Component 4030 [Retrieve Dropped Items from Hell]? [I]ninstall  
 Install Component 4040 [Improved shapeshifting]? [N]ot Install

*If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.*

*A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing“ as with the Refinements-component “Shapeshifting Fix”.*

Install Component 4050 [Make party members less likely to die irreversibly]? [I]ninstall  
 Install Component 4055 [Randomise the maze in Watcher's Keep]? [N]ot Install

*The following eight components are rather more fine-tuned versions of the Tweakpack component „Multiple Strongholds (Baldurdash)“. These ones let you get access to the chosen strongholds.*

Install Component 4060 [Make the bard stronghold available to all classes]? [N]ot Install  
 Install Component 4061 [Make the cleric stronghold available to all classes]? [N]ot Install  
 Install Component 4062 [Make the druid stronghold available to all classes]? [N]ot Install  
 Install Component 4063 [Make the fighter stronghold available to all classes]? [N]ot Install  
 Install Component 4064 [Make the paladin stronghold available to all classes]? [N]ot Install  
 Install Component 4065 [Make the ranger stronghold available to all classes]? [N]ot Install  
 Install Component 4066 [Make the thief stronghold available to all classes]? [N]ot Install  
 Install Component 4067 [Make the wizard stronghold available to all classes]? [N]ot Install

23.2.5. Double-click the Setup again. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [Y]es  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 5000 [Ease-of-use party AI]? [I]ninstall  
 Install Component 5010 [Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic)]? [I]ninstall

*The similar BG2 Tweak Pack component eliminates that animation entirely from the game; this component however just removes the animation from the Cloak, leaving it in place for other spells and items.*

Install Component 5020 [Move Boo into Minse's pack]? [N]ot Install

*This component causes the error that you have Boo several times in your baggage. Use the equivalent SCSI component instead.*

Install Component 5030 [Remove the blur graphic effect from the Displacer Cloak]? [N]ot Install

23.2.6. Double-click the Setup again. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [N]o  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [Y]es  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 6000 [Smarter general AI]? [I]ninstall

*This component requires “Detectable spells and effects” to be installed*

Install Component 6010 [Better calls for help]? [I]ninstall

Install Component [Potions for NPCs]?

- 6020 1] All of the potions dropped by slain enemies are recoverable
- 6021 2] One third of the potions dropped by slain enemies break and are lost [2]
- 6022 3] Half the potions dropped by slain enemies break and are lost
- 6023 4] Two thirds of the potions dropped by slain enemies break and are lost
- 6024 5] Three quarters of the potions dropped by slain enemies break and are lost
- 6025 6] All of the potions dropped by slain enemies break and are lost

Install Component 6030 [Improved Spiders]? [I]ninstall

Install Component 6040 [Give fiends more staying power by increasing their hit points (this component has no

- effect unless Improved Fiends is installed)]? [I]ninstall
- Install Component [Improved fiends]? [I]ninstall
- 6050 1] Fiends have fast, uninterruptable innate magic
- 6051 2] Fiends cast spells like normal wizards [2]
- This component requires "Detectable spells and effects" to be installed*
- Install Component [Smarter genies]? [I]ninstall
- 6060 1] Genies have fast, uninterruptable innate magic
- 6061 2] Genies cast spells like normal wizards [2]
- This component requires "Detectable spells and effects" to be installed*
- Install Component 6070 [Give Celestials slightly more staying power]? [I]ninstall
- Install Component [Smarter celestials]? [I]ninstall
- 6080 1] Celestials have fast, uninterruptable innate magic
- 6081 2] Celestials cast spells like normal wizards [2]
- This component requires "Detectable spells and effects" to be installed*
- Install Component 6090 [Give dragons more staying power by increasing their hit points]? [I]ninstall
- Install Component [Smarter dragons]? [I]ninstall
- 6100 1] Dragons have fast, uninterruptable innate magic
- 6101 2] Dragons cast spells like normal wizards [2]
- This component requires "Detectable spells and effects" to be installed.*
- This component corresponds to the Tactics component "Smarter Dragons in SoA".*
- If you have installed the Super Firkraag mod before, you must copy afterwards the file dragged.bcs from the directory scsll/backup/271 into the override folder.*
- Install Component 6108 [Enemy mages (and Elder Orbs) use Simulacrum and Project Image spells (this component will have no effect unless you install Smarter Mages)]? [I]ninstall
- Install Component [Smarter beholders]? [I]ninstall
- 6110 1] Give beholder rays some chance to "burn through" spell protections
- 6111 2] Don't given beholder rays any chance of burning through spell protections) [2]
- This component requires "Detectable spells and effects" to be installed.*
- This component corresponds to the Tactics component "Smarter Beholders".*
- Install Component [Smarter mind flayers]? [I]ninstall
- 6120 1] Illithids have only original-game resistances; Illithids cannot see invisible enemies (matches original game) [1]
- 6121 2] Illithids have only original-game resistances; Illithids can see through invisibility
- 6122 3] Illithids have enhanced damage resistance; Illithids cannot see invisible enemies
- 6123 4] Illithids have enhanced damage resistance; Illithids can see through invisibility (matches Tactics mod)
- This component corresponds to the Tactics component "Gebhard Blucher's Improved Mind Flayers".*
- Install Component 6130 [Improved Vampires]? [I]ninstall
- Install Component 6135 [Smarter githyanki]? [I]ninstall
- Install Component [Add high-level abilities (HLAs) to ToB mages]? [I]ninstall
- 6136 1] Only selected ToB mages get HLAs? [1]
- 6137 2] All ToB mages who can cast 9th-level spells get HLAs?
- Install Component [Add high-level abilities (HLAs) to SoA mages]? [I]ninstall
- 6138 1] Only selected SoA mages get HLAs? [1]
- 6139 2] All SoA mages who can cast 9th-level spells get HLAs?
- Install Component [Smarter Mages]? [I]ninstall
- Not together with the SpellPack's Shroud of Flame component and the Charm Plants, Guardian Mantle, Persistence component*
- 6150 1] Mages cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
- 6151 2] Mages only cast short-duration spells instantly at start of combat if they are created in sight of the PC
- 6152 3] Mages never cast short-duration spells instantly at start of combat [3]
- Install Component [Smarter Priests]? [I]ninstall
- 6160 1] Priests cast some short-duration spells instantly at start of combat, to simulate pre-battle casting



## 23. POST BP TWEAKS

6161 2] Priests only cast short-duration spells instantly at start of combat if they are created in sight of the PC

6162 3] Priests never cast short-duration spells instantly at start of combat [3]

Install Component [Add high-level abilities (HLAs) to ToB priests]?

6180 1] Only selected ToB priestss get HLAs? [1]

6181 2] All ToB priests who can cast 9th-level spells get HLA]?

Install Component [Add high-level abilities (HLAs) to SoA priests]?

6200 1] Only selected SoA priestss get HLAs? [1]

6201 2] All SoA priests who can cast 9th-level spells get HLAs?

Install Component 6210 [Smarter Illasera]? [I]ninstall

Install Component 6220 [Smarter Yaga-Shura]? [I]ninstall

Install Component 6230 [Smarter Abazigal]? [I]ninstall

Install Component 6240 [Smarter Gromnir]? [I]ninstall

Install Component 6250 [Smarter Melissan]? [I]ninstall

Install Component 6260 [Give Ascension demons SCSII scripts and abilities]? [I]ninstall

Install Component 6270 [Give Ascension versions of Irenicus and Sendai SCSII scripts and abilities]? [I]ninstall

### 23.2.7. Double-click the Setup again. The DOS dialogue appears:

Choose your language: 0 [English]

Would you like to display the readme? [N]o

Would you like to display the components from [Spell tweaks]? [N]o

Would you like to display the components from [Item tweaks]? [N]o

Would you like to display the components from [Gameplay tweaks]? [N]o

Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o

Would you like to display the components from [AI enhancements]? [N]o

Would you like to display the components from [Tactical challenges]? [Y]es

*These components will make the encounters more difficulty of and, therefore, are thought for experienced players only.*

Install Component 6900 [Make the starting dungeon slightly harder]? [I]ninstall

Install Component 7000 [Improved Shade Lord]? [I]ninstall

Install Component 7010 [Spellcasting Demiliches]? [I]ninstall

Install Component 7020 [More resilient trolls]? [I]ninstall

*This component ist compatible with the Tactics component "Streamlined Trolls"*

Install Component [Increase difficulty of level-dependent monster groupings]?

7030 1] Mildly increased difficulty [1]

7031 2] Significantly increased difficulty

7032 3] Almost-maximum difficulty (maximum for everything except liches)

7033 4] Maximum difficulty

*This component corresponds to the Tactics component "Slightly Smarter Mages and Liches".*

Install Component 7040 [Improved Random Encounters]? [I]ninstall

Install Component [Improved d'Arnise Keep ("Tactics Remix")]?

7050 1] Spirit trolls have the same powers as in the original game

7051 2] Enhanced spirit trolls (as in Tactics) [2]

Install Component 7060 [Slightly improved Faldorn]? [I]ninstall

Install Component [Improved Bodhi (Tactics Remix)]? [I]ninstall

7070 1] "Toned-down" version of the original Tactics Improved Bodhi, with SCSII scripting

7071 2] Original Tactics Improved Bodhi with SCSII scripting [2]

Install Component 7075 [Party's items are taken from them in Spellhold]? [I]ninstall

Install Component 7078 [Improved battle with Irenicus in Spellhold]? [I]ninstall

Install Component 7080 [Improved Sahuagin]? [I]ninstall

*There is a similar, but stronger component in the mod Tactics. Do't install both together!*

Install Component 7090 [Improved Beholder hive (adapted from Quest Pack)]? [I]ninstall

Install Component 7100 [Prevent resting in the Illithid city]? [I]ninstall

Install Component [Slightly Improved Drow]?

7110 1] Upgrade Ust Natha's defences [1]

7111 2] Leave Ust Natha's defences alone

*According to tests this component can be installed together with the Revised Battles component "Improved House Jae'llat".*

Install Component 7120 [Slightly Improved Watcher's Keep]? [I]ninstall



```

Install Component      [Improved Irenicus in Hell (Tactics remix)]?
                        7125 1] Faithful adaptation of the Tactics version
                        7126 2] Tactics-SCSII hybrid
Install Component 7130 [Improved Fire Giant temple]?
Install Component 7140 [Enhanced Sendai's Enclave]?
Install Component 7150 [Improved Abazigal's Lair]?
Install Component 7160 [Improved minor encounters [almost no content yet]]?
Successfully installed

```

[2]  
 [I]ninstall  
 [I]ninstall  
 [I]ninstall  
 [I]ninstall  
 Press ENTER to exit

### 23.3. Haiass el lobo v2.2

~SETUP-HAIASS.TP2~

This mod includes Haiass, your loyal companion wolf.

23.3.1. Copy the folder **Haiass** and the file **Setup-Haiass.exe** into your main SoA directory.

23.3.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language:
Install Component 0 [Haiass, the wolf]?
Install Component [Haiass can be resurrected]?
                    10 1] Moderate penalty (Constitution -4 temporarily)
                    15 2] Tougher penalty (Constitution -4 and level drain temporarily)
Successfully installed [Haiass, the wolf]
The readme opens.

```

0 [English]  
 [I]ninstall  
 [I]ninstall  
 [I]ninstall  
 Press ENTER to exit

### 23.4. BG2 Tweaks v8

~SETUP-BG2\_TWEAKS.TP2~

This is a compilation of fixes, cosmetic changes, and tweaks. It substitutes G3 Tweak Pack, Tutu Tweak Pack and Ease of Use.

**ATTENTION:** This mod must be installed in two steps! The component "Change Avatar When Wearing Robes or Armor" must be installed before Refinements, all the others to the end of installation!

*Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [####]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.*

*If you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by the author CamDawg.*

23.4.1. You have already copied the folder BG2\_Tweaks and the file Setup-BG2\_Tweaks.exe into your ...\\BGII - SoA\\ directory before Refinements.

23.4.2. Double-click the Setup. The DOS dialogue appears and the readme opens:

```

Choose your language:
Would you like to display the readme?
Would you like to display the components from [Cosmetic Changes]?
Would you like to display the components from [Content Changes]?
Would you like to display the components from [Rule Changes]?
Would you like to display the components from [Convenience Tweaks/Cheats]?
Would you like to display the components from [Cam's House Rules]?
Would you like to display the components from [NPC Tweaks]?
Install Component 10 [Remove Helmet Animations]?
    This component removes all helmets of the character's avatar in the game including the helmets
    introduced by mods.
Install Component 20 [Change Imoen's Avatar to Mage]?
Install Component 30 [Change Nalia's Avatar to Thief]?
Install Component 40 [Change Viconia's Skin Color to Dark Blue]?

```

0 [English]  
 [N]o  
 [Y]es  
 [N]o  
 [N]o  
 [N]o  
 [N]o  
 [N]o  
 [N]o  
 [N]o  
 [N]ot Install  
 [N]ot Install  
 [N]ot Install  
 [I]ninstall

## 23. POST BP TWEAKS

- Install Component 50 [Avatar Morphing Script]? [N]ot Install  
*With this script you can assign another Avatar to your HC or all NPCs from your group. Use instead the 1pp: Thieves Galores component „Improved Improved Galactygon's Avatar Switching“*
- Install Component 60 [Weapon Animation Tweaks]? [I]ninstall  
*This component affects ALL objects, also those from other mods!*
- Install Component 70 [Icewind Dale Casting Graphics (Andyr)]? [N]ot Install  
*Makes no sense together with Lost Crossroads Spell Pack*
- Install Component 80 [Restore SoA Load Screen Logo (ToB Only)]? [N]ot Install  
*BGT-WeiDU has its own load screen.*
- Install Component 90 [Disable Portrait Icons Added by Equipped Items]? [N]ot Install
- Install Component 100 [Commoners Use Drab Colors]? [N]ot Install  
*The haphazardly choice of colors for common people is changed in a gray palette. The clothes of aristocratic men and aristocratic women are not concerned.*
- Install Component 110 [Icon Improvements]? [I]ninstall  
*Armaments are better to differentiate if they are lying on the ground. In addition, the container of the abundance is restored.*
- Install Component 120 [Change Avatar When Wearing Robes or Armor (Galactygon)]? [N]ot Install  
*This component affects ALL objects, also those from other mods!  
If you want to use that one component with Refinements, install it before Refinements in install order. For more information see <http://www.shsforums.net/index.php?showtopic=21698>*
- Install Component 130 [Force All Dialogue to Pause Game]? [I]ninstall  
*You are attacked no more during a dialog by enemies. This component concerns all dialogs in the game including those ones introduced by mods*
- Successfully installed Press ENTER to exit

### 23.4.3. Double-click the Setup again. The DOS dialogue appears and the readme opens:

- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Cosmetic Changes]? [N]o
- Would you like to display the components from [Content Changes]? [Y]es
- Would you like to display the components from [Rule Changes]? [N]o
- Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
- Would you like to display the components from [Cam's House Rules]? [N]o
- Would you like to display the components from [NPC Tweaks]? [N]o
- Install Component 1010 [More Interjections]? [I]ninstall  
*This removes the error in the dialogs that members of the group are not recognized. However, it can happen that characters far away break in on a conversation. If group members are far away, conversations could break off prematurely. This component concerns all dialoge including those introduced by mods.*
- Install Component 1020 [Alter HP Triggers for NPC Wounded Dialogues]? [I]ninstall  
*Thereby the banters of the NPCs at slight hits are played*
- Install Component 1030 [Reveal Wilderness Areas Before Chapter Six]? [N]ot Install  
*Makes the areas of the Small Teeth Pass, North Forest, and Forest of Tethyr accessible before chapter 6. However, this could cause conflicts with other mods.*
- SKIPPING: [Make Cloakwood Areas Available Before Completing the Bandit Camp]?  
1035 [First Area Only]?  
1036 [All of Cloakwood Except the Mines]?  
*This component will be skipped if the similar BG1 NPC Project component is already installed.*
- SKIPPING: [Improved Athkatlan City Guard]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*
- Install Component 1050 [Gradual Drow Item Disintegration]? [N]ot Install  
*Instead your Drow objects crumble into dust immediately when you leave the Underdark, they will gradually degrade over time. This can cause slowdowns if you have many objects in your inventory and bags of holding.*
- SKIPPING 1060 [Breakable Iron Nonmagical Shields, Helms, and Armor]?  
*This component is already included in BGT*
- Install Component 1070 [Improved Kick-out Dialogues]? [N]ot Install



- Only install if you want to play in the multi-player mode*
- Install Component 1080 [Add Bags of Holding]? [N]ot Install
- If you bear with you too many items, this can lead to slowing down the game. You get bags enough even without this.*
- Use aTweaks' „Slightly expanded storage capacity for containers“ component instead.*
- Install Component 1090 [Exotic Item Pack]? [I]ninstall
- This component distributes some weapons from BGII into the area BGI*
- This component is only for Tutu or BGT.*
- SKIPPING** 1100 [Reveal City Maps When Entering Area]?  
This component is already included in BGT
- SKIPPING** 1110 [Add Map Notes]?  
*This component is already included in BGT*
- Install Component 1120 [Stores Sell Higher Stacks of Items]? [N]ot Install
- This component affects ALL stores, also those from other mods!*
- Either this component alone or together with Item Value Tweaks raises the price of the items enormously.*
- Install Component 1130 [Reputation Resets in BG2 (BGT Only)]? [I]ninstall
- Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the transition from BG 1 to BG2 and go to the Adventurer's Mart, they cannot already enjoy advantages because of her good call.*
- This component is only for BGT.*
- Install Component 1140 [Gems and Potions Require Identification]? [N]ot Install
- Install Component 1150 [Shapeshifter Rebalancing]? [N]ot Install
- Shapeshifter abilities now create "symbolic paws". When you wield one you turn into a Werewolf, when you remove it you're human again.*
- A similar solution is as well included with the SCS-component "Improved shapeshifting" as with the Refinements-component "Shapeshifting Fix".*
- Instead of this component Refinement's „Shapeshifting Fix“ component was installed.*
- Install Component [Multiple Strongholds (Baldurdash)]?
- 1160 1] No Restrictions (Baldurdash)
- 1161 2] Keep Class Restrictions [2]
- This component is not compatible with the component "Cleric Kits" from Oversight and the mod CliffHistory.*
- The SCSII components „Make the ... stronghold available to all classes“ allow rather more fine-tuned adjustments.*
- Install Component 1170 [Bonus Merchants (Baldurdash)]? [I]ninstall
- This adds Joluv and Diedre to the Copper Coronet and Ribald's Mart, respectively.*
- Not together with Freedom's Reign/Reign of Virtue, because this mod likewise inserts the merchants. Because of different coding they occur otherwise twice.*
- The component is skipped automatically, if the Big Picture mod is installed.*
- Install Component 1180 [Female Edwina]? [I]ninstall
- SKIPPING** 1190 [Romance Bug Fixes]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. BG2 Fixpack has already corrected the bugs.*
- SKIPPING** 1200 [Imoen ToB Dialogue Fix]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. BG2 Fixpack has already corrected the bugs.*
- Install Component 1210 [Use BG Walking Speeds (BETA)]? [N]o
- This component prevents that you can install UniqueArtifacts.*
- Install Component 1220 [Allow Cromwell to Upgrade Watcher's Keep Items]? [N]ot Install
- Successfully installed Press ENTER to exit



#### 23.4.4. Double-click the Setup again. The DOS dialogue appears and the readme opens:

- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Cosmetic Changes]? [N]o
- Would you like to display the components from [Content Changes]? [N]o
- Would you like to display the components from [Rule Changes]? [Y]es
- Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
- Would you like to display the components from [Cam's House Rules]? [N]o

- Would you like to display the components from [NPC Tweaks]? [N]o
- Install Component 2020 [Two-Handed Bastard Swords]? [N]ot Install  
*You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will not affect items introduced by mods! It may happen that a bastard sword seems to have a selling price of 1 golden coin. Resting will fix this.*
- Install Component 2030 [Two-Handed Katanas]? [N]ot Install  
*You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will not affect items introduced by mods! It may happen that a katana seems to have a selling price of 1 golden coin. Resting will fix this.*
- Install Component 2040 [Universal Clubs]? [I]ninstall  
*This component affects ALL objects, also those from other mods!*  
**SKIPPING** 2050 [Description Updates for Universal Clubs]?  
*Ashes of Embers is installed, which already adjusts club descriptions.*
- Install Component 2060 [Weapon Styles for All]? [N]ot Install  
*This allows to all classes, not only warriors, to reach the maximum number of points in the different weapon styles. A sophisticated variation is included with the Level 1 NPCs.*
- Install Component 2080 [Delay High Level Abilities]? [N]ot Install  
*High abilities begin with level 21 for all classes.*
- Install Component [Change Experience Point Cap]? choose one:  
 2090 1] Remove Experience Cap [1]  
*Characters can advance without restriction up to level 50*  
*This component must be installed after the BGTTwaks component "Restore BG2 XP bonus for traps, locks, and scrolls" because otherwise you get only level 40.*  
 2091 2] Level 20 Experience Point Cap  
 2092 3] Level 30 Experience Point Cap
- Install Component 2100 [Allow Thieving and Stealth in Heavy Armor]? [N]ot Install  
*There is a deduction for the character if you use these abilities. This component also affects SOME objects from other mods!*  
*Avoid this at all costs! You get penalties even if you wear a robe as a mage or thieving penalties when wearing leather armor as a thief!*  
*Incompatible with the mod „Full Plate And Packing Steel“.*
- Install Component 2120 [Allow Arcane Spellcasting in Heavy Armor]? [N]ot Install  
*There is a deduction for the character if you use these abilities. This component also affects SOME objects from other mods!*
- Install Component 2140 [Expanded Dual-Class Options]? [I]ninstall  
*This component permits the combination with other classes to barbarians and wild mages into dual-class characters*
- Install Component [Wear Multiple Protection Items]? [N]ot Install  
 2150 1] P&P Restrictions  
 2151 2] No Restrictions  
*This was solved in a better way with the "Item Revisions" component [Items of Protection Can Be Worn with Magical Armor].*  
 2160 1] Rebalanced Weapon Proficiencies  
 2161 2] BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)  
 2162 3] BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg)
- Install Component 2170 [Cast Spells from Scrolls (and Other Items) at Character Level]? [N]ot Install
- Install Component [Limit Ability of Storekeepers to Identify Items]? [3]  
 2191 1] Only Mage and Bard Storekeepers Can Identify Items  
 2191 2] Identification Ability is Based on Storekeeper's Lore  
 2192 3] Hybrid of Both Methods [3]
- Install Component 2220 [Multi-Class Grand Mastery (Weimer)]? [N]ot Install  
*Multi-class characters now can get five stars instead of only two stars in this skills.*  
*It seems to be a clash with Refinements.*
- Install Component 2210 [True Grand Mastery (Baldurdash)]? [N]ot Install  
*A sophisticated variation is included with the Mix Mod 5! Not compatible with TDD or the level 50 rule sets of BP!*
- SKIPPING** 2220 [Change Magically Created Weapons to Zero Weight]  
*The functionality of this component is either already enclosed or already been replaced by one of*

- your mods. (fixed by BG2 Fixpack)*
- SKIPPING** 2230 [Make +x/+y Weapons Consistent]  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (fixed by BG2 Fixpack)*
- SKIPPING** 2231 [Description Updates for Make +x/+y Weapons Consistent Component]  
*Requires the installation of "uniform weapons +x / + y"*
- SKIPPING** 2240 [Un-Nerfed THAC0 Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)*
- SKIPPING** 2250 [Un-Nerfed Sorcerer Spell Progression Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)*
- SKIPPING** [Alter Mage Spell Progression Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)*
- 2260 1] Un-Nerfed Table (Blucher)  
 2261 2] PnP Table
- SKIPPING** [Alter Bard Spell Progression Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, RR, SaS)*
- 2270 1] Un-Nerfed Table (Blucher)  
 2271 2] PnP Table
- SKIPPING** [Alter Cleric Spell Progression Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, DR)*
- 2280 1] Un-Nerfed Table (Blucher)  
 2281 2] PnP Table
- SKIPPING** [Alter Druid Spell and Level Progression Tables]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, DR)*
- 2290 1] No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher)  
 2291 2] No Level Progression Changes, PnP Druid/Cleric Spell Table Only  
 2292 3] Use Cleric Level Progression Changes With Normal Druid Spell Table  
 2293 4] Use Cleric Level Progression Changes With Un-Nerfed Druid Spell Table (Blucher)  
 2294 5] Use Cleric Level Progression Changes With PnP Druid/Cleric Spell Table  
 2295 6] Use Cleric Level Progression Changes With Normal Cleric Spell Table  
 2296 7] Use Cleric Level Progression Changes With Un-Nerfed Cleric Spell Table (Blucher)
- Install Component 2300 [Triple-Class HLA Tables]? [I]nsta  
*Requires the 'Change Experience Point Cap: Remove Experience Cap' component.*
- Install Component [Add Save Penalties for Spells Cast by High-Level Casters]? [N]ot Install  
 2310 1] Arcane Magic Only  
 2311 2] Divine Magic Only  
 2312 3] Arcane & Divine Magic
- Install Component 2320 [Trap Cap Removal (Ardanis/GeN1e)]? [N]ot Install
- Install Component 2330 [Remove Delay for Magical Traps (Ardanis/GeN1e)]? [N]ot Install
- Install Component 2340 [Remove Summoning Cap for Celestials (Ardanis/GeN1e)]? [N]ot Install
- Successfully installed Press ENTER to exit

- 23.4.5. Double-click the Setup again. The DOS dialogue appears and the readme opens:
- Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Cosmetic Changes]? [N]o  
 Would you like to display the components from [Content Changes]? [N]o  
 Would you like to display the components from [Rule Changes]? [N]o  
 Would you like to display the components from [Convenience Tweaks/Cheats]? [Y]es  
 Would you like to display the components from [Cam's House Rules]? [N]o  
 Would you like to display the components from [NPC Tweaks]? [N]o  
 Install Component [Higher HP on Level Up]? [N]o oder choose one:  
 3000 1] Maximum



- With this choice the dice rolls always on the highest available value.*  
 3001 2] NWN Style
- With this choice the range of the possible HP's will always be in the higher half of the range.*  
 Install Component [Maximum HP for NPCs (the bigg)]? [N]ot Install
- With this component beings reach her theoretically maximum hit points.*  
 3010 1] For All Creatures in Game  
 3011 2] For Non-Party-Joinable NPCs Only.
- The difficulty increasing version of this component.*  
 3012 3] For Party-Joinable NPCs Only
- The cheating version of this component.*  
 Install Component 3020 [Identify All Items]? [N]ot Install  
 Install Component [Easy Spell Learning]?  
 This component makes it easier for arcane spellcasters to scribe scrolls to their spellbook.  
 3030 1] 100% Learn Spells  
*Memorize to scrolls is always successful.*  
 3031 2] 100% Learn Spells and No Maximum Cap [2]  
*In addition to the above, this implementation removes the limits on the maximum number of spells learned per level.*  
 Install Component 3040 [Make Bags of Holding Bottomless]? [N]ot Install  
*This component affects ALL objects, also those from other mods!*  
*If you bear with you too many items, this can lead to slowing down the game.*  
*If you use the mod Unique Containers it will fix a bug where items may disappear sometimes.*  
 Install Component 3050 [Remove fatigue from restoration spells]? [I]ninstall  
 Install Component 3060 [Remove "You Must Gather Your Party..." Sound (Weimer)]? [I]ninstall  
 Install Component [Change Effect of Reputation on Store Prices]? [N]ot Install  
 3070 1] Low Reputation Store Discount (Sabre  
 3071 2] Reputation Has No Effect, Stores Price Fixed at 100% (Luiz)  
 3072 3] Reputation Has No Effect, Stores Price Fixed at 80% (Luiz)  
 3073 4] Reputation Has No Effect, Stores Price Fixed at 60% (Luiz)  
*Could be incompatible with BP (Horred)*  
 Install Component 3080 [Unlimited Ammo Stacking]? [N]ot Install  
*This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Mix Mod 5! This allows gradual setting instead of Unlimited Stacks.*  
 Install Component 3090 [Unlimited Gem and Jewelry Stacking]? [N]ot Install  
*This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Mix Mod 5! This allows gradual setting instead of Unlimited Stacks.*  
 Install Component 3100 [Unlimited Potion Stacking]? [N]ot Install  
*This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Mix Mod 5! This allows gradual setting instead of Unlimited Stacks.*  
 Install Component 3110 [Unlimited Scroll Stacking]? [N]ot Install  
*This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Mix Mod 5! This allows gradual setting instead of Unlimited Stacks.*  
 Install Component [Happy Patch (Party NPCs do not fight or complain about reputation)]?  
*Is also included in BGTTweak!*  
 3120 1] NPCs are never angry about reputation  
 3121 2] NPCs can be angry about reputation but never leave (Salk) [2]  
 3122 3] NPCs are always neutral about reputation (Anomaly)  
 Install Component 3125 [Neutral Characters Make Happy Comments at Mid-Range Reputation]? [I]ninstall
- Install Component 3130 [No Traps or Locks (Weimer)]? [N]ot Install  
 Install Component [Faster Chapter 1&2 Cut-Scenes and Dreams]? [N]ot Install  
*This component is not compatible with Er'vonyrah: Song Władajęcej, Nalia romances or Tashia romances.*  
 3140 1] Originals from EoU (Karzak, Blucher)  
 3141 2] Non-Silly Version  
 Install Component 3150 [Turn Off The Hideous Cloak-of-Mirroring and Spell-Trap Animation]? [N]ot Install  
*This component eliminates that animation entirely from the game; the similar SCS II component however just removes the animation from the Cloak, leaving it in place for other spells and items.*  
 Install Component 3160 [Keep Drizzt's Loot, Disable Malchor Harpell]? [N]ot Install



## 23. POST BP TWEAKS

- Install Component 3170 [No Drow Avatars On Party In Underdark]? [N]ot Install  
*This component must be installed if the Valen-Mod is installed, otherwise Valen jerks in the Underdark.*
- Install Component 3183 [Romance Cheats]? choose one:  
 Remove racial requirements for romances? (Select a or b)  
     a) Remove [a]  
     b) No changes
- Remove gender requirements for romances? (Select a or b)  
     a) Remove  
     b) No changes [b]
- Allow multiple romances? (Select a or b)  
     a) Allow multiple  
     b) No changes [b]  
*Several romances can cause stutter if they are used together with other romances mods. Don't use it together with Saerileth.*
- Nothing kills romances? (Select a or b)  
     a) Nothing kills romances  
     b) No changes [b]  
*This component is only available if „Allow multiple romances“ was installed before.*
- Start romances for new games in ToB?  
     a) Start for new ToB games  
     b) No change [b]  
*Use the Flirt Packs instead, as they provide a much more expansive treatment.*
- Are these choices correct?  
     a) Yes, proceed with install [a]  
     b) No, let me re-select them
- Install Component 3190 [Rest Anywhere (Japheth)]? [I]ninstall
- Install Component 3200 [Sellable Staffs, Clubs, and Slings (Icelus)]? [N]ot Install  
*This component could cause some issue with BG1 stores and BG2 stores from mods. You may get some items with no icons and values, so you cannot buy them.*
- Install Component 3210 [Minimum Stats Cheat]? [N]ot Install  
 Successfully installed Press ENTER to exit

### 23.4.6. Double-click the Setup again. The DOS dialogue appears and the readme opens:

- Choose your language: 0 [English]
- Would you like to display the readme? [N]o
- Would you like to display the components from [Cosmetic Changes]? [N]o
- Would you like to display the components from [Content Changes]? [N]o
- Would you like to display the components from [Rule Changes]? [N]o
- Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
- Would you like to display the components from [Cam's House Rules]? [N]o
- Would you like to display the components from [NPC Tweaks]? [Y]es
- Install Component 4000 [Adjust Evil joinable NPC reaction rolls]? [I]ninstall  
*This component makes it likelier that evil-aligned joinable NPC prefers a low-reputation party.*
- Install Component 4010 [Improved Fate Spirit Summoning]? [I]ninstall  
*You can only summon NPCs which you have met during the game.*
- Install Component 4020 [ToB-Style NPCs]? [N]ot Install  
*This component will alter all joinable NPCs to join in the same fashion as Throne of Bhaal, where NPCs immediately level-up upon joining. This component will be overwritten by the Sword Coast Stratagem's component "Allow player to choose NPC proficiencies and skills" regardless of the order of the installation.*  
*This component is not compatible with the Level1 NPCs mod as it won't run it's script to the finish, and you'll end up with + 20 hit points but without any proficiency points from the level 1, with most of the NPCs. Level1 NPCs however has a similar and better component "Joinable NPCs more closely match the player character's experience?" which will be installed instead.*
- Install Component [Consistent Stats: Edwin]? choose one:  
*Edwin has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Edwin.*
- 4030 1] Use BG Values
- 4031 2] Use BG2 Values [2]

## 23. POST BP TWEAKS

- Install Component [Consistent Stats: Jaheira]? choose one:  
*Jaheira has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Jaheira.*  
4040 1] Use BG Values  
4041 2] Use BG2 Values [2]
- Install Component 4050 [Change Jaheira to Neutral Good]? [I]ninstall  
*The "Druid Remix" component must be installed! There is an error in connection with Jaheira. To repair it, you must install either a happy patch of another mods or change Jaheira to "neutrally good".*
- Install Component [Consistent Stats: Minsc]? choose one:  
*Minsc has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Minsc.*  
4060 1] Use BG Values  
4061 2] Use BG2 Values [2]
- Install Component [Consistent Stats: Viconia]? choose one:  
*Viconia has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Viconia.*  
4070 1] Use BG Values  
4071 2] Use BG2 Values [2]
- Install Component 4080 [Make Khalid a Fighter-Mage (Domi)]? [N]ot Install  
*Note that the Level 1 NPCs mod can also do this in a much slicker fashion.*
- Install Component 4090 [Make Montaron an Assassin (Andyr)]? [N]ot Install  
*Note that the Level 1 NPCs mod can also do this in a much slicker fashion.*
- Install Component 4100 [Change Korgan to Neutral Evil]? [N]ot Install  
*Note that the Level 1 NPCs mod can also do this.*
- Install Component 4110 [Give Kagain A Legal Constitution Score of 19]? [I]ninstall  
*Note that the Level 1 NPCs mod can also do this.*
- Successfully installed Press ENTER to exit

### 23.4a. Rogue ReBalancing by aVENGER v4.31

~SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities

*In any case, Quest Pack should be installed before Rogue ReBalancing.*

*The "Summons/NPCs Set Off Traps" component of Ding0's Tweak Pack is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue ReBalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the "Shadow Thief Improvement"-areas.*

23.4a.1. You have already copied the folder **RR** and the file **Setup-RR.exe** into your ... \BGII - SoA\ directory before NEJ.

23.4a.2. Double-click the Setup. The DOS dialogue appears: and the readme opens.

- Choose your language: 0 [English]  
Would you like to display the readme? [N]o
- Install Component 0 [Proper dual-wielding implementation for Thieves and Bards]? [N]ot Install  
*This component was already installed right at the beginning before NEJ*
- Install Component 1 [Thief kit revisions]? [N]ot Install
- Install Component 2 [Thief High Level Ability revisions]? [I]ninstall
- Install Component 3 [Proper racial adjustments for thieving skills]? [N]ot Install
- Install Component 4 [Bard kit revisions]? [N]ot Install
- Install Component 5 [Bard High Level Ability revisions]? [I]ninstall
- Install Component 6 [Proper spell progression for Bards]? [N]ot Install
- Install Component 7 [Additional equipment for Thieves and Bards]? [N]ot Install
- Install Component 8 [Upgradeable Equipment]? [N]ot Install
- Install Component [Revised Thievery]? [N]ot Install
- 9 1] Use PnP thievery potions and prevent their effects from stacking
- 10 2] Retain default thievery potions and prevent their effects from stacking
- Install Component 11 [Chosen of Cyric Encounter]? [N]ot Install

Install Component 12 [Shadow Thief Improvements]? [I]ninstall  
*SKIPPING - Will be skipped, when Check the Bodies is detected. This component is conceptually incompatible with "Check the Bodies", because CtB alters Bodhi's tasks. Certain revised spells from the Spell Revisions mod like Glitterdust may cause serious AI problems with this component. Unfortunately there is no compatibility patch available.*  
 Successfully installed Press ENTER to exit

**23.5. Ding0's Tweak Pack v20**

~SETUP-D0TWEAK.TP2~

This is a collection of different improvements like corrected behavior of demons, dimension door, enchanted weapons. Not everything is suitable for BGT.

*This mod should be installed after the BG2 Tweak Pack!*

23.5.1. Install D0Tweak\_20 into your main SoA directory. Now you find here the folder **d0tweak** and the files **Setup-d0tweak.exe** and **Setup-d0tweak.tp2** into your main SoA directory.

23.5.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 0 [Enhanced Goodberries]? [N]ot Install  
*Is not needed when Spell revisions is installed.*  
 Install Component 1 [Corrected Summoned Demon Behaviour]? [N]ot Install  
*Is now included in the BG2 Fixpack!*  
 Install Component 2 [Corrected Demon Animations]? [N]ot Install  
*Is now included in the BG2 Fixpack!*  
 Install Component 3 [Reintroduce Dimension Door]? [N]ot Install  
*This component might crash the game!*  
 Install Component 4 [Tweaked Weapon Enchantments]? [I]ninstall  
 Install Component 5 [Additional Racial Enemies]? [I]ninstall  
 Install Component 6 [Summoning Cap Removal]? [N]ot Install  
*Vast amounts of error messages! The raised number of the enemies requires more capacity of your computer as the pre-settings!*  
 Install Component 7 [PnP Celestial Fury]? [N]ot Install  
 Install Component 9 [Kill Cespenar]? [N]ot Install  
 Install Component 11 [Visual Ioun Stones]? [N]ot Install  
*Not together with the Item Revisions component "Item Revisions by Demivrgvs", because the main component already contains a more advanced version of the visual Ioun Stones.*  
 Install Component 12 [Kensai Ryu's Restored Drow Innate Abilities]? [N]ot Install  
*This component is likely to interact in odd ways with most of the core SCSII combat scripts.*  
 Install Component 15 [Remove Quayle Portrait]? [N]ot Install  
 Install Component 16 [Dream Flag]? [N]ot Install  
 Install Component 17 [Sensible Lore Table]? [N]ot Install  
 Install Component 18 [Improved Backstabbing]? [N]ot Install  
*This has a bigger effect if Ashes of Embers was installed before. Not together with the Item Revisions component "Backstabbing Penalties for Inappropriate Weapons"*  
 Install Component [Summons/NPCs Set Off Traps]? [N]ot Install  
 19 1] Everyone can set off traps (excluding illusions, etc.)  
 20 2] Green and blue circles, and enemy summons can set off traps  
 21 2] Only green-circles and enemy summons can set off traps  
*This component can cause problems with the "Improved Ilyich" component from the Tactics Mod, because Ilych possibly runs over the traps without any action.*  
*This component is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue Rebalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the Shadow Thief Improvements areas.*  
 Install Component 23 [BG1-Style Summoning Spells]? [N]ot Install  
 Successfully installed Press ENTER to exit  
 The readme opens.

**23.6. The MTS Crappack v2**

~SETUP-MTS\_CRAPPAK2.TP2~

This is a collection of tweaks for BGII. Most are older components converted in WeiDU. The NPC-Mods Azrael and Mike are included in this Mod.

**ATTENTION:** *This mod must be installed in two steps! Except the component Ding0-Tweak-Compatability-Patch everything is to be installed before Rogue ReBalancing, the component Ding0-Tweak-Compatability Patch is to be installed later after Ding0's Tweak Pack.*



23.6.1. You have already copied the folder **MTS** and the files **Setup-MTS\_Crappackv2.exe** and **Setup-MTS\_Crappackv2.tp2** into your ... \BGII - SoA\ directory before Rogue ReBalancing.

23.6.2. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?

What should be done with all components that are ALREADY installed? [S]kip them?

Install Component 0 [Install Keep All BG1 Items On Imported Characters by Kevin Dorner]?

[N]ot Install

*This function is already included in BG2 Fixpack. Causes issues with a cutscene hang in Irenicus' Dungeon.*

Install Component 1 [Install Shorter Dream Sequences by Gebhard Blucher]?

[N]ot Install

*This function is already included in BG2 Tweakpack.*

Install Component 2 [Revised HLAs by Sabre]?

[N]ot Install

*With this component Refinements can be installed no more. Is only interesting, if you want to play fighter/mage/cleric (e.g., with Kivan and Deheriana Companions for BG2) or fighter/mage/thief multiclass kit.*

*This function is already included in BG2 Tweakpack*

Install Component 3 [Install Ariena without Kido (Must be installed before Ariena)]?

[N]ot Install

*On no account install this if Kido is already installed.*

Install Component 7 [Universal Ioun Stones by Wormy Hellcar]?

[N]ot Install

*This function is already installed with Ding0's Tweak Pack.*

Install Component 10 [Green-Black Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component 11 [Green Robe of Vecna by Inoshiro]

[N]ot Install

Install Component 12 [Red Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component 12 [Black-Red Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component 14 [Install Azrael and add the scroll to summon him to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 15 [Install Mike and add the scroll to summon him to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 16 [Add Golden Pantaloons to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 17 [Add a simple pipe to the game]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus' dungeon, however, one can play further with the auto-save.*

Install Component 18 [Install Alternate Jaheria portrait by MTS]?

[N]ot Install

Install Component 19 [Install RED wizard Edwin by MTS]?

[N]ot Install

Install Component 20 [Install RED wizard Edwina for Ease of Use by MTS]?

[N]ot Install

Install Component 21 [Install BG2 Xan Portrait by Lord-Jyssev]?

[N]ot Install

Install Component 22 [Install Punk Goth Kelsey for Shadows of Amn (Kelsey must be installed first!)]?

[N]ot Install

Install Component 23 [Install Punk Goth Kelsey for The Throne of Bhaal]?

[N]ot Install

Install Component 26 [Install Alternate Shar-Teel portrait by Cliffette]?

[N]ot Install

Install Component 27 [Install BG2 Monatron Portrait by Plasmocat]?

[N]ot Install

**CONDITION: TDD is required!**

- Install Component 28 [Install Alternate Vesine Portrait]? [N]ot Install  
*CONDITION: TDD is required!*
- Install Component 29 [Install Alternate Dynaheir Portrait]? [N]ot Install  
*CONDITION: TS is required!*
- Install Component 31 [Install Ding0 Tweak Compatability Patch by Moongaze]? [I]ninstall  
*Provides compatibility with Big Picture*  
*CONDITION: D0QuestPack is required!*
- Install Component 33 [Alternate Kachiko portrait by Plasmocat]? [N]ot Install
- Install Component 34 [Install Melissa Disney as Imoen Portrait]? [N]ot Install
- Install Component 35 [New Inventory PLT's for Female Human Thieves by Michael Helling]? [N]ot Install
- Install Component 36 [New Inventory PLT's for Male Elven Bard by Michael Helling]? [N]ot Install
- Successfully installed  
 The readme opens..

### 23.7. Item Revisions v2

~ITEM\_REV.TP2~

Item Revisions aims to fix/tweak/enhance all items in Baldur's Gate II. Weaker items have been improved, overpowered ones have been (or will be) nerfed, many descriptions have been extended or replaced with more appropriate ones, and so on. In addition, there are a number of rule changes available that can be chosen individually as the user wishes.

*Only the main component must be installed really early. All the others considerably later.*  
*Most content from the One Pixel Productions mod is already included in this mod.*

23.7.1. You have already copied the folder **item\_rev** and the file **setup-item\_rev.exe** into your ... \BGII - SoA\ directory quite at the beginning.

23.7.2. Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [N]o
- What should be done with all components that are NOT YET installed? [A]sk about each one?
- Install Component 0 [Item Revisions by Demivrgvs]? [N]ot Install
- Install Component 1 [Masterwork Weapons]? [N]ot Install
- Install Component [Spellcasting in Armor]? [2]
- 2 1] Allow Spellcasting in Armor with a Chance of Arcane Casting Failure
- 3 2] Allow Spellcasting in Armor with Casting Speed Penalties for Arcane Casters
- 4 3] Allow Spellcasting in Armor with Casting Speed Penalties for All Casters
- 5 4] Allow Spellcasting in Armor without Penalties
- Install Component [Heavy Armor Encumbrance]? [3]
- Incompatible with the mod „Full Plate And Packing Steel“.*
- 6 1] Movement Speed and Dexterity Penalties in Heavy Armor
- 7 2] Movement Speed Penalties in Heavy Armor
- 8 3] **Dexterity Penalties in Heavy Armor**
- Install Component 9 [Allow Thieving Skills in Armor]? [I]ninstall
- Incompatible with the mod „Full Plate And Packing Steel“.*
- Install Component 10 [Revised Shield Bonuses]? [I]ninstall
- Install Component 11 [Dual Wielding Changes for Light and Heavy Weapons]? [I]ninstall
- Install Component 12 [Items of Protection Can Be Worn with Magical Armor]? [I]ninstall
- BG2 Tweak Pack contains with [Wear Multiple Protection Items] a similar component.*
- Install Component 13 [Halberds Can Slash, Too]? [I]ninstall
- Install Component 14 [Remove Cleric Weapon Restrictions from Multi-classed Clerics]? [I]ninstall
- Install Component 15 [Prevent Druids from Wearing Helmets]? [I]ninstall
- Install Component 16 [Restrict Fighter/Druids to Armor that Druids Can Wear]? [I]ninstall
- Install Component 17 [Weapon Changes]? [I]ninstall
- Install Component [Backstabbing Penalties for Inappropriate Weapons]? [I]ninstall
- Not together with the Ding0's Tweak Pack component "Improved Backstabbing"*
- 18 1] Backstabbing Penalties Only [1]

19 2] Backstabbing Penalties with More Weapons Usable for Backstabbing  
 Successfully installed Press ENTER to exit

**23.8. UniqueArtifacts\_v1.12**

~SETUP-UNIQUEARTIFACTS.TP2~

Many items in Baldur's Gate, have their own history, and therefore should exist in a single copy. But, there are many cases when player gets the same item several times. With this mod excessive copies of supposedly unique items (like boot of the speed, ring of the magic etc.) are removed. This mod also removes duplicates from mods.

*This process lasts several minutes!*



23.8.1. Copy the folder **UniqueArtifacts** and the files **Setup-UniqueArtifacts.exe** and **Setup-UniqueArtifacts.tp2** into your ... \BGII - SoA\ directory.

23.8.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



23.8.4. Double-click the Setup. The DOS dialogue appears:

Install Component [Unique Artifacts]?

1 1] Strict

*Removes only copies of items that are stated clearly to be unique*

2 2] Expanded

[2]

*Removes copies of unique and rare items. Rare items are the items that are not stated to be really unique, but according to their descriptions, it is unlikely that one band of adventurers would possess several of such items at the same time..*

Successfully installed

**23.9 Cursed Items Revision v3.1**

~SETUP-FREEACT.TP2~

This MiniMod aims to give a little more depth to cursed items.

*Unique Artifacts and Item Revisions must be installed BEFORE Cursed Items Revision*

23.9.1. Copy the folder **cursed\_items** and the file **Setup-cursed\_items.exe** into your main SoA directory.

23.9.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

[N]o

Install Component 0 [Salk's cursed items revisions]?

[I]ninstall

Install Component 10 [Stone of Recall]?

[I]ninstall

*Only available for BGT or (Easy)TuTu*

Successfully installed

Press ENTER to exit

**23.10. Mix Mod v5**

~MIXMOD.TP2~

This is a small collection of different tweaks which some were already done before, but here these give more setting possibilities to the user. Many components determine similar already available components from other mods. These are not installed immediately, but you are requested to check them on the screen.

*This mod must be installed after all other tweaks, because of this mod checks the already installed tweaks.*

*The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.*

23.10.1. Copy the folder **MixMod** and the file **Setup-MixMod.exe** into your main SoA directory.

23.10.2. Double-click the Setup. The DOS dialogue appears:

Install Component [Increased Ammo Stacks]?

choose one:

This is equivalent to „Unlimited Ammo Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

1 1] Decrease Ammo by 50%

2 2] Increase Ammo by 50%

3 3] Increase Ammo by 100%

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- 4 4] Increase Ammo by 200%
- 5 5] Increase Ammo by 300% [5]
- 6 6] Increase Ammo by 400%
- 7 7] Increase Ammo by 500%
- 8 8] Increase Ammo by 750%
- Install Component [Increased Gem and Jewelry Stacking]? choose one:  
*This is equivalent to „Unlimited Gem and Jewelry Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.*
- 9 1] Increase Gem and Jewelry by 50%
- 10 2] Increase Gem and Jewelry by 100%
- 11 3] Increase Gem and Jewelry by 200%
- 12 4] Increase Gem and Jewelry by 300% [4]
- 13 5] Increase Gem and Jewelry by 400%
- 14 6] Increase Gem and Jewelry by 500%
- 15 7] Increase Gem and Jewelry by 750%
- Install Component [Increased Potion Stacking]? choose one:  
*This is equivalent to „Unlimited Potion Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.*
- 16 1] Increase Potion by 50%
- 17 2] Increase Potion by 100%
- 18 3] Increase Potion by 200%
- 19 4] Increase Potion by 300% [4]
- 20 5] Increase Potion by 400%
- 21 6] Increase Potion by 500%
- 22 7] Increase Potion by 750%
- Install Component [Increased Scroll Stacking]? choose one:  
*This is equivalent to „Unlimited Scroll Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.*
- 23 1] Increase Scroll by 50%
- 24 2] Increase Scroll by 100%
- 25 3] Increase Scroll by 200%
- 26 4] Increase Scroll by 300% [4]
- 27 5] Increase Scroll by 400%
- 28 6] Increase Scroll by 500%
- 29 7] Increase Scroll by 750%
- Install Component [Tougher Enemies (+ HP/Thac0/AC/Save)]? [N]o or choose one:  
*This component has several subitems to carry out accurate adjustments. Alternative to the Tactics Mod. Not in connection with "Increased Enemies'HP", both components exclude themselves mutually.*
- 30 1] Add 25%/1/1/1
- 31 2] Add 50%/2/2/2
- 32 3] Add 75%/3/3/3
- 33 4] Add 100%/4/4/4
- 34 5] Add 125%/5/5/5
- 35 6] Add 150%/6/6/6
- Install Component [Increased Enemies'HP]? [N]o or choose one:  
*More temperate version of the above component. Not in connection with Tougher Enemies, both components exclude themselves mutually. This step can last for a while.*
- 36 1] Add 25% to Enemies'HP
- 37 2] Add 50% to Enemies'HP
- 38 3] Add 75% to Enemies'HP
- 39 4] Add 100% to Enemies'HP
- 40 5] Add 125% to Enemies'HP
- 41 6] Add 150% to Enemies'HP
- Install Component [True Grand Mastery]? [N]ot Install  
*"True Grand Mastery" from BG2 Tweak Pack is similar to the component. Not compatible with TDD or the level 50 rule set from BP*
- 42 1] True Grand Mastery (with the Extra Attack)
- 43 2] True Grand Mastery (without the Extra Attack)
- Install Component 44 [Modified Shapeshifting Fix for Refinements Mod]? [N]ot Install



*This componet requires Refinements to be installed.*

Install Component 45 [Turn off Startup Movies]? [N]ot Install  
 Install Component 46 [Helmets for Shapeshifters Bug Fix]? [N]ot Install

*Druids should not be allowed to wear helmets.*

Install Component 47 [P&P Style Protection Items]? [N]ot Install

*This component is already included as the component "[Wear Multiple Protection Items]?" in the BG2 Tweak Pack*

Successfully installed Press ENTER to exit  
 The readme opens.

### 23.11 PnP Free Action (Beta 1)

~SETUP-FREEACT.TP2~

This component ensures Free Action does not cancel or prevent movement bonuses.

*Install it not together with Divine Remix.*



23.11.1. Copy the folder **freeact** and the files **setup-freeact.exe** into your main SoA directory.

23.11.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 Install Component 10 [PnP Free Action]? [I]nstaLL  
 Successfully installed [PnP Free Action] Press ENTER to exit

### 23.12 aTweaks v2.63

~SETUP-ATWEAKS.TP2~

This mod includes different Pen & Papers improvements and different rules, which are designed, in order to make the gameplay more consistent.

23.12.1. Copy the folder **aTweaks** and the file **Setup-aTweaks.exe** into your main SoA directory.

23.12.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [PnP tweaks]? [Y]es  
 Would you like to display the components from [Gameplay tweaks]? [Y]es  
 Would you like to display the components from [Cosmetic tweaks]? [Y]es  
 Would you like to display the components from [Miscellaneous tweaks]? [Y]es  
 Install Component 100 [Restore innate infravision to Half-Orc characters]? [I]nstaLL  
 Install Component 101 [Prevent skeletal undead from being affected by Illithids' Devour Brain attack]? [I]nstaLL  
 Install Component 102 [Change Spiritual Hammer into a ranged force weapon]? [I]nstaLL  
*This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.*  
 Install Component 103 [Allow Dispel/Remove Magic to take down Globes of Invulnerability]? [I]nstaLL  
*This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.*  
 Install Component 110 [Magical arrows and bolts deal bonus damage equal to their enchantment level]? [I]nstaLL  
*This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.*  
 Install Component 120 [Restore innate disease immunity to Paladins]? [I]nstaLL  
*Konalan's Tweaks includes with "Restored Paladin Abilities" a similar component.*  
 Install Component 125 [Rangers' Animal Empathy improves with experience]? [I]nstaLL  
 Install Component 130 [Additional racial traits for Dwarves]? [I]nstaLL  
 Install Component 140 [Additional racial traits for Gnomes]? [I]nstaLL  
 Install Component 200 [Allow Breach to take down Stoneskin effects applied by items]? [I]nstaLL  
 Install Component 201 [Instant casting for warrior innates]? [I]nstaLL  
 Install Component 202 [Consistently spell-like Bhaalpowers]? [I]nstaLL  
 Install Component 203 [Make druidic shapeshifting uninterruptable]? [I]nstaLL

Install Component 204	[Prevent Mislead clones from singing Bard songs]?	[I]ninstall
Install Component 205	[Prevent Project Image and Simulacrum clones from using quickslot items]	[I]ninstall
Install Component 210	[Restore the Dispel Magic vulnerability to Nishruu and Hakeshars]?	[I]ninstall
Install Component	[Bard songs break invisibility]?	
216	1] Only the Jester song breaks invisibility	[1]
217	2] All Bard songs break invisibility	
Install Component 220	[Simple Thief script]?	[I]ninstall
Install Component 230	[Simple Bard script (sing battlesong when idle)]?	[I]ninstall
Install Component 300	[Use Icewind Dale's Dimension Door animation]?	[I]ninstall
Install Component 301	[Change the appearance of Valygar's armor]?	[I]ninstall
Install Component 302	[Change the appearance of the Robe of Vecna]?	[I]ninstall
Install Component 303	[Give Shambling Mounds their proper soundsset]?	[I]ninstall
Install Component 310	[Distinctive creature coloring]?	[I]ninstall
Install Component	[Slightly expanded storage capacity for containers]?	
500	1] Use the recommended storage capacity value (999)	[1]
502	2] Manually enter the storage capacity value	
	Please enter the storage capacity value (0-65535)	
Install Component 600	[Expanded temple services]?	[I]ninstall
Successfully installed		Press ENTER to exit

### 23.13. Bard Song Switching (Icewind Mode) v1.3

~SETUP-BARDSONG\_BG2\_IWD.TP2~

With this mod you can freely switch to the bard song you need by clicking new buttons in Special Abilities. If you've installed any new bard kits, then install this pack, because only the original kits will have the ability of selecting songs.

23.13.1. Copy the folder **BardSong\_BG2\_IWD** and the files **Setup-BardSong\_BG2\_IWD.exe** und **Setup-BardSong\_BG2\_IWD.exe** into your main SoA directory.

23.13.2. Double-click the Setup. The DOS dialogue appears:

Choose your language:		2 [American English]
Install Component 0	[Bard Song Switching Patch for SOA]?	[N]ot Install
Install Component 1	[Bard Song Switching Patch for TOB]?	[N]ot Install
	<i>Do NOT choose component 1 or 2, if you've installed Bard kit revisions &amp; Bard High Level Ability revisions in Rogue ReBalancing.</i>	
Install Component 2	[Bard Song Switching Patch for TOB with Rogue ReBalancing Pack (No Lingering Songs)]?	[I]ninstall
	<i>Only if you have installed Rogue ReBalancing before.</i>	
Install Component 3	[Restore original kit descriptions (for Uninstall)]?	[N]ot Install
Successfully installed		Press ENTER to exit

### 23.14. Relationship v1.5 and a compatible patch

~SETUP-NMR-V1.5.TP2~ ~SETUP-NMRCBPB.TP2~

This mod will determine the relationship between the protagonist and any NPC.

23.14.1. Copy the folders **NMR-V1.5** and **NMRcpbp** plus the files **SETUP-NMR-v1.5.exe**, **SETUP-NMR-cpbp.exe**, **SETUP-NMR-v1.5.TP2**, **SETUP-NMRCpbp.TP2** and README.txt into your main SoA directory.

23.14.2. Double-click the **NMR-v1.5** Setup. The DOS dialogue appears:

Choose your language:		2 [English]
Install Component 0	[NM-Relationship:Relationship system core script]?	[I]ninstall
Install Component 1	[NM-Relationship:Relationship system core skills]?	[I]ninstall
Install Component 2	[NM-Relationship:Relationship system Added contents (Animal's "profession")]?	[I]ninstall
Install Component 3	[NM-Relationship:Common teammates dialogue installation(MULTIG.D)]?	[I]ninstall
Install Component 4	[NM-Relationship:Relationship system to the expansion of the original BG2 script.1]?	

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- Install Component 5 [NM-Relationship:Relationship system to the expansion of the original BG2 script.2]? install
- Install Component 6 [NM-Relationship:Relationship system to the expansion of the original BG2 script.3]? install
- Install Component 7 [NM-Relationship:The dialogue about BG1 and BG2 part revision]? install
- Install Component 8 [NM-Relationship:The dialogue about TOB Part revision]? install
- Install Component 9 [NM-Relationship:For the original "Ghost appearance NPC", "GENERAL" Part revision]? install
- Install Component 10 [NM-Relationship:Relationship system core skills' hotkey "E"]? install
- Install Component 11 [NM-Relationship:Relationship system Added contents (Animal's "profession")] install
- Successfully installed Press ENTER to exit

*only if you have installed BP before:*

### 23.14.3. Double-click the **NMRcbbp** Installer. Es erscheint der DOS-Dialog:

- Choose your language: 2 [English]
- Install Component 0 [The compatible mod between NM-Relationship and BPv177]? install
- Install Component 1 [The compatible mod between NM-Relationship and BPv177]? install
- Should actually be called: 2nd part of BPv177 script compatible patch*

## 23.15 Full Plate and Packing Steel

~SETUP-FULLPLATE.TP2~

This mod is one big rework of the armour system of BG2. Light, enchanted armours actually help you dodge. Heavy, enchanted armours don't help dodging much, but they absorb perhaps half or more of an blow in exchange for slowing you down and fatiguing you.

Stealth, thieving and casting in heavy armour is possible, but difficult.

*This mod must be installed after anything adding armours to the game. Definitely after Spell Revisions, Item Revisions, Galactygon's SpellPack Beta 5.*

*If casting in heavy armor is already modified by another mod, the main component will avoid modifying your previous choice.*

*Therefore it checks for: Item Revisions*

*RPGDungeon Item Pack: Patrick was an elven-king*

*RPGDungeon Item Pack: Dragonscale*

*Spell Revisions: Divine*

*Spell Revisions: Arcane*

*Galactygon's SpellPack Beta 5: Ghost Armour*

*Beyond the Law: Better Balanced BTL Items*

### 23.15.1. Copy the folder **fullplate** and the file **Setup-fullplate.exe** into your main SoA directory.

### 23.15.2. Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? No
- Install Component 1 [Full Plate And Packing Steel: Between You And Harm (alternate armour system)]? install
- Incompatible with:*
- Refinements' Revised Armors & Shields*
  - BG2 Tweaks' Allow Thieving and Stealth in Heavy Armor*
  - Item Revisions' Heavy Armor Encumbrance*
  - Item Revisions' Allow Thieving Skills in Armor*
- Install Component 102 [Full Plate And Packing Steel: Field Improvisation (convenience tweak, remove restrictions on combining protective items)]? install
- Install Component 204 [Full Plate And Packing Steel: Little He Knows Where a Foe May Lurk (everyone can backstab at x2, thieves/assassins do better)]? install

## 23.16 BP Series v3.1

~SETUP-BPSERIES.TP2~

The BP Series is a collection of group KI scripts for Baldurs gate II: Shades of Amn and the exten-

sion, Throne of Bhaal.

*The mod can no more be installed after Ding0 Experience Fixer. The installation would break off with several error messages.*



23.16.1. Copy the folder **bpseries** and the files **Setup-BPSeries.exe** and **Setup-BPSeries.tp2** into your main SoA directory.

23.16.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Install Component 0 [BPSeries v3]? [I]ninstall  
 Successfully installed [BPSeries v3] Press ENTER to exit  
 The readme opens.

**23.17 Macholy's Teammates Fight Scripts v2.5**

~SETUP-NMRF-PC.TP2~

It is a small fight scripts mod that makes teammates much more active and intelligent.

*The Ascension mod is required*

23.17.1. Copy the folder **bpseries** and the files **Setup-BPSeries.exe** and **Setup-BPSeries.tp2** into your main SoA directory.

23.17.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]  
 Install Component 0 [Install Macholy's Teammates Fight Scripts V2.5]? [I]ninstall  
 Successfully installed [Install Macholy's Teammates Fight Scripts V2.5] Press ENTER to exit  
 The readme opens.

**23.18 P5Tweaks v3**

~SETUP-P5TWEAKS.TP2~

This mod is just a small collection of various tweaks and changes particularly regarding charms, that destroys items and/or causes them to vanish. With this mod the items remain after these charms.

23.18.1. Copy the folder **P5Tweaks** and the file **Setup-P5Tweaks.exe** into your main SoA directory.

23.18.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component 10 [Drop items on frozen death]? [I]ninstall  
 Install Component 20 [Drop Items on Disintegrate]? [I]ninstall  
 Install Component 30 [Drop items on Imprisonment]? [I]ninstall  
 Install Component 40 [Drop Items on Petrification]? [I]ninstall  
 Install Component 50 [Restore SoA background music for Promenade cutscene]? [I]ninstall  
 Install Component 60 [Increased spear range & damage]? [I]ninstall  
*not together with item\_rev*  
 Successfully installed Press ENTER to exit

**23.19. Ding0 Experience Fixer = DEFJAM XP v6**

~SETUP-XPMOD.TP2~

This mod enables to reduce the points of experience for rewards because you get thousands of experience points for every "open locks" or "learning spells" agrees and you would have too fast too high values of experience. You can change the new experience rate for every component separately of the others of 10% to 75% of the original experience rate. The installation is urgently recommended. The mod affects ALL mods installed before.

*This process lasts several minutes!*

*Other than mentioned in the mod's readme the mod can be installed without any error messages!*



23.19.1. Copy the folder **xpmod** and the files **setup-xpmod.exe** and **setup-xpmod.tp2** from the folder DEFJAM\_v6 into your main SoA directory.

23.19.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Would you like to display the readme? [N]o  
 Install Component [Creature XP Reduction]?  
 0 1] Reduce to 75%  
 1 2] Reduce to 50% [2]  
 2 3] Reduce to 25%  
 3 4] Reduce to 1/6th for solo play  
 4 5] Reduce to 10%

Install Component [Locks, Traps and Spells XP Reduction]? [N]ot Install  
 5 1] Reduce to 75%  
 6 2] Reduce to 50%  
 7 3] Reduce to 25%  
 8 4] Reduce to 1/6th for solo play  
 9 5] Reduce to 10%

*These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.*

Install Component 10 [No XP for learning spells]? [N]ot Install

*These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.*

Install Component [Quest XP Reduction]?  
 According to the instructions you get vast amounts of error messages during the installation, however, you can ignore this. As long as you receive the message „successfully installed“, everything would be fine. As long as you do not install BP Series, you get only two certain, later explained error messages. Nevertheless, these concern two faulty files, not the mod itself.

11 1] Reduce to 75%  
 12 2] Reduce to 50% [2]  
 13 3] Reduce to 25%  
 14 4] Reduce to 1/6th for solo play  
 15 5] Reduce to 10%

Install Component [SoA Starting XP Reduction] ? [N]ot Install  
 16 1] Reduce to 66750 XP (75%)  
 17 2] Reduce to 44500 XP (50%)  
 18 3] Reduce to 22250 XP (25%)  
 19 4] Reduce to 8900 XP (10%)

Install Component [ToB Starting XP Reduction] ? [N]ot Install  
 20 1] Reduce to 1875000 XP (75%)  
 21 2] Reduce to 1250000 XP (50%)  
 22 3] Reduce to 625000 XP (25%)  
 23 4] Reduce to 250000 XP (10%)

*Doesn't seem so to work with BGT-WeiDU.*

Successfully installed Press ENTER to exit  
 The readme opens.

**23.20. BP-Balancer-v0.33b**

~SETUP-BP-BALANCER.TP2~

This mod works similar as Big Picture, but for BG1: the values of too strong items from DSotSC, NToTSC, SoBH and Drizzt Saga are set back to their BG1 values. Besides BP-Balancer reduces too high experience points, which you get with these mods, in order not to gain too soon too high experience levels. By all these settings you get a balanced BG1 gameplay.

23.20.1. Copy the folder **BP-Balancer** and the files **Setup-BP-Balancer.exe** and **Setup-BP-Balancer.tp2** into your main SoA directory.

23.20.2. Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Balancing game engine XP]? [Y]es  
 Would you like to display the components from [Balancing XP and items of several mods]? [Y]es

Installing: 0 [Reading your current game configuration]  
*The following infos about your current configuration are displayed:*  
 Your xp level system is based on 50 levels  
 You currently gain 1000 xp for spell learning at level 1

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- You currently gain 1000 xp for traps at level 1*  
*You currently gain 250 xp for picking pockets at level 1*
- Install Component [XP for Spell Learning]? choose one:
- 1] At 50% from your current configuration
  - 2] At 10% from your current configuration
  - 3] At 4% from your current configuration [3]
  - 4] None (Original BG1, recommended... hehehe...)
  - 5] Original BG2
- Install Component [XP for Disarming Traps]? choose one:
- 6] At 50% from your current configuration
  - 7] At 10% from your current configuration
  - 8] At 4% from your current configuration [3]
  - 9] None (Original BG1, recommended... hehehe...)
  - 10] Original BG2
- Install Component [XP for Pick Pocket]? choose one:
- 11] At 50% from your current configuration
  - 12] At 10% from your current configuration
  - 13] At 4% from your current configuration [3]
  - 14] None (Original BG1, recommended... hehehe...)
  - 15] Original BG2
- Install Component 16] [Installing files needed for the components of the group "Balancing XP and items of several mods"]? [I]nSTALL
- Install Component [Restore original BG1 creatures' XP and items]? choose one:
- 17] Keep custom items from other Mods [2]
  - 18] Also remove SOME (partly random) overpowered custom items from other Mods
  - 19] Also remove ALL custom items from other Mods (will not affect quest relevanted items)
- Install Component [Item and XP Balancing for 'Dark Side of the Sword Coast (v2.00)']? choose one:
- 20] Keep custom items
  - 21] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items) [2]
  - 22] Also remove ALL custom items from other Mods (will not affect quest relevanted items)
- Install Component [Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.60/1.61)']? choose one:
- 23] Keep custom items
  - 24] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items) [2]
  - 25] Also remove ALL custom items from other Mods (will not affect quest relevanted items)
- Install Component [Item and XP Balancing for 'Secret of Bone Hill (v2.10)']? choose one:
- 26] Keep custom items
  - 27] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items) [2]
  - 28] Also remove ALL custom items from other Mods (will not affect quest relevanted items)
- Install Component [Item and XP Balancing for 'DrizztSaga (v1.0)']? choose one:
- 29] Keep custom items
  - 30] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items) [2]
  - 31] Also remove ALL custom items from other Mods (will not affect quest relevanted items)
- Successfully installed Press ENTER to exit

***If you want more informations about XP settings in the megamod read the related chapter in the appendix.***



**23.21. Aurora's Shoes and Boots v3**

~SETUP-AURORA.TP2~

Aurora not only sells all sorts of shoes, but will also chat with you about nobles and commoners alike, providing exciting information about their daily lives.

You will also meet the surly gnome Tomthal, doomed to the surface by a mysterious curse, and his cheerful sister Karaea.

This mod also includes the former mod Store Prices. With this one you can increase the selling prices and decrease the buying prices. Without these components you would get very soon much to much money in a megamod.

*This mod should go after mods that add creature animations, as it reorganizes some of those.*

*Install Aurora before Level 1 NPCs.*

*Install Aurora because of its crossmod material after MTS Crappack or Tales of the Deep Gardens. Eventually, there will be additional material available through Crossmod, including banters with Solaufein, Kelsey, Hubelpot and others.*

*The former Store Prices components „Change store buying prices“, „Change store selling prices“, „Change gem and jewelry prices“ and „Change creature gold carried“ must be installed after all item changing mods.*

23.21.1. Copy the folder **aurora** and the file **setup-aurora.exe** into your main SoA directory.

23.21.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?                [N]o
Install Component 0 [Aurora's Shoes and Boots]?      [I]nstaLL
Install Component [Small portraits for NPCs]?
    This component requires the main component
    10 1] Merchants and minor NPCs                    [1]
    20 2] Merchants only
Install Component 40 [Shorten Gorion battle cutscene]? [N]ot Install
    This component requires BGT
Install Component [Shorten BG2 intros]?               [N]ot Install
    50 1] Shorten Dungeon cutscene
    60 2] Shorten Dungeon and Waukeen's cutscenes
    This component requires BGT
    Installation of the following components is urgently recommended. These components will affect
    ALL previous installed mods.
Install Component [Change store buying prices]?
    100 1] Reduce to 25%
    105 2] Reduce to 50%
    110 3] Reduce to 67% (recommended)                [3]
    115 4] Reduce to 75%
    120 5] Reduce to 90%
    125 6] Increase by 125%
    130 7] Increase by 150%
    135 8] Increase by 200%
    140 9] Increase by 300%
Install Component [Change store selling prices]?
    150 1] Reduce to 50%
    155 2] Reduce to 75%
    160 3] Reduce to 90%
    165 4] Increase by 110%
    170 5] Increase by 125%
    175 6] Increase by 150% (recommended)            [6]
    180 7] Increase by 200%
    185 8] Increase by 300%
    190 9] Increase by 500%
Install Component [Change gem and jewelry prices]?
    200 1] Reduce to 10%
    205 2] Reduce to 25%
    
```



```

210 3] Reduce to 50%
215 4] Reduce to 67% (recommended) [4]
220 5] Reduce to 75%
225 6] Reduce to 90%
230 7] Increase by 125%
235 8] Increase by 150%
240 9] Increase by 200%
Install Component [Change quest gold rewards]?
241 1] Reduce to 10%
243 2] Reduce to 17%
245 3] Reduce to 25
247 4] Reduce to 50% [4]
249 5] Reduce to 75%
253 5] Reduce to 95%
257 5] Fixes only
Install Component [Realistic random treasures]?
400 1] Remove duplicate random treasures
410 2] Only intelligent creatures get random scrolls
420 3] Both 1 and 2 (no treasures lost) [3]
430 4] Both 1 and 2 (25% of treasures lost)
440 5] Both 1 and 2 (50% of treasures lost)
450 6] Both 1 and 2 (75% of treasures lost)
460 7] All random treasures removed
Install Component [Change creature gold carried]?
465 1] Reduce to 10%
467 2] Reduce to 25%
470 3] Reduce to 50% (recommended) [3]
473 4] Reduce to 67%
475 5] Reduce to 75%
477 6] Reduce to 90%
480 7] Increase by 125%
485 8] Increase by 150%
490 9] Increase by 125%
Install Component 500 [PnP Helmed and Battle Horrors]? [I]install
Install Component 520 [Realistic Kobold Commandos]? [I]install
Successfully installed Press ENTER to exit

```

### 23.22. Item Randomiser v2

~RANDOMISER.TP2~

ENGLISCH

Item Randomiser will randomly distribute approximately 100 items in Baldur's Gate (including TotSC) and approximately 130 items in Baldur's Gate II (including ToB).

*Item Randomiser should be installed after any mods which move or remove items.*

23.22.1. Copy the folder **randomiser** and the file **setup-randomiser.exe** into your main SoA directory.

23.22.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme? [N]o
Install Component [Randomise items]?
1100 1] Randomise with in-game scripts. No items are lost
1200 2] Randomise with in-game scripts. Some items are lost
1300 3] Randomise with WeiDU. No items are lost [3]
1400 4] Randomise with WeiDU. Some items are lost
1] and 2] are incompatible with Dungeon-Be-Gone and with the Sword Coast Stratagems component 'Skip Candlekeep'
One or more mods are installed which uses items that are randomised by this mod. Do you wish to leave these items where they are? Please answer [y]es or [n]o. Please see the readme for additional details. [y]
Install Component [Remove Protection from Undead scrolls from stores]?
10100 1] All scrolls from all stores [1]
10200 2] All scrolls from 9 out of 10 stores

```

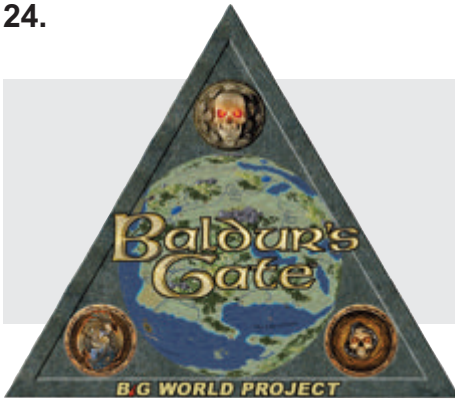


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---

Successfully installed

Press ENTER to exit



The Megamod installation will be completed with mods that make graphical changes to the entire game and will fit the user interface in a better way.

### 24.1. One Pixel Productions v2.7

~1PP.TP2~

This mod changes the avatars, weapons and shield icons of Baldur's Gate II to those of Baldur's Gate.

*At least the components 0, "One Pixel Productions: v2 Everything but Potions", and the components 7, 8, and 9, "One Pixel Productions: v3 Legacy Shields ...", should not be installed on top of Item Revisions because Item Revisions includes modified versions of these components.*

**ATTENTION:** *This mod must be installed in two steps! The Flame Short Swords components and Colourable Quarterstaves components will be installed after Item Revisions to the end of the megamod.*



24.1.1. Copy the folder **1PP** and the files **setup-1pp.exe** and **1pp.tp2** into your main SoA directory.

24.1.2. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme?                [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [One Pixel Productions: v2 Everything but Potions (1)]? [N]ot Install
    This component is mostly included in Item Revisions; in no case install it after Item Revisions!
Install Component 1 [One Pixel Productions: v2 New Potion Graphics (2)]? [I]ninstall
    Fully compatible with Item Revisions (install it after IR's main component)
Install Component 2 [One Pixel Productions: v3 Flaming Swords (3)]? [N]ot Install
    This component is entirely included in Item Revisions
Install Component 3 [One Pixel Productions: v3 Flame Short Swords (4)]? [I]ninstall
    Fully compatible with Item Revisions (install it after IR's main component)
Install Component 4 [One Pixel Productions: v3 Flame Short Swords item patches (5)]? [I]ninstall
Install Component 5 [One Pixel Productions: v3 Flame Short Swords mod item patches (6)]? [I]ninstall
Install Component 6 [One Pixel Productions: v3 Paperdolls (human, half-orc, elven, halfling, dwarves (partially)) (7)]? [N]ot Install
    This component is mostly included in Item Revisions.
Install Component 7 [One Pixel Productions: v3 Legacy Shields - Bucklers (D1) (8)]? [N]ot Install
    This component is entirely included in Item Revisions
Install Component 8 [One Pixel Productions: v3 Legacy Shields - Small Shields (D2) (9)]? [N]ot Install
    This component is entirely included in Item Revisions
Install Component 9 [One Pixel Productions: v3 Legacy Shields - Medium Shields (D3) (10)]? [N]ot Install
    This component is entirely included in Item Revisions
Install Component 10 [One Pixel Productions: v3 Colourable Quarterstaves core (11)]? [I]ninstall
    Fully compatible with Item Revisions (install it after IR's main component)
Install Component 11 [1PP: Colourable Quarterstaves core item patches (12)]? [I]ninstall
Install Component 12 [One Pixel Productions: v3 Colourable Quarterstaves mod patches (13)]? [I]ninstall
Successfully installed                                Press ENTER to exit
  
```

### 24.2. One Pixel Productions v3: Avatar Fixes

~1PP.TP2~

This mod changes the paperdolls and inventory icons of Baldur's Gate II to those of Baldur's Gate.  
*Fully compatible with Item Revisions*

24.2.1. Copy the folder **1pp\_avatars** and the file **Setup-1pp\_avatars.exe** into your main SoA directory.

24.2.2. Double-click the Setup. The DOS dialogue appears:

```

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [1PP: Avatar fixes * female elves w. leather armour [EFB2]]? [I]nstaLL
Install Component 1 [1PP: Avatar fixes * female elves w. chain mail [EFB3]]? [I]nstaLL
Install Component 2 [1PP: Avatar fixes * female elven cleric w. plate armour [EFC4]]?
                                                                [I]nstaLL
Install Component 3 [1PP: Avatar fixes * female elven fighter w. plate armour [EFF4]]?
                                                                [I]nstaLL
Install Component 4 [1PP: Avatar fixes * female human unarmoured [HFB1]]? [I]nstaLL
Install Component 5 [1PP: Avatar fixes * female human w. leather armour [HFB2]] [I]nstaLL
Install Component 6 [1PP: Avatar fixes * female human w. chain mail [HFB3]]? [I]nstaLL
Install Component 7 [1PP: Avatar fixes * female human cleric w. plate mail [HFC4]]?
                                                                [I]nstaLL
Install Component 8 [1PP: Avatar fixes * female human fighter w. plate mail [HFF4]]?
                                                                [I]nstaLL
Install Component 9 [1PP: Avatar fixes * female human unarmoured mage [HFW1]]?
                                                                [I]nstaLL
Install Component 10 [1PP: Avatar fixes * female human mage w. light robe [HFW2]]?
                                                                [I]nstaLL
Install Component 11 [1PP: Avatar fixes * fixed halfling progression [IFB1, IFB2, IFB3]]?
                                                                [I]nstaLL
Install Component 12 [1PP: Avatar fixes * dwarves w. chain mail [DMB3]]? [I]nstaLL
Install Component 13 [1PP: Avatar fixes * male elves w. chain mail [EMB3]]? [I]nstaLL
Install Component 14 [1PP: Avatar fixes * male human w. leather armour [HMB2]]? [I]nstaLL
Install Component 15 [1PP: Avatar fixes * male human w. chain mail [HMB3]]? [I]nstaLL
Install Component 16 [1PP: Avatar fixes * fix frame error on cleric plate [IFC4]]? [I]nstaLL
Successfully installed Press ENTER to exit
The readme opens.

```

### 24.3. 1ppv3: Female Dwarves

~SETUP-1PP\_FEMALE\_DWARVES.TP2~

This .exe patch allows separate animations for female and male dwarves AND female gnomes (Windows only currently)

24.3.1. Copy the folder **1pp\_female\_dwarves** and the file **Setup- 1pp\_female\_dwarves.exe** into your main SoA directory.

24.3.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component [Separate Avatars for Female Dwarves - Baldur's Gate II]?
0 1] Separate Avatars for Female Dwarves - Baldur's Gate II [1]
Successfully installed Press ENTER to exit

```

### 24.4. 1pp: Thieves Galores

~SETUP-1PP\_THIEVES\_GALORE.TP2~

This .exe patch restores full thief animation avatar sequences (Windows only currently)

*It is recommended to install the Avatar switching component after any other mods that alter or introduce items.*

*Fully compatible with Item Revisions (install it after IR's main component)*

24.4.1. Copy the folder **1pp\_thieves\_galore** and the file **Setup-1pp\_thieves\_galore.exe** into your main SoA directory.

24.4.2. Double-click the Setup. The DOS dialogue appears:

```

Install Component [1ppv3: Unique Thief Avatars (patch)]?
1 1] BGII - Unique Thief Avatars (patch) [1]

```

*Warning: If the patch component is installed without the content component, your game will crash.*

Install Component 2 [1ppv3: Unique Thief Avatars (content)]? install  
 Install Component 3 [1ppv3: Improved Improved Galactygon's Avatar Switching]? install

*This is an improved version of the BG2 Tweaks component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.*

Successfully installed

Press ENTER to exit

## 24.5. BGT\_NSC Portraits v1.7

~SETUP-NSCPORTRAITS.TP2~

This mod inserts missing portraits to all non-player characters (NPC) which have to do something directly with quests, avoids the double portraits for different characters, however, leaves existing portraits of NPC-Mods unchanged. Pictures of celebrities and sign styles which do not fit to the world of Baldur's Gate were avoided.

Particular attention was given to the character portrayals on the fact that they also fit to the respective characters. Bad characters mostly have also bad expressions, while good characters are to be recognized unambiguously.

No images received normal passers-by or other avatars who are only for decoration, have nothing to do with quests, or have otherwise nothing important to say.

*This mod requires the games BG1, BG2 and BGT compelling!*

24.5.1. Copy the folder **NSC Portraits** and the files **Setup-NSCPortraits.exe** and **Setup-NSCPortraits.tp2** into your main SoA directory.

24.5.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Portraits for BG1(BGT)?] install  
 Install Component 1 [Portraits for BG2 and ToB]? install  
 Install Component 10 [Portraits for Dark Side of the Sword Coast]? install  
 Install Component 20 [Portraits for Northern Tales of the Sword Coas]? install  
 Install Component 21 [Alternate Portrait for Will Scarlet of NTotSC]? install  
 Install Component 30 [Portraits for Secret of Bone Hil]? install  
 Install Component 50 [Portraits for Stone of Askavar]? install  
 Install Component 300 [Portraits for BG1 Mini-Quests and Encounters]? install  
 Install Component 305 [Portraits for Lure of the Sirines Cal]? install  
 Install Component 310 [Portraits for Grey Clan Episode I]? install  
 Install Component 1000 [Portraits for The Darkest Day]? install  
 Install Component 1001 [Alternate NPC-Portraits for The Darkest Day]? install  
 Install Component 1030 [Portraits for Region of Terror]? install  
 Install Component 1031 [Alternate NPC-Portraits for Region of Terror]? install  
 Install Component 1310 [Portraits for Assassinations]? install  
 Install Component 1320 [Portraits for Dungeon Crawl]? install  
 Install Component 1330 [Portraits for Romantic Encounters]? install  
 Install Component 1340 [Portraits for Big Picture]? install  
 Install Component 2000 [Portraits for Ascalons Breagar]? install  
 Install Component 2010 [Portraits for Amber NPC]? install  
 Install Component 3000 [Alternate Portrait for Goo NPC]? install  
 Install Component 3010 [Alternate Portrait for Kim NPC]? install  
 Install Component 5000 [Alternate Female Charakter-Creation Portraits]? install  
 Install Component 5010 [Alternate Male Character-Creation Potraits]? install

Successfully installed

Press ENTER to exit

The readme opens.

## 24.6. Unique Containers v2

~SETUP-CONTAIN.TP2~

This mod assigns unique icons to all containers in the game and also fixes various issues with stores and containers.

24.6.1. Copy the folder **contain** and the file **setup-contain.exe** into your main SoA directory.

24.6.2. Replace the file **Setup-Tactics.tp2** in your directory ...\\BGII - SoA with this one of the same name from the folder **B&G World Fixpack**.



24.6.3. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component [Unique Containers]? choose one:  
                   10 1] Unique icons and names [1]  
                   15 2] Unique icons only  
                   20 3] Fixes only  
 Successfully installed [Unique Containers] Press ENTER to exit

**24.7. Celestiales\_v1.2**

~SETUP-CELESTIALES.TP2~

This mod replaces the graphics of the devas, the planetars and the solar of the Planar Sphere with an alternative model designed by Bioware.

*Not together with the Spell Revisions component "Deva and Planetar animations", because both change the same objects.*

24.7.1. Copy the folder **celestiales** and the files **setup-celestiales.exe**, **setup-celestiales.tp2** and **Readme\_celestiales.html** into your main SoA directory.

24.7.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Correccion a la animacion de las armas de devas y planotareos - Corrections of the animation of the weapon of devas and planetars - Korrektur der Animation der Waffen der Devas und Planetars)]? [I]ninstall  
 Install Component 1 [Sustitucion de los graficos de devas y planotareos rojos - Substitution of the creature graphics of the red devas and planetars (Ersatz der Grafiken der roten Devas und Planetars)]? [I]ninstall  
 Install Component 2 [Sustitucion de los graficos de devas y planotareos azules y de Solar - Substitution of the creature graphics of the blue devas and planetars and the solars (Ersatz der Grafiken der roten Devas und Planetars)]? [I]ninstall  
 Successfully installed Press ENTER to exit  
 The readme opens.

**24.8. Replacement Lightmaps v1.3**

~SETUP-LIGHTMAPS.TP2~

This mod will replace the purple and blue overall lighting in the sewers with a mid-grey-green and a lighter grey-green.

24.8.1. Copy the folder **lightmaps** and the files **Setup-lightmaps.exe** and **Setup-lightmaps.tp2** into your main SoA directory.

24.8.2. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Corrected lightmaps for BG TuTu/BGT/Baldur's Gate]? [I]ninstall  
 Successfully installed [Corrected lightmaps for BG TuTu/BGT/Baldur's Gate] Press ENTER to exit

**24.9. BP\_BGT\_Worldmap\_v7.1**

~SETUP-BP-BGT-WORLDMAP.TP2~

This modification is for the use of The Big Picture - Baldurs Gate Trilogy (BP-BGT) absolutely necessary, because it also shows the additional areas of the big mods.

24.9.1. Copy the folder **BP-BGT\_Worldmap** and the files **Setup-BP-BGT-Worldmap.exe** and **Setup-BP-BGT-Worldmap.tp2** into your main SoA directory.

24.9.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 What should be done with all components that are NOT YET installed? [A]sk about each one?  
 Install Component [Worldmap for Baldur's Gate v7.1 - including colored Baldur's Gate map icons]? choose one:  
                   0 1] New Worldmap for use with Mega Modification... [1]  
                   1 2] New Worldmap for use with TuTu/EasyTuTu...  
 Which travel times do you want?

1] Original Travel Times and Area Visibility  
 2] Revised Travel Times and Area Visibility  
*Doubles the travel times so it takes a little longer to get from area to area.*  
 Which size of the worldmap do you want?  
*Only, if you have selected "Original Travel Times and Area Visibility" before*  
 1] Large Worldmap 4900x3500. [1]  
 2] Huge Worldmap 8000x4600  
 Install Component [Worldmap for Throne of Bhaal]? choose one:  
 2 1] Use new worldmap for Throne of Bhaal as well [1]  
 3 2] Clothmap style map for Throne of Bhaal  
 Install Component 4 [Convert old Savesgames (No "New Game" needed)  
 >>If you want to uninstall this component,  
 you have to make a backup of your savegame folder manually!<<]?  
 [N]ot Install  
 Install Component 5 [Flag]? [N]ot Install  
*This makes all the areas visible and visitable (if it's normally visitable from the map area) in the  
 worldmap right from the start. The function of it is to make the debugging easier. It should never  
 be used in the normal game.*  
 Successfully installed Press ENTER to exit  
 The readme opens.

## 24.10. Sword Coast Stratagems II v11

~SETUP-SCSII.TP2~

SCS adds more than 60 optional components (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay). This mod however is not to compare with other tactics mods, as it makes combats more interesting and tactically challenging, rather than just making it harder by brute-force methods like tripling all the damage rolls. SCS also includes a few ease-of-use features and tweaks.

### 24.10.1. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 Would you like to display the components from [Spell tweaks]? [N]o  
 Would you like to display the components from [Item tweaks]? [N]o  
 Would you like to display the components from [Gameplay tweaks]? [Y]es  
 Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o  
 Would you like to display the components from [AI enhancements]? [N]o  
 Would you like to display the components from [Tactical challenges]? [N]o  
 Install Component 3500 [Randomly change the locations of many in-game items]? [N]ot Install  
 Install Component 3510 [Remove unrealistically helpful items from certain areas]? [N]ot Install  
 Install Component [Remove unrealistically convenient ammunition from certain areas]? [N]ot Install  
 3520 1] Only remove nonmagical ammo from random containers  
 3521 2] Remove ammo up to the +2 level from random containers  
 3522 3] Remove all ammo from random containers  
*This component causes the Amber mod to crash.*  
 Install Component 3530 [Faster Bears]? [N]ot Install  
 Install Component 3980 [Allow the Cowled Wizards to detect spellcasting in most indoor, above-ground areas  
 in Athkatla]?  
 Install Component [Increase the price of a license to practise magic in Athkatla]?  
 3990 1] License costs 10,000 gp [N]ot Install  
 3991 2] License costs 15,000 gp  
 3992 3] License costs 20,000 gp  
 3993 4] License costs 130,000 gp  
 3994 5] License costs 50,000 gp  
*The default price for a magic licence from the Cowled Wizards is 5,000 gp*  
 Install Component [Increase the price asked by Gaylan Baele]?  
 4000 1] Gaylan wants 40,000 gold pieces [N]ot Install  
 4001 2] Gaylan wants 60,000 gold pieces

- 4002 3] Gaylan wants 80,000 gold pieces
- 4003 4] Gaylan wants 100,000 gold pieces
- 4004 5] Gaylan wants 120,000 gold pieces

*In the unmodded game Gaylan asks the player to provide 20,000gp.*

Install Component 4010 [Make Freedom scrolls available earlier]? [N]ot Install

Install Component 4020 [Make Watchers' Keep accessible between SoA and ToB]? [I]n stall

*If you want to install this component, then it may be installed only after BP-BGT-Worldmap, because otherwise the Worldmap component "Use new worldmap for Throne of Bhaal as well" this SCSII component will overwrite again.*

Install Component 4030 [Retrieve Dropped Items from Hell]? [N]ot Install

Install Component 4040 [Improved shapeshifting]? [N]ot Install

*If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.*

*A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing“ as with the Refinements-component “Shapeshifting Fix”.*

Install Component 4050 [Make party members less likely to die irreversibly]? [N]ot Install

Install Component 4055 [Randomise the maze in Watcher's Keep]? [N]ot Install

*The following eight components are rather more fine-tuned versions of the Tweakpack component „Multiple Strongholds (Baldurdash)“. These ones let you get access to the chosen strongholds.*

Install Component 4060 [Make the bard stronghold available to all classes]? [N]ot Install

Install Component 4061 [Make the cleric stronghold available to all classes]? [N]ot Install

Install Component 4062 [Make the druid stronghold available to all classes]? [N]ot Install

Install Component 4063 [Make the fighter stronghold available to all classes]? [N]ot Install

Install Component 4064 [Make the paladin stronghold available to all classes]? [N]ot Install

Install Component 4065 [Make the ranger stronghold available to all classes]? [N]ot Install

Install Component 4066 [Make the thief stronghold available to all classes]? [N]ot Install

Install Component 4067 [Make the wizard stronghold available to all classes]? [N]ot Install

## MAKE WATCHER'S KEEP ACCESSIBLE BETWEEN SOA AND TOB

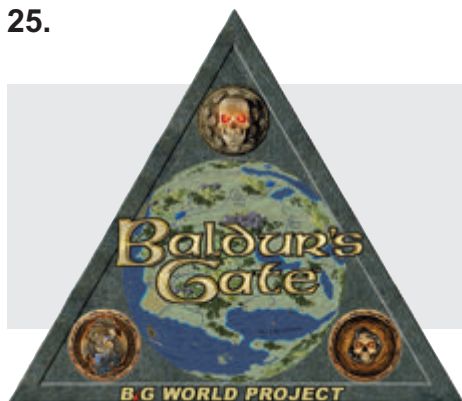


In roleplaying terms, the natural time to explore Watchers' Keep is between the end of Shadows of Amn and the start of Throne of Bhaal. Before chapter 4 you're probably too weak; in chapters 6 and 7 of SoA you're in a desperate race against time; in ToB, the way the start works makes it difficult not to take random time off from urgent business to explore Watchers' Keep.

This component moves the start location of Throne of Bhaal to Watcher's Keep, so that you're moved there immediately after the end of SoA. You can then explore WK to your heart's content. When you want to start ToB, just leave WK via the world map. You can still return to WK after leaving, and you can still explore it in SoA if you prefer to.

**Be warned:** you don't have any stable base, or any way to change your party, as long as you're starting at WK. If you find you need either, you'll need to do the first part of ToB. Similarly, although you could start a new game of ToB using this component, this is only a good idea if you're masochistic enough to want to solo Watchers' Keep with a starting-level ToB character!





Now you could add kits to the game. However, we have not investigated them yet.

## 25. INSTALLATION OF KITS

Due to a technical limitation it is not possible to have more than nine kits per class. More can actually be installed, but no more than nine of them will be available for selection during character creation. The few free places are quickly filled.



If kits are installed along with the mods, they can not be changed later without destroying your whole installation. Therefore, the kits should only be installed after the real megamod.

In BG2 most classes have 3 kits right from the start. A maximum of 6 further kits can be added to the fighter, ranger, paladin, cleric, druid, thief and bard classes. All 9 mage places are filled; the sorcerer, monk and barbarian have no kits.

Now you can install as you wish, kits you have previously had to skip. This can be the TDD or RoT kit packs or single kits from different mods.

### DEINSTALLATION OF KITS WITH „MOD KIT REMOVER“

The Mod Kit Remover can remove all of the kits in the “Character creation” screen. The mod was primarily made because TDD fills all the slots, but also because players wanted to use kits from other mods. Any component can be installed without having to worry about conflicts. The fighter, ranger, paladin, cleric, druid, magician, thief and bard kits can be individually removed; in each case either just the mod kits (“Remove Mod Kits”) or both mod and BioWare kits (“Remove BioWare and Mod Kits”). All kits already installed will still be useable by NPCs and previously created PCs. Any changes mods have made to the BioWare kits remain active, and kits from other WeiDU-mods can be installed and will be selectable during character creation.

At this point we have tested only a few kits. You are on your own.

You can create these kits inside a clone of your game without touching your actual installation as described in the following chapter Multi-Install Tool.

If you have SoS installed, you will find a thief kit “Fence”. Do not try to use it, it crashes the game. The Fence is only for the NPC Selence from SoS and is not intended for other use.

#### 25.1. Mod Kit Remover v2

The Mod Kit Remover will remove all mod or all mod and BioWare kits from the character creation screen.

25.1.1. Copy the folder **ModKitRemover** and the file **Setup-ModKitRemover.exe** into your main SoA directory.

*In this example only the Fence from SoS shall be removed.*

25.1.2. Double-click the Setup. The DOS dialogue appears:

Install Component	[Remove Fighter Kits]?	[N]o
	1] Remove Mod Kits	
	2] Remove BioWare & Mod Kits	
Install Component	[Remove Ranger Kits]?	[N]o



Install Component	1] Remove Mod Kits 2] Remove BioWare & Mod Kits [Remove Paladin Kits]?	[N]o
Install Component	1] Remove Mod Kits 2] Remove BioWare & Mod Kits [Remove Cleric Kits]?	[N]o
Install Component	1] Remove Mod Kits 2] Remove BioWare & Mod Kits [Remove Druid Kits]?	[N]o
Install Component	1] Remove Mod Kits 2] Remove BioWare & Mod Kits [Remove Thief Kits]?	[I]
Install Component	1] Remove Mod Kits 2] Remove BioWare & Mod Kits [Remove Bard Kits]?	[N]o
Successfully installed The read me then opens.		Press ENTER to exit

**25.2. Level 1 NPCs v1.2**  
~LEVEL1NPCS.TP2~

With this mod joinable NPCs, when they join your party, get the same experience points as the main character. You can level them up from level one and choose their skills and weapon proficiencies. Also you can modify the classes of all joinable BG1 and BG2 NPCs.

*Kit mods, Ashes of Embers or any other mod that changes the weapon proficiency rules, must be installed BEFORE Level 1 NPCs.*  
*BG1-style proficiencies component of BG2 Tweaks may be installed AFTER Level 1 NPCs.*  
*If you have installed the Revised High Level Abilities component of Refinements, you may not assign multi-class abilities to any character.*  
*You can install this mod during an existing game, but the modifications will only take effect if the NPC has not yet joined the party.*

- 25.2.1. Copy the folder **level1npcs** and the file **setup-level1npcs.exe** into your main SoA directory.
- 25.2.2. One or more files of this mod must be changed. This will be done by the patch from the folder **B&G World Fixpack**.



- 25.2.3. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Would you like to display the readme? [N]o  
 What should be done with all components that are NOT YET installed? [A]sk about each one?

Install Component 0 [Nythrun's Level 1 NPCs: List party-joinable NPCs (required to install any other components)] [I]nstaLL

*This component is required for all the other components of this mods.*

Install Component 1 [Tweak weapon proficiencies for some classes (a la Ashes of Embers and aVENGER's Rogue Rebalancing?)  
 Allow clerics one star in any weapon type a fighter can use?  
 Hit 0 and enter for no change to single class clerics,  
 1 and enter for allow one star, or  
 2 and enter to skip all cleric related tweaks.  
 Allow druids one star in any weapon type a fighter can use?  
 Hit 0 and enter for no change,  
 1 and enter for one star.  
 Restrict fighter/druids from armors single class druids cannot wear?  
 Hit 0 and enter for no change,  
 1 and enter for yes.

*This sub-component will be automatically skipped if you have installed Druid Remix from Divine Remix.*

Allow grandmastery for fighter multiclassing?

Hit 0 and enter for no change,  
1 and enter for yes.

Allow thieves, mages, and bards to place one star in any weapon type?

Hit 0 and enter for no change,  
1 and enter for yes.

Allow thieves and thief multi-classes three stars in dual-wielding?

Hit 0 and enter for no change,  
1 and enter for yes.

Allow backstab with any weapon a mage/thief, fighter/thief, or cleric/thief can use?

Unfortunately, single-class thieves will be able to equip any weapons thus altered. They won't, however, be able to spend proficiency points in forbidden categories.

Hit 0 and enter for no change,  
1 and enter for yes.

Make two-handed weapons unusable for backstabbing?

Hit 0 and enter for no change,  
1 to make all two handed weapons do no additional damage on a successful backstab, and  
2 to restrict only quarterstaves.

Install Component 3 [Joinable NPCs more closely match the player character's experience?] [\[I\]Install](#)

*After the NPC's experience points are adapted to those of the main character, you can run a script for mentioned NPC which makes the NPC rest. That is, after you up-gradated the NPC and selected the spells, you must activate the AI lantern (if it is switched off), select the character and press " R". The character will rest now, and thus memorize all selected spells. The Script will work only once and vanish if you rest, leave the area, save the game, change party members, or do almost anything else, so if you want to use it, you'd best do so immediately.*

*The next components allow lengthy settings and are intended only for experienced players. See following description further below.*

- Install Component [1201](#) Aerie
- Install Component [1202](#) Anomen Delryn
- Install Component [1203](#) Cernd
- Install Component [1204](#) Edwin Odessiron
- Install Component [1205](#) Haer'Dalis
- Install Component [1206](#) Imoen
- Install Component [1207](#) Jaheira
- Install Component [1208](#) Jan Jansen
- Install Component [1209](#) Keldorn Firecam
- Install Component [1210](#) Korgan Bloodaxe
- Install Component [1211](#) Mazzy Fenton
- Install Component [1212](#) Minsc
- Install Component [1213](#) Nalia De'Arnise
- Install Component [1214](#) Valygar Corthala
- Install Component [1215](#) Viconia De'Vir
- Install Component [1216](#) Yoshimo
- Install Component [1217](#) Sarevok
- Install Component [1218](#) Ajantis Ilvastarr
- Install Component [1219](#) Alora
- Install Component [1220](#) Branwen
- Install Component [1221](#) Coran
- Install Component [1222](#) Dynaheir
- Install Component [1223](#) Eldoth Kron
- Install Component [1224](#) Faldorn
- Install Component [1225](#) Garrick
- Install Component [1226](#) Kagain
- Install Component [1227](#) Khalid
- Install Component [1228](#) Kivan
- Install Component [1229](#) Montaron

## 25. KITS

---

Install Component [1230](#) Quayle  
Install Component [1231](#) Safana  
Install Component [1232](#) Shar-Teel Dosan  
Install Component [1233](#) Skie Silvershield  
Install Component [1234](#) Tiax  
Install Component [1235](#) Xan  
Install Component [1236](#) Xzar  
Install Component [1237](#) Yeslick Orothiar

*With each character you must first select the desired class or multiclass from a list::*

Select a class from the list below. Enter the class's number and press "Enter".

*With each character you get a further sub-menu and you must select the desired kit from a list:*

Select a kit from the list below, or enter 0 if you prefer No Kit/True Class

*If you select the thief class, you must select the thieving abilities from a further list:*

Select thief skill points from the list below. You'll be spending them five at a time.

*By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The individual abilities can be selected several times.*

*With some kits you must choose a spell from a list:*

Select an arcane spell to know from the list below. Choose a number in the first column.

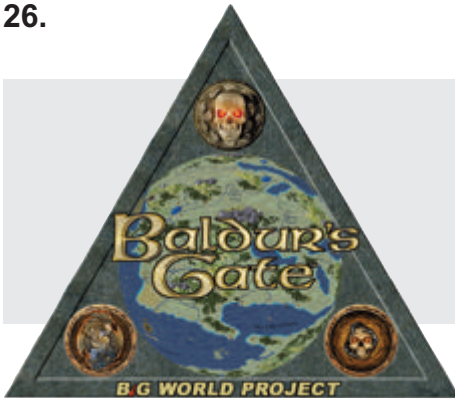
*Type in a number from the first column, then you will get the list for the second spell:*

Select your second arcane spell to know from the list below. Choose the number in the first column.

*Finally you with some kits you must select the weapon proficiency from a list:*

Select weapon proficiencies from the list below. The first column lists the number to enter, the second lists the maximum you may place, and the third is the proficiency's name.

*By pressing the numerical keys points are allocated to the respective abilities, until all remaining points are assigned. The number of points that can be assigned varies with the individual kits.*



Now the megamod installation will be finished.

In theory it may be useful to install the Widescreen mod after Generalized Biffing because you could uninstall the widescreen mod again easily if you don't like it. However - this does not work. For some reasons the game will freeze. Maybe an incompatibility arises with other .exe-patches that were installed before - I don't know. For the moment the install order Thieves Galore - Widescreen - Generalized Biffing is the only working one.



You should also be able to uninstall the Widescreen mod in that order. Indeed, this fails now and then and will ruin the whole installation!

### 26.1. Baldur's Gate Trilogy - Music

~SETUP-BGTMUSIC.TP2~

This mod must be installed to play the right music with Baldur's Gate and the Legends of the Sword Coast.

*This mod is included in BGT and will be created during the installation of BGT.*

*You can change the settings of this mod at any time because the remaining installation will not be affected!*

26.1.1. The folder **music** and the files **Setup-BGTMusic.exe** and **Setup-BGTMusic.tp2** have been copied into your main SoA directory together with BGT-WeiDU.

26.1.2. Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                0 [English]
Install Component  [Baldur's Gate Trilogy - Music]?   choose one:
    0  1] Full Baldur's Gate and Tales of the Sword Coast Music
    1  2] Hybrid Baldur's Gate/Shadows of Amn/Throne of Bhaal Music
    2  3] Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music (WARNING: patches
        BGMain.exe)                                     [3]
```

*Some NPCs connect new music not like other mods with the dialogs or other events, but add them to a songlist. Into the unpatched songlist only 99 entries may be carried out all together. Hence, up to now all lines from line 100 had to be deleted after the installation because, otherwise, the game could not start.*

*This patch removes this limitation. Also it writes all BG1 music into the songlist.*

Successfully installed

Press ENTER to exit



### 26.2. BGT Graphical User Interface

~SETUP-GUI.TP2~

With this mod the user interface and for some mods also the background music can be changed. Depending on which mod you play, you can change the GUI any time.

*This mod is included in BGT and will be created during the installation of BGT.*

*You can change the settings of this mod at any time because the remaining installation will not be affected!*

26.2.1. The folder **GUI\_Mods** and the files **Setup-GUI.exe** and **Setup-GUI.tp2** have been copied into your main SoA directory together with BGT-WeiDU.

26.2.2. Double-click the Setup. The DOS dialogue appears:


```
Install Component  [Game Graphical User Interface (GUI)]?   choose one:
    0  1] „Original SoA/ToB“                               [1]
```

*Depending from the installed mods the order of the components will vary. The following list you will only get when all related mods are installed.*

```

1 2] „Neverending Journey“
2 3] „The Darkest Day“
3 4] „Shadows Over Soubar“
4 5] „Check The Bodies“
5 6] „Tortured Souls“
7 7] „Region of Terror“
8 8] „Baldur’s Gate Trilogy“ (Elminster wielding sword)
9 9] „Baldur’s Gate Trilogy“ (Elminster wielding staff)
10 10] „Big Picture“
Install Component 6 [„Tortured Souls“ - just nice in-game Fonts]? [N]ot Install
  If you want to use other fonts because of the better legibility, read the chapter “Last Settings”.
Successfully installed [„Baldur’s Gate Trilogy“ (Elminster wielding staff)] Press ENTER to exit

```



### 26.3. W\_GUI beta 0.2 - a GUI replacement for Baldur's Gate 2

~W\_GUI/SETUP-W\_GUI.TP2~

This mod is a partial replacement for BG2 ToB GUI - Graphical User Interface. Only a few screens have been redone. This version may be its final release, because the author lost interest in this mod a very long time ago.

*Has to be installed after "BGT-GUI", but before the "Widescreen-Mod" (if you should use it).*

26.3.1. Copy the folder **W\_GUI** and the file **setup-W\_GUI.exe** into your main SoA directory.

26.3.2. Double-click the Setup. The DOS dialogue appears:

```

Choose your language: 1 [English]
Install Component 0 [W_GUI]? [I]nstaLL
Sucessfully installed [W_GUI] Press ENTER to exit

```

### 26.4. Widescreen Mod v2.2

~WIDESCREEN.TP2

This mod allows you to play the game at any desired resolution. It can currently set your resolution to any X by Y, with X >= 800 and Y >= 600. Non-standard resolutions (E.G. 801 by 632) are not supported in fullscreen, but can work in windowed mode. BG cannot be forced to be windowed, but can work at all X by Y, with X >= 640 and Y >= 480.

*This mod must be installed AFTER any mods that alter the GUI.*

26.4.1. Copy the folder **widescreen** and the file **setup-widescreen.exe** into your main SoA directory.


26.4.3. Double-click the Setup. The DOS dialogue appears:

```

Would you like to display the readme? [N]o
Install Component 0 [Widescreen Mod]? [I]nstaLL
  Enter your X coordinate. It should be a number, >= 800.
  --> type here the larger value of your actual screen resolution and press ENTER
  Enter your Y coordinate. It should be a number, >= 600.
  --> type here the smaller value of your actual screen resolution and press ENTER
  Are you sure? Y/N [Y]
  --> type here Y or N and press ENTER
Successfully installed [Widescreen Mod] Press ENTER to exit

```

I have not enough information about optimal settings. Maybe users with bigger resolutions as for example 20", 23" or 30" get not happy with this mod.




### 26.5. Generalized Biffing v1

~GENERALIZED\_BIFFING.TP2~

This WeiDU mod allows you to biff the content of the override folder for improved performance, that means the files are converted into the BIF file format and moved into the data folder. The game thereby loads much faster again and the performance is running pretty smoothly without jerking. Differently from BWP's end\_biff it is compatible with the common WeiDU stack uninstall operation.

*This process lasts up to two hours even on a fast computer!*



- 26.5.1. Copy the folder **generalized\_biffing** and the file **setup-generalized\_biffing.exe** into your main SoA directory.
- 26.5.2. Double-click the Setup. The DOS dialogue appears:
- ```
Install Component 0 [generalized biffing]? [I]nstaLL
    Would you like to biff only wav&tis files, or all files found?
    0] only wav&tis&bam (recommended by The Bigg and other Small World Dudes)
    With a full BWP installation the override folder will be reduced from 4,5 GB to 1 GB.
    1] all files (recommended by the Big World Dudes) [1]
    With a full BWP installation the override folder will be reduced from 4,5 GB to 32 MB.
Successfully installed [generalized biffing] Press ENTER to exit
The read me then opens.
```

## 26.6. Crefixer v1

~SETUP-CREFIXER.TP2~

Some macros designed to fix any slot bugs introduced by other mods.

- 26.6.1. Copy the folder **crefixer** and the file **setup-crefixer.exe** from the folder **B&G World Fixpack** into your main SoA directory.
- 26.6.2. Double-click the Setup. The DOS dialogue appears::
- ```
Install Component 0 [Creature Slot Fixer]? [I]nstaLL
Successfully installed [Creature Slot Fixer] Press ENTER to exit
```



## 26.7. Taimons tob\_hacks v0.5.1

~TOB\_HACKS.TP2~

- 26.7.1. The folder **tob\_hacks** and the file **setup-tob\_hacks.exe** will be copied by the **B&G World Fixpack** into your main SoA directory.
- 26.7.2. Double-click the Setup. The DOS dialogue appears:
- ```
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Increase songlist limit to 500]? [N]ot Install
    This component is already included in the „Baldur’s Gate Trilogy - Music“ component „Full Bal-
    dur’s Gate/Shadows of Amn/Throne of Bhaal Music (WARNING: patches BGMain.exe)“
Install Component 10 [Externalize hardcoded race strrefs to racetext.2da]? [N]ot Install
Install Component 20 [Enable PickpocketFailed() trigger]? [N]ot Install
    This component is already included in the Rogue ReBalancing component: "Use PnP thievery po-
    sitions and prevent their effects from stacking".
Install Component 21 [Stay invisible after successful pickpocket]? [N]ot Install
Install Component 30 [Introduce AoE flag to bypass mirror images]? [N]ot Install
    This component is already included also in the SCSII component: "Bugfix: Fix the Mirror Image
    spell so it doesn't block area-effect magic" as in the Spell Revisions component „Mirror Image
    Fix“.
Install Component 31 [Fix mirror image effect (#119) to keep caster level]]? [N]ot Install
    This component is already included also in the SCSII component: "Bugfix: Fix the Mirror Image
    spell so it doesn't block area-effect magic" as in the Spell Revisions component „Mirror Image
    Fix“.
Install Component 40 [Fix the formula in the dispel effect]? [N]ot Install
    This component is already included also in the SCSII component: "Bugfix: Fix the Dispel Magic
    spell so it correctly allows for caster's level" as in the Spell Revisions component „Dispel Magic
    Fix“.
Install Component 41 [Introduce configurable item dispel behavior]? [N]ot Install
    This component is already included in the Spell Revisions component: "Dispel Magic Fix".
Install Component 50 [Disable Stoneskin colouring]? [N]ot Install
    This component is already included in the SCSII component: "Cosmetic change: stop Stoneskins
    from changing your character's colour".
Install Component 60 [Apply casting level modifier stat]? [N]ot Install
Install Component 70 [Externalize spell selection hiding (hidespl.2da)]? [N]ot Install
    This component is already included in the Spell Revisions component: "Remove Disabled Spells
    from Spell Selection Screens".
```

## 26. CLOSER INSTALLATION

---

|                        |                                                              |                     |
|------------------------|--------------------------------------------------------------|---------------------|
| Install Component 80   | [Non-cumulative blindness effect (THAC0 malus)]?             | [N]ot Install       |
| Install Component 90   | [More versatile pocketplane effect (#298)]?                  | [N]ot Install       |
| Install Component 100  | [Enlarge tooltip scroll]?                                    | [I]ninstall         |
| Install Component 110  | [Apply profsmax.2da restrictions on char creation (BGT)]?    | [N]ot Install       |
| Install Component 120  | ["Scrollable" mage spellbook]?                               | [I]ninstall         |
| Install Component 121  | ["Scrollable" priest spellbook]?                             | [I]ninstall         |
| Install Component 130  | [Fix cure drunkenness effect (#164)]?                        | [I]ninstall         |
| Install Component 140  | [Fix stacking of attacks per round modifier effect (#001)]?  | [I]ninstall         |
| Install Component 150  | [Introduce backstab flag to bypass restrictions]?            | [N]ot Install       |
| Install Component 160  | [Sort of fix the forbid item(type) effects (#180 and #181)]? | [N]ot Install       |
| Successfully installed |                                                              | Press ENTER to exit |

### Hotfixes

These are temporary fixes that work for many players, but don't solve the root of the problem. Copy all files out of the subfolders from **B&G World Fixpack**\Hotfixes into the override directory at the end of installation. Maybe they don't work for all installations!

optional:

### **B&G World Clean-Up.bat**

This tool enables you to clean-up your directory. It will delete after the installation no more needed files. You will save up to 6 GB disc space.

*This programm will not be started by the **B&G World Install.bat**!*





## APPENDIX



Supplementary useful informations

### A. BGT MULTIPLAYER



Many people are having problems playing multi-player games, especially those who are behind routers at home. It seem, the only way to play BGT online is using Hamachi. Installing and configuring of Hamachi is very easy. Hamachi works with any kind of routers. Hamachi is available in many languages and for different operating systems

1. Go to <http://www.hamachi.cc> and download Hamachi v1.0.2.5.
  2. There is an excellent guide here:  
[https://secure.logmein.com/products/hamachi/Hamachi\\_Getting\\_Started\\_Guide.pdf](https://secure.logmein.com/products/hamachi/Hamachi_Getting_Started_Guide.pdf)
  3. Please also visit this guide:  
<http://www.straferight.com/forums/pc-gaming-general/158166-hamachi-bg2-step-step-multi-player-guide.html#post2210856>
- From Step 3 it describes how to configure the BG2 Server.

## B. BG2FIXPACK VS BALDURDASH



With this subject there are two hardened fronts: opponents and advocates of the BG2Fixpack. Both mods pursue the same purpose: to remove bugs from both original plays.

**Baldurdash** is very static and removes intentionally only essential bugs and avoids changes in the interfaces. The original mod is considered as a standard, however, it is developed no more; now and then from different authors one more component is added which is tuned to their own mod.

**BG2Fixpack** is very dynamic, very well coded and has to the purpose to remove all bugs and carries out in the eyes of a few modders also less important corrections. Besides, some interfaces are changed now and then. This entails that mods which access these interfaces are suddenly no more compatible to the original game.

The modders are forced thereby to adjust their mods again to BG2Fixpack or, however, new problems may arise especially with the older Mods which are developed no more. The BG2Fixpack is not accepted by all modders as a new standard. The main reason for the fact is that the BG2Fixpack unfortunately not offers separate components for crucial fixes and for less important fixes which can be also evaluated as a tweak.

One could compare both original mods in unit with the BG2Fixpack with the operating system of a computer: Also this is developed to offer to the user, thus to us to players, more service comfort many these amendments are imperative, some are useful and other are only cosmetics. But every time the third party developers are demanded to adjust their programs. But without this further development no progress is possible and today we would not have the comfort which we know.

Some modders accuse the authors of BG2Fixpack, they would abuse the players as a tester. Doubtless the authors act after best knowledge and conscience. But no mod is perfect. You can't make an omelette without breaking eggs.

A problem exists of course with the mods which are developed no more and whose interfaces are broken by the BG2Fixpack. In this case it would be desirable if the BG2Fixpack provided fixes for these mods.

With a little bit goodwill one could come up to both sides and establish the BG2Fixpack as a new standard. Players won't remark technical details - they only want a functioning MegaMod.

## C. AI MODIFICATIONS



### **Quest Pack und Big Picture**

Quest Pack has been tested and confirmed compatible with the Big Picture and its associates. Quest Pack's AI and improved creatures may safely be installed alongside BP's. Where overlap arises, BP's changes will take precedence.

### **SCS und BGT**

SCS seems to run pretty smoothly on BGT. SCS should be installed after most BG-content mods but before BG2-content mods, and in particular it should certainly be installed before Big Picture or SCSII. However (for slightly complex reasons) the AI improvements from the Quest Pack need to be installed before SCS (to be precise: before the Durlag's Tower component of SCS).

### **SCS und Big Picture**

The AI of SCS and BP works on a different way: BP replaces some scripts from other mods by its own, SCS instead rewrites them. If you install SCS after BP, SCS will rewrite some scripts that are already replaced by BP before and you may get unexpected results. If you install SCS before BP, SCS will change quite a lot of script names so BP cannot find them anymore to change them. Currently obviously the simplest choice would be to install only one of them.

### **SCSII und Big Picture**

There are many improvements provided by BP. Many monsters are added, become stronger etc. The AI from SCSII is, on the other hand, better than the AI from BP, but SCSII doesn't provide the other improvements. The AI of SCSII and BP works on a different way: BP replaces some scripts from other mods by its own, SCSII instead rewrites them. If you install both of them, SCS will rewrite some scripts that are already replaced by BP before and you may get unexpected results. Currently obviously the simplest choice would be to install only one of them.

### **SCSII und Quest Pack**

Quest Pack's AI and creature enhancements should be compatible with SCS II. The components of SCS II will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS II.

### **SCS und SCSII**

SCS and SCSII are fully compatible.

## D. HLA MODIFICATIONS



The HLAs (High Level Abilities) are powerful innate abilities which were introduced by the Throne of Bhaal expansion and can be obtained at higher levels. For example, Whirlwind, Power Attack and Evasion are all HLAs.

With the correct installation order it's possible to install Song and Silence, Rogue Rebalancing and Refinements alongside each other and still obtain the proper benefits of all three mods. The proper install order should be:

- 1) Song and Silence
- 2) Rogue Rebalancing
- 3) Refinements

Song and Silence makes only minor changes to the default Bard and Thief kits. Those changes are fully compatible with Rogue Rebalancing since they were initially based on that mod. Since Song and Silence currently uses the default HLA tables for its new kits, they will be handled by Rogue Rebalancing and/or Refinements in case those mods are installed afterwards.

Refinements doesn't change the kits in any way, it merely alters their HLA tables and replaces the Thief and Bard HLA tables introduced by Rogue Rebalancing with its own version. Both versions are fairly similar though as the Bard HLAs from Refinements were initially based on the Bard HLAs from Rogue Rebalancing.

Rogue Rebalancing is fully compatible with Song and Silence, Refinements, Oversight, Divine Remix und Sword and Fist if these mods are installed in the proper order.

|                   |                                                                                                                                              |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| Song and Silence  | makes some minor changes to the Thieves and Bards and adds several custom Thief and Bard kits to the game.                                   |
| Oversight         | changes the Monk HLAs.                                                                                                                       |
| Divine Remix      | changes the Clerics, Paladins, Druids and Rangers                                                                                            |
| Sword and Fist    | improves the Monks                                                                                                                           |
| Rogue Rebalancing | alters all Thief and Bard kits in order to bring them more in line with their PnP counter parts. Furthermore, it also changes the Bard HLAs. |
| Refinements       | changes the HLAs of all cases and thereby complements and supersedes the Thief and Bard HLAs from Rogue Rebalancing.                         |

With the aforementioned installation order Refinements would only alter the HLAs for Paladins, Specialist Mages, Barbarians, Rangers, Sorcerers, Fighters and their multi-classes.

The HLAs from Divine Remix, Sword and Silence and Oversight might conflict with the HLAs from Refinements. This is not fully tested yet and a more detailed account will follow in the next update of this guide.

In general, completely new custom kits should be compatible with each other. However, if two mods change an already existing Bioware kit then they are most likely going to be incompatible, both from the technical and from the conceptual standpoint. Some kits were coded to use the generic HLA table (the one which their base class uses) and they should generally work fine. However, other kits were coded with different HLA tables which were specifically made for those kits and it is not certain how that would work on a Megamod install.

Once you install kits introduced by mods you can no longer change them afterwards without corrupting your install. Therefore, kits should be installed after the actual Megamods.

Also, due to a technical limitation, it is not possible to have more than nine kits per base class. It is still possible to install more kits but they will be unselectable at the character screen. It's pretty easy to fill up the few remaining spaces, but by installing the kits at the end of the installation process, you can adjust your choices or make the relevant changes.

## E. XP SETTINGS IN THE MEGAMOD MEGAMOD



For the **B&G World Project** we have tried to manipulate the experience points as fair-minded as possible with the XP-Mods. Without this XP-Mods all characters would reach with all additional mods too fast too high experience levels and thus make the game too easy.

### BGT

With this mod the experience caps are removed, thus you receive continuously experience points. Besides, BGT reduces the experience points for "open locks" "find traps" and "learning spells".

### BGT Tweak Pack

With the component "Restore BG2 XP bonus for traps, locks, and scrolls" the suitable experience points that are used by BGT are removed again. Thus is everything again like that, as it is intended for BG1.

### BG2 Tweak Pack

With the component "changed experience caps" we have the possibility to remove the ToB-experience caps, so that you can collect consistent experience points up to level 50 in the mega-mod.

### BP-Balancer

The "BP-Balancer" is made especially to balance the experience points of the big BG1 mods in the MegaMod, because some mods give atypical high experience points which do not fit to the game balance of BG1. Besides, it restores again all original experience points that these mods have changed in "Baldur's Gate 1". In addition, the "BP-Balancer" has also individual experience points settings for "open locks" "find traps" and "learning spells" that are applied also in BG1 and BG2. We have set the experience points to 4% of the original value of experience. Thereby you receive a diminished number of experience points, but then you have them constantly for BG1 and BG2. Furthermore you get still more than enough of experience points by the additional mods.

### Ding0's Experience Fixer

The "DEFJAM" is made to adjusted the XPs in a MegaMod. With so many mods there are vast amounts of experience points that would allow to level up the characters too fast and thus to endanger the game balance. Who would like to have in BG2 in chapter 3 already level 20 that actually is intended for "ToB"? This is why it is important for a MegaMod to reduce the experience points. Players' reports have pointed out that 50% of the original experience points for killing creatures and doing quests are good settings.

### BP-Balancer and Ding0's Experience Fixer

With Ding0's Experience fixer (DEFJAM) the values XP are reduced global with the value of x%. With the BPPalancer there is consciously no global reduction of the experience for killing enemies but the single mods are anew (specifically) balanced. Depending on the installed order either the Balancer works on the diminished values of DEFJAM (what would not be bad, because the Balancer sets the values explicitly) or, DEFJAM would reduce the values set by the Balancer once more.

### Summary

The game balance should guarantee well balanced settings in the MegaMod.

In the original BG1 together with legends of the sword coast you could reach level 8-9. This was the start level for BG2.

With all mentioned settings these values are preserved. However, if you solve all quests in BG1 you have the possibility to get a bonus level that was not possible in the original game. Now you can reach about level 9-10 in BG1. This is anyhow a duplication of the experience points.

Although BG2 has more mods at disposal than BG1, these settings guarantee that the game remains fair up to the end.

At the end we have these settings:

- XP levels 50
- learning spells 40
- traps 40
- picking pockets 10

## F. MULTI-INSTALL TOOL

This program allows several independent side-by-side installs of BGII at minimal size to perform separate installation(s) from BGII, without touching the original game folder. A clone only needs 400 MB space over and above the actual installation!

Additional mods can be installed into a separate folder. You can attach a clone to your game at any point and continue with your installation afterwards. This could be useful for example when you want to play incompatible mods, or when you want to test a new mod at a certain place. If your installation fails, your game folder is untouched!

You can for example create a folder only for the BG1 part of BGT, only for the BG2 part or whatever you want. This works with all mods other than those that are biffed or include a movie file.

Installation of MIT-v5.1 is conditional upon Java Runtime Environment Version 5.0 Update 6 or higher (currently Java Version 6 Update 12) already being installed on your computer. (Download from: <http://www.java.com/de/download/manual.jsp> )



Install version v5.1.10 from <http://forums.gibberlings3.net/index.php?showtopic=9452>  
Don't use v5.1.11 or v5.1.12. These versions don't seem to work correctly (You cannot activate the buttons and checkboxes.)



The MultiInstallTool-5.1.10.jar can be placed anywhere, but would be most useful in the Black Isle folder. Create a folder there for your clone(s), naming it as you wish. Inside this folder create another folder named BGII - SoA. The directory could be named, for example: Black Isle\MIT Clone\TDD Kits\BGII - SoA. Note: The folder must be named BGII - SoA during installation and/or playing of the mods. Double click the MultiInstallTool-5.1.10.jar. A new window Multi-Install should open. If your zip program extracts the files instead, you will need to start the program by right-clicking to bring up the context menu, select "open with" and then choose "Java (TM) to 2 Platform Standard edition binary".

Type the path or browse to your BG2 game (Source).  
Then type the path or browse to your new installation (Sink).

You can choose some options in the lower pane. Each option will increase the size of the clone directory, but may be required for certain functionality or mods.

Click in the Characters field if you want to import one of the preset characters.  
Click in the Save field if you want to import the present score.  
Then click Go.

Wait until the progress bar finishes and says 'Done'. *This process lasts several minutes!* Close the window by clicking the close box.



If you begin a game without copying the save folder, the game creates a new one.

The newly-created install will have the same set of patches and mods to start with as the one it was cloned from. You can add mods to the cloned game as per usual and they will not affect any other installation you have on your system.

Note: The folder must be named BGII - SoA during installation and/or playing of the mods  
Run the clone with 'bgmain.exe' in the clone folder.

## G. GENERAL RULE OF THUMB - What can be installed?

**Mod format:** Forget about mods not in the WeiDU format.

**Areas:** Mods which change areas are extremely risky, because the area could already have been changed by another Mod. Look in the description to see what it is compatible with.

**Stores and objects:** Can generally be easily added.

**NPCs:** In general can be added, except Nalia and NPCs which change Valygar. NPCs that use ToB are also usually ok.

**Kit mods:** Are general not compatible unless otherwise stated, and can only be used AFTER "TDD kit remover" is used.

**Tweaks:** Are risky in general and should not be installed without precise instructions.

**Script mods:** With the exception of the BP Series and gMinion (only this version adapted to megamods) none are compatible.

**Total Conversions:** As the name suggests, these are complete changes and are absolutely incompatible.

## H. INSTALLING MODS WITH WEIDU

The WeiDU program allows easy installation of individual mods. Files are added to existing folders as is appropriate, scripts are appended to the proper files, new dialogs are added to the dialog file - in short, the program independently handles all of the complex file allocation.

Most of the mod packages contain a WeiDU-installer Setup-###.exe. But because the mods were produced at different times and WeiDU continues to be developed and updated, different mods may contain different setup versions. This means that immediately after being started, the WeiDU-setup often stops with the message: "WeiDU has finished auto-updating all copies of itself in this directory. Please RE\_RUN Setup.###.exe to actually install the mod." Don't worry, this isn't an error. This just means that when the WeiDU-setup was run, it discovered a more recent version among the previous installs and updated itself. Older setups cannot finish automatically. In this case press enter to finish the program.

Older setups can also give the error message: "TOO BIG FOR WEIDU" or "error loading Dialog.tlk". If this happens, replace the setup file with a copy of the most recent version and rename it as per the original setup file for that mod.

Download the latest version of WeiDU (presently v2.10) and copy the file "WeiDU.exe" into your main SoA directory. When the installer is first started, all setup files will update themselves to this version.



**INSTALLATION** – Install WeiDU-mods using the following steps, repeating for each mod:

Extract your mod to your main SoA directory.

Rename the WeiDU-setup if necessary in Setup-### (same name as the TP2 file).

Double-click the Setup. A DOS-dialog window will open. Enter the following data as required.

If the mod is available in several languages, you will be asked to "Choose your language". Type the number of the appropriate language and press enter.

Next you are asked to "Install Component [###]?" and you have the choices [I]ninstall, [N]ot Install and [Q]uit. In each case indicate your choice by typing the letter between the brackets.

Some mods give you several install options of which you can only choose one. Beside "Install Component [###]?" you will have the choices "[N]o, [Q]uit or choose one. Type the number corresponding to the component you want to install.

Some mods consist of several components and you are asked: "Would you like to display the components from [###]?" If you type [Y]es, you can individually select the recommended components. To save time you may choose [N]o to start the default installation. This means some things will be installed, but you won't know which or why. (Many mods may skip this.)

In the next step you are asked: "Install Component [###]" for every single component and you have the choices [I]ninstall, or [N]ot Install or [Q]uit? Type the appropriate letter and press enter. Different files are copied and patched. If the dialog "SUCCESSFULLY INSTALLED [###]" appears, the installation went fine.

Finish the program by pressing the enter key, not with the return key. This is required for some mods to begin the audio-decompression. The setup can only be finished when the ReadMe files are closed!



**ADDITIONAL INSTALLATION** - Other individual components can be installed afterwards by repeating the following steps. You are asked "What should be done with all components that are NOT YET installed?" with the choices [I]ninstall them, [S]kip them, [A]sk about each one? Press [A]sk to select the components you want and continue as described.

If some components are already installed, you are asked "What should be done with all components that are ALREADY installed?" Make your choice with [R]e-Install, [N]o Change, [U]ninstall or [Q]uit.

**DEINSTALLATION** – The uninstall / reinstall process shows what a brilliant tool the WeiDU-installer is: You can safely uninstall or reinstall a mod which is right at the beginning of your installation chain, even though you may have installed twenty other mods after it. WeiDU uninstalls, from last to first, all the mods installed since the one you want to change, does the uninstall or reinstall, then automatically, in the correct sequence, installs all of the other mods again.

This process can last several minutes with an extensive installation!



Do NOT use the option "What should be done with all components that are ALREADY installed?" with mods installed in two steps unless you want to completely remove the mod. You would not only uninstall the recently installed components, but also those from potentially a much earlier point in the install which could cause the installation to rebuild out of sequence.

This will not work with biffed files!

**RE-INSTALLATION** - The steps above repeat again. With mods with several components this time you are asked "What should be done with all components that are ALREADY installed"? Now you have the choice between [R]e-Install them, [U]ninstall them, [S]kip them, [A]sk about each one. Types the according letter and press enter.  
At a extensive installation this process can last several minutes!

Doing so will not work with biffed files!

**DEINSTALLATION OF BIFFED FILES** - The Mods NEJ, all big BG2 mods like TDD, SoS, CtB, TS and, BGT-WeiDU as well as the big BG1 mods DSotSC, NTotSC, SoBH, Drizztsaga, BG1NPC and also BP cannot be uninstalled with WeiDU perfectly!

Follow the special instructions of the respective mods. To return to an absolutely clean state before the installation, please delete following Files and folders from the BG2 main directory.

- the entire override folder
- the entire data folder
- dialog.tlk
- baldur.ini
- CHITIN.KEY
- BGMain.exe
- SETUP-##.DEBUG of the Mod
- possibly from the mod generated ##.BAT files

Afterwards open your WeiDU.log file with a text editor and remove the lines generated by the installer of this mod.

Don't remove the setup.exe files until your megamods is not complete. You still need these files in case of a possible reinstallation.

### RESTORATION OF A CLEAN INSTALLATION

Now and then a backup is recommended in the instructions. If you must reatore a part of the installation for any reason, you need to continue the installation only after the backup. There always repeat the same steps:

Delete the following files and folders from your main SoA directory:

- the entire override folder
- the entire data folder
- dialog.tlk
- baldur.ini
- CHITIN.KEY
- BGMain.exe
- WeiDU.log

Copy (do not move) the following files from your main SoA directory into the backup directory:

- the entire override folder
- the entire data folder
- dialog.tlk
- baldur.ini
- CHITIN.KEY
- BGMain.exe (If you had created a no-CD crack, you copy this of course)
- WeiDU.log

### WEIDU.LOCK

With WeiDU 2.00 a function was introduced which prevents that two mods are installed at the same time. Nevertheless, now and then this function becomes also effective, although the preceding installation is concluded. It Appearing the announcement:

## APPENDIX

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You cannot install more than one mod at a time or you will have bugs.

Try to install the mod once again, after the following:

Setup-###.exe has finished.

Make sure in such a case that really only one DOS window is open.

Delete file WeiDU.lock from your main list ...\\BGII - SoA main directory.

Restart the Installer. Now it functions as usual.

## **I. Mods, bugs, patches and fair play - how BWP works technically and legally.**

Gamers and modders sometimes have different views regarding megamods:

Gamers want to download the whole bunch all in one go, preferably in just one gigantic file from a single website.

Modders however would rather gamers only download their mods from their authorized sites. They prefer you visit their homepages and have the opportunity to get additional information about their mods. They also want to ensure that gamers are downloading the correct version of their mod, not one that may have had unauthorised changes made to it.

BWP will satisfy both sides. With the link-list you can download the original mods from their respective authorised sites and install them with batch files. Then you will have the megamod ready to play on your computer.

The required patches are inserted only on your computer. In order to not infringe on any copyrights, BWP includes no modified mods, only instructions on how to install the mod as well as complete solution proposals (the patches and the batch files). If you alter the mods yourself in the privacy of your own home, it is solely by and for yourself and completely legitimate.

This is important information for those players who find a solution themselves, but are uneasy about making it public.

The best example is the BGT mod itself. It modifies the complete BG1 game. The modified game may not be distributed, but you can create this modification by yourself on your computer!

It would be unfair to the modders, not to inform them if an error is found. It is also unfair to the players, not to publish a solution due to concern for getting on the wrong side of the modder. Nothing is more frustrating for other players than to read that although a solution has been found to a problem, no patch is available or published. Taking the honourable attitude "Never touch someone other's mod" may mean there will be no further development because it often takes months before an updated version appears, assuming the mod is still generally supported. Also, for any number of reasons, some modders are not interested in making their mod compatible with other mods (including BGT) if they have to add even one single line of code. Such a mod would then not be playable at all.

BWP is working closely with the modders. Once we have a new bug fix, it will be installed with the BWP Fixpack and is immediately available to all players. At the same time, the modder will be informed about the patches made.

Many of the modders support their mods further and as a general rule include the patch with the mod's next update. However, this can sometimes take several months. Until then the patch is able to be used by all players and tested in combination with other mods. Once the correction in the original mod is done and the patch is no longer needed, we delete it again from the Fixpack. This is also helpful for the modders, because it means all the found fixes are bundled up in one place instead of scattered over the whole net. The same is true for all text patches.

This is fair to both sides and has long been accepted. After all, the BWP with its wide dissemination and consistent structure is an enormous and best test platform for the modders.

## J. POSSIBLE ERROR MESSAGES AND THEIR REMOVAL

An Assertion failed in CHSound.cpp at line number 4905

—> The songlist may only have 100 entries (0 - 99). Make sure that the cursor is directly behind the last letter of MX5411.MUS without any space or return!

An Assertion failed in ChDimm.cpp at line number 628  
Programmer says: Unable to Open BIF:data\hd0gmosc.bif

—> Folder must be named „BGII - SoA“.

FATAL ERROR: Sys\_error(“dialog.tlk: Permission denied”)

—> No dialogs were added. This happens if the game is still running during installation.

You get a Message to insert **CD 255**

—> Copy the file MOVIECD5.bif from the DVD from the folder ...CD5\Movies into the folder ...BGII - SoA\CD5\movies.

**Errors in connection with .\_ z. B. ERROR: .../scripts/.\_ar6300.baf**

This specific problem only occurs if you have saved your files at some point on a computer with a UNIX operating system. An invisible file is created to every file by this system, that begins with .\_. These files are ordinarily completely ignored by a Windows computer, but some mods (DOQuestPack, Refinements) have problems with them.

If this happens, open the folder concerned, change your folder settings to “show hidden files” and delete all files, that begin with. \_ . You can then continue with your installation.

## K. DEBUG WARNINGS AND THEIR MEANING

There are in three different kinds of error messages:

### 1. Messages to the mod author without meaning for the game

The following warnings and all similar ones can be ignored:

```
WARNING: I_C_T2: the interjection point (GAELAN 66) has multiple exit transitions
that have different actions!
```

This is a hint to the mod author and ordinarily works with the game. It only means that an additional variable is set up. It is a WeiDU feature and results in no program errors. All interjections were tested extensively so you can be sure of this.

```
WARNING: REPLACE specifies no WEIGHT for state 109 and DLG uses non-trivial
weights. Using weight from DLG (39). [65]
```

This is a hint to the mod author and ordinarily works with the game.

```
WARNING: Fast SET_2DA_ENTRY failed, falling back on old method...
```

This works, only not in the way WeiDU first tries. It is it a hint to the mod author.

```
WARNING: [questpack/wilbur/d0nosnd.wav] is a 0 byte file
```

This can be ignored: it is harmless and intended.

```
WARNING: EXTEND_TOP #position 1 out of range 0-1
```

This means that no changes had to be made to the script because another mod is not installed.

### 2. Typos

Messages like the following are only typos which probably lead to mistakes, because variables are not set. These can be just absent quotation marks or tildes. Not all of these failures are detrimental: the fact that a couple of demons and a vampire aren't as smart as they might be because a matching script block was not found is no big drama, the fact that a mod fails to check charisma correctly won't be noticed - unless you deliberately created CHARNAME with a low charisma to *avoid* the Ariena romance.

```
WARNING: cannot verify trigger ~!InParty("Zaiya")~: Failure("lexing: empty token")
should say:                ~!InParty("Zaiya")~
```

```
WARNING: cannot verify action ~SetGlobal("KiaraChallenge",LOCALS",1)~: Failure("lexing: empty token")
should say:                ~SetGlobal("KiaraChallenge", "LOCALS",1)~
```

```
WARNING: cannot verify trigger ~=InParty("Kiyone") InMyArea("Kiyone")~: Failure("lexing: empty token")
should say:                ~=InParty("Kiyone") InMyArea("Kiyone")~
```

```
WARNING: cannot verify action ~SetTokenObject("DORCNAME", <PLAYER1>) ~:
Failure("lexing: empty token")
should say: ~SetTokenObject("DORCNAME", PLAYER1) ~
```

```
WARNING: cannot verify trigger ~CheckStatGT(Player, 12, CHR) ~: Not_found
should say: ~CheckStatGT(Player1, 12, CHR) ~
```

These and all similar warnings signify typos from the mod author which cause an error in the ACTION.IDS. The suitable script block will fail in the game..

```
WARNING: cannot verify action ~Global("freebae", "GLOBAL", 1) ~: Parsing.Parse_error
should say: ~SetGlobal("freebae", "GLOBAL", 1) ~
```

These and all similar warnings signify errors which cause an error in the ACTION.IDS. The suitable script block will fail in the game.

It is astonishingly difficult to compare the Debug file and the program code to find a problem which is caused by a single missing type!

**The errors shown are only examples of similar errors. These errors were of course corrected a long time ago!**

### 3. Error in the program code

Messages like the following must be exactly checked anyway. Whether an error is slight or not, depends on the fact which block is changed: it can mean that some scripts are not installed and thereby some creatures are not as clever as provided, however, can lead also to serious malfunction in the game.

```
WARNING: cannot find block matching [BGTTweak/3/xKAGAIN.BAF]
```

These and all similar warnings, point out that the block to which something should be added has already been changed by a previous mod, which is why this action has failed.

```
Warning: cannot find block matching [redemption/bcs/ AR6200asc.bcs]
```

A special case of the previous one: Redemption and Longer Road search not only for specific script blocks, but also for blocks in files in the override folder. If they are biffed, the installation fails.

```
Not enough arguments to [NumTimesTalkedTo]. Recovering.
```

These and all similar warnings signify an error in the mod. The corresponding script block or dialogue will fail in the game.

## L. CHEAT KEYS / CONSOLE COMMANDS

### Activate Cheats:

1. Backup the existing baldur.ini file in the main SoA directory ensuring that the extension of your backup file is no longer .ini; for example, rename baldur.ini to baldur.bak.
2. Open the file baldur.ini in the BGII-SoA-Ordner with an text editor
3. Add below [Program Options] as the last line: "Cheats=1" (without quotation marks). Then you can open in the game with STRG+Space or CTRL+Space (according to keyboard) a dialog window and enter Cheats.
4. Add below [Program Options] as the last line: "Debug Mode=1" (without quotation marks). Then you can perform following actions during the play.

### Cheat Keys

|        |                                                       |
|--------|-------------------------------------------------------|
| CTRL+1 | Change armor level animation                          |
| CTRL+2 | Fade screen to black                                  |
| CTRL+3 | Fade screen to normal                                 |
| CTRL+4 | Highlight background-interactive objects              |
| CTRL+5 | Displays animation information                        |
| CTRL+6 | Change avatar animation previous                      |
| CTRL+7 | Change avatar animation next                          |
| CTRL+8 | Highlights the text boxes                             |
| CTRL+9 | Highlight the sprites                                 |
| CTRL+0 | Unknown                                               |
| CTRL+A | Animation avatar (see CTRL+S)                         |
| CTRL+C | Jump to next chapter                                  |
| CTRL+D | Display some numbers (framerate related?)             |
| CTRL+E | Alters visual range                                   |
| CTRL+F | Turn the character                                    |
| CTRL+G | Display list of areas loaded in cache                 |
| CTRL+H | (TOB only) Sets a specific Surge for wild magic 1-100 |
| CTRL+I | Selects animation (see CTRL+L). Can force banter.     |
| CTRL+J | Teleport to cursor position                           |
| CTRL+K | Creature under cursor kick out party                  |
| CTRL+L | Plays animation (selected by CTRL+I)                  |
| CTRL+M | (Followed by ENTER) Debug Dump                        |
| CTRL+P | Keep screen centred on selected character             |
| CTRL+Q | Creature under cursor joins party                     |
| CTRL+R | Heals character under cursor                          |
| CTRL+S | Select avatar animation                               |
| CTRL+T | Advance game time 1 hour                              |
| CTRL+U | Temporarily highlight Doors + Ground Objects          |
| CTRL+X | Extended position information                         |
| CTRL+Y | Kills creature under cursor                           |

### Console Commands

- CLUAConsole:AddGold(<int>  
Adds the gold specified by <int> to the party.
- CLUAConsole:AddSpell("<string>")  
Adds the spell specified by <string> to the selected character.
- CLUAConsole:AdvanceRealTime(<int>  
Advances the in-game 'real time' counter.
- CLUAConsole:CreateEngine(<int>  
Unknown - seems to start a new single (0) or multi (1) player game.
- CLUAConsole:CreateCreature("<string>")  
Creates the creature specified by <string>. The name that is entered must be six characters

or less. If the desired character has a name longer than that, only enter the first six letters.

- CLUAConsole:CreateItem("<string>",<int1>,<int2>,<int3>)  
Creates the item specified by <string>. The parameters control the amount/charges of the item.
- CLUAConsole:CreateVEFVidCell("<string>")  
Plays the VVC specified by specified by <string>.
- CLUAConsole:DisplayAllBAMFiles()  
Plays all graphic files in order.
- CLUAConsole:DisplayText("<string>")  
Displays the text specified by <string>.
- CLUAConsole:EnableCheatKeys(<int>)  
Enables (1) or disables (0) cheat keys, based on the value of <int>.
- CLUAConsole:ExploreArea()  
Explores the current area.
- CLUAConsole:GetGlobal("<string>",<string2>")  
Displays the variable specified by <string1> (of type <string2>).
- CLUAConsole:LogMessages(<int>)  
Enables logging of game messages?.
- CLUAConsole:LogSet("<string>")  
Filename to log message to?.
- CLUAConsole:MoveToArea("<string>")  
Move the selected characters to the area specified by <string>.
- CLUAConsole:PlayMovie("<string>")  
Plays the movie specified by <string>.
- CLUAConsole:PlaySound("<string>")  
Plays the sound specified by <string>.
- CLUAConsole:SetCurrentXP("<int>")  
Sets the XP of the selected character to <int>.
- CLUAConsole:SetDisableBrightest  
Unknown
- CLUAConsole:SetGlobal("<string1>",<string2>",<int>")  
Sets the variable specified by <string1> (of type <string2>) to the value of <int>.
- CLUAConsole:SetLimitTransparency(<int>)  
Unknown.
- CLUAConsole:SetWaterAlpha(<int>)  
Unknown
- CLUAConsole:SetWeather(<int>)  
Sets the current weather. 0 = standard, 1 = rain, 2 = snow
- CLUAConsole:StartStore("<string>")  
Starts the store specified by <string>.
- CLUAConsole:StrrefOn()  
Strings are displayed with their associated strref numbers.
- CLUAConsole:StrrefOff()  
Strings are not displayed with their associated strref numbers.
- CLUAConsole:TestAllDialog()  
Lists all dialog file in the game, and checks for errors.

While the console is enabled, the following cheat is also enabled:

At the stat distribution screen, pressing CTRL+8 will yield maximum stat value.

You find an entire list of all BGT area codes here:

<http://www.kerzenburg.nightisforum.de/showthread.php?s=758ab96b7d8b2811dd021209c876e74b&t=35175>

Lists of item- and creature-codes you will find here:

BG1: <http://news.softpedia.com/news/Baldur-039-s-Gate-Tales-Of-The-Sword-Coast-47511.shtml>

BG2: <http://www.sorcerers.net/Games/BG2/cheats.php>

You find an entire list of all item codes here: (In each case search the link "Cheats" to reach the right page.)

<http://www.baldurs-gate.ch/bg2/> and here <http://www.baldurs-gate.ch/bg1/>



## M. TRANSLATION OF MODS

Many of the used mods are possibly not available yet in your language. Hence, translation is very important and voluntary translators are urgently searched.

### .tra files

Translation of mods is very simple: Most of the mods include already a folder with one or several files with the ending .tra in the source language (e.g., Language/English). Copy this folder and rename it into your language (e.g., Language/German).

Open the .tra files with a text editor and simply overwrite the text between the tildes "~" with your translation. Every string within a dialog file begins with "@0 = ~", "@1 = ~" "@2 = ~" et cetera and ends in each case with "~".

In some texts the main character is addressed directly. Depending on whether the main character is male or female the texts varies. These text variations are written one after the other, thus: @123 = ~I am the son of Bhaal.~ ~I am the daughter of Bhaal.~

If sound references are given, it looks thus: @1234 = ~male dialog string~ [SOUND01] ~female dialog string~ [SOUND01] Both sound files can also be different.

### Place holder (token)

In some strings place holders are used. These are replaced in the game with different variables. The texts between the sharp brackets < > may be never translated.

*Only in some foreign languages:* If in a string the token cannot be applied because the sentence would not be grammatically correct, for example, or a word should be at the beginning of a sentence but the token begins with a small letter (e.g., <my son>) the entries must be created in two variants, once as a male (given) string and once as a female string.

Mostly the token refer to the character being spoken to. If is spoken about the main character in a conversation, must be preceded "PRO\_". Example: "<CHARNAME> is actually quite nice, even if <PRO\_HESHE> is sometimes strange."

*Only in some foreign languages:* Other than in the English original string the token <MANWOMAN> and <PRO\_MANWOMAN> can be used only in collocations because of the included declension!

Also <BROTHERSISTER>, <PRO\_BROTHERSISTER>, <LADY'S LORD>, <PRO\_LADYLORD>, <SIRMAAM> and <PRO\_SIRMAAM> can not be used in the translation at the beginning of a sentence.

Several token are used for the time specification and are irrelevant in the translation; they are listed only for the sake of completeness.

|                 |                                                                                                                                                                                                                             |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <BROTHERSISTER> | Returns "brother" or "sister" depending on the gender of the person being spoken to.                                                                                                                                        |
| <CHARNAME>      | Returns the name of the PC.                                                                                                                                                                                                 |
| <DAY>           | Returns the current numerical day.                                                                                                                                                                                          |
| <DAYANDMONTH>   | Returns the current numerical day as well as the month. (Example: It is <DAYANDMONTH>, would produce: It is 24 Mirtul...or whatever the current day and month happens to be.)                                               |
| <DAYNIGHT>      | Returns "day" or "night" depending on if it's daytime or night-time in the game world.                                                                                                                                      |
| <DAYNIGHTALL>   | Returns "morning" from 6am (6) to 11:59am, "afternoon" from Noon (12) to 5:59pm, "evening" from 6pm (18) to 9:59pm. and "night" from 10pm (22) to 5:59am (game world times).                                                |
| <DURATION>      | Returns the elapsed time from the start of the game in days and hours. (Example: We've been around for <DURATION>, would produce: We've been around for 23 days and 13 hours...or whatever the elapsed time happens to be.) |
| <DURATIONNOAND> | Returns the same thing as <DURATION> except it omits the and. So it would be 23 days 13 hours rather than 23 days and 13 hours.                                                                                             |
| <GABBER>        | Returns the name of the current speaker. (Example: If I use Jaheira and click-talk her on a creature rather than using the PC, this would return Jaheira if used in a dialogue.)                                            |

## APPENDIX

|                       |                                                                                                                                                             |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <GAMEDAY>             | Returns the current game day. (Starts at 1 for a new game.)                                                                                                 |
| <GAMEDAYS>            | Returns the number of game days that have elapsed since the start of the game. (Starts at 0 for a new game.)                                                |
| <GIRLBOY>             | Returns "girl" or "boy" depending on the gender of the person being spoken to.                                                                              |
| <HESHE>               | Returns "he" or "she" depending on the gender of the person being spoken to.                                                                                |
| <HIMHER>              | Returns "him" or "her" depending on the gender of the person being spoken to.                                                                               |
| <HISHER>              | Returns "his" or "her" depending on the gender of the person being spoken to.                                                                               |
| <HOUR>                | Returns the current hour of the day in numerical 24 hour format.                                                                                            |
| <LADYLORD>            | Returns "Lady" or "Lord" depending on the gender of the person being spoken to.                                                                             |
| <LEVEL>               | Returns the experience level of the person being spoken to.                                                                                                 |
| <MALEFEMALE>          | Returns "male" or "female" depending on the gender of the person being spoken to.                                                                           |
| <MANWOMAN>            | Returns "man" or "woman" depending on the gender of the person being spoken to.                                                                             |
| <MINUTE>              | Returns the current number of real-time minutes (0-59) that have passed in the last hour.                                                                   |
| <MONTH>               | Returns the current game month as a number.                                                                                                                 |
| <MONTHNAME>           | Returns the current month's name. (Example: It is <MONTHNAME>, would produce: It is Mirtul...or whatever the current month is in your game.)                |
| <PLAYER6> - <PLAYER6> | Returns the name of the party character in the specified internal party slot. (The main character is always PLAYER1.)                                       |
| <PRO_BROTHERSISTER>   | Returns "brother" or "sister" depending on the main character's gender.                                                                                     |
| <PRO_GIRLBOY>         | Returns "girl" or "boy" depending on the main character's gender.                                                                                           |
| <PRO_HESHE>           | Returns "he" or "she" depending on the main character's gender.                                                                                             |
| <PRO_HIMHER>          | Returns "him" or "her" depending on the main character's gender.                                                                                            |
| <PRO_HISHER>          | Returns "his" or "her" depending on the main character's gender.                                                                                            |
| <PRO_LADYLORD>        | Returns "Lady" or "Lord" depending on the main character's gender.                                                                                          |
| <PRO_MALEFEMALE>      | Returns "male" or "female" depending on the main character's gender.                                                                                        |
| <PRO_MANWOMAN>        | Returns "man" or "woman" depending on the main character's gender.                                                                                          |
| <PRO_RACE>            | Returns the main character's race.                                                                                                                          |
| <PRO_SIRMAAM>         | Returns "sir" or "ma'am" depending on the main character's gender.                                                                                          |
| <PRO_SONDAUGHTER>     | Returns "son" or "daughter" depending on the main character's gender.                                                                                       |
| <RACE>                | Returns the race of the person currently being spoken to.                                                                                                   |
| <SIRMAAM>             | Returns "sir" or "ma'am" depending on the gender of the person being spoken to.                                                                             |
| <SONDAUGHTER>         | Returns "son" or "daughter" depending on the gender of the person being spoken to.                                                                          |
| <TM>                  | Returns the "TM" trademark symbol.                                                                                                                          |
| <YEAR>                | Returns the current year in numerical format. (Example: It is <YEAR> currently, would produce: It is 1369 currently...or whatever year it is in your game.) |

## TREP

Using the translation tool TREP is highly recommended. <http://www.blackwyrmlair.net/Tools/trep.php>

This simplifies the job immensely. In two windows the original string as well as the translation string are clearly arranged. In addition, one can search with it bugs, renumber strings consecutively and a lot more. In some languages there are additional auxiliary modules available which give additional advices during translation as for example how to use the place holders.

If you do not want to use the tool, you should load after the completion of the translation at least once the translated files into this tool and save anew. The tool examines for proper function and corrects missing tildes "~" what often happens with translations.

## Converting of .d files into .tra files

If in the mod still no tra files exist, these can be easily generated. Use for this the tool traify.bat from the **B&G World Installpack**.

Please, never translate .d files, but convert them into tra files before. Otherwise errors happen very easily and it is nearly impossible to correct them afterwards. And much more worse: If the mod author changes the .d files with an update, your whole translation fits no more to the new mod version.

Please, NEVER traify any translated .d file, but always only the original .d file! Background: WeiDU recognizes identi-

cal strings in a dialog and assigns to them only one single number, even if the string exists several times. If now in your translation the smallest divergence appears (this can be even a single space or point), WeiDU assigns for this string an other string number. That means you have in the translation one string more than in the original with the result that every dialog behind moves around one position and in the game will appear absolutely wrong dialogs!

### Language directory

At the end you must create the language list in the tp2 file. Open the Setup-Modname.tp2 and insert the following before the BEGIN:

```
AUTO_TRA ~Mod directory\%s~
```

```
LANGUAGE ~English~
~English~
~Mod directory\English\Setup.tra~
```

```
LANGUAGE ~German~
~German~
~Mod directory\German\Setup.tra~
```

(Type in here your language instead of German)

You do not need to change the TP2 yourselves, this does Leomar or the mod author for you.

Send the finished translation then best to Leomar. He then passes on it to the respective authors.

### Text conversion

Translation of foreign-language mods with foreign characters.

If you want to translate mods from the Polish, Hungarian, Greek or Chinese language, you first are confronted with the problem that see your only a weird character sequence as for example £~l~à~l~Ö~½~è²»¿Éµþ¼Ó which you can not do anything with. This results from the fonts preset on the computer for our language area. First the font must be converted. This is especially simple with the program "EditPad Pro" (Freeware!)

Open therefore in that program the file which you want to convert. Go in the menu bar to the menu item "Convert" and select there the line "Text Encoding". In the window that opens now you see on top the original text. Select afterwards the suitable encoding to make the text readable:

for Chinese: Windows 936: Simplified Chinese GBK; note: a character font must be selected which contains the script Hangul (e.g., @Dotum)

for Korean: Windows 949: Korean; note: a character font must be selected which contains the script Hangul (e.g., @Dotum)

for Polish: Windows 936: Central European

for Russian: Windows 1251: Cyrillic

Now below the text will be displayed in a readable matter. You can copy this text and insert it into the Google or Yahoo online translator and translate. However, it needs sometimes a lot of imagination to formulate from it a flawless sentence in your language. The online translator cannot replace real knowledge of languages.

## O. ACKNOWLEDGMENT

These installation instructions as well as the matching tools have been developed solely by me, Leonardo Watson, and improved with the help of (in alphabetic order):

|                  |                                                                                                              |
|------------------|--------------------------------------------------------------------------------------------------------------|
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## P. HISTORY

- v1: Entire installation instructions for the BGT-WeiDU Super Mega Install
- v2: Update-Version
- v3: first release as **B:G World**
- v4: updated mods: BGT-WeiDU v1.05a, BG1 Unfinished Business v4 beta 4 for BGT, Sword Coast Stratagems v7, Rogue ReBalancing by aVENGER v3.81
- added mod: SCSII
  - new installation process
  - new descriptions: AI modifications, HLA modifications (thanks to aVENGER), Make Watchers' Keep accessible between SoA and ToB
- v4.1: Corrections and updates
- v5: updated mods: BG2 Fixpack-v6, Dark Ritual 1.02, BGT-WeiDU v1.05b, Lure of Sirinies 7.2, Indra 10.3, Mulgore & Xavia NPC v4.0 for BGT and TuTu, Xan's friendship path for BG1 v4, BG1 Unfinished Business v6, SCSII v8, Tower of Deception v3, Spellhold Gauntlet Version 1.1, Dungeon Crawl v3, Food and Herbal Mod v1.01, Beyond the Law v1.35, Kido v7, Ariena v2, Xan v7, AurenAseph-v6.1, NinaV101B, Unfinished Business v16, SpellPackB4, Spell-50 v10, BP-Balancer-v0.28, Nathaniel v4, lylos v1.1, Rogue ReBalancing v3.82, Refinements 3.11, Ashes of Embers v27, Oversight v12, SCSII v4, BGTtweak v7, Ding0's Tweak Pack v20, Ding0 Experience Fixer v6
- added mods: JasteysBG1Quests (replaces Slime-Quest), Coran's BG Extended Friendship Talks
  - associated Fixpack now with expanded ids-files
- v5.1: Corrections and updates
- Revision German text: Leomar
  - significant improved installers
  - updated mods: WeiDU v206, Mini Quests and Encounters v1, BG1NPC Project v15, Adventures in Papperland v3, Planar Sphere 2.6c, Boards o' Magick Item Pack v2, Heart of the Woodv4, Blood of the Martyr v3, Octavians Drizzt v2Beta2, Ariena v2.1, Thael 2.1, Gavin v3.1, WikaedeR v4, cbisson's Familiar Pack v5, Authentic Mischievous Fairy Dragon v4, The Slithering Menace (Snakes) v 3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tashia Remix v1.1, Solaufein v1.03, Nathaniel v4.2, Rogue ReBalancing v3.9, Sword Coast Stratagems II v5
  - added mod: IEP Extended Banter v1.3
- v5.2: Corrections and updates
- slightly changed install order
  - updated mods: WeiDU v206, The Tortured Soul Quest v3, Mini Quests and Encounters v1, The Lure of the Sirine's Call v7.3, BG1NPC Project v16, BG1NPC Music Pack v5, Indra \_v10.4, Mulgore & Xavia NPC v5.0, Adventures in Papperland v3, Ajoc's Minimod v1.6.1, Desecration of Souls V2.6.1, Deeper\_Shadows\_of\_Amn\_v2.2.1, Planar Sphere 2.6c, Bag Bonus v1.0.1, Boards o' Magick Item Pack v2, Heart of the Wood v5, Weimer's Item Upgrade v36, Blood of the Martyr v4, Amber v2.5, Octavians Drizzt v2Beta2, Ariena v2.1, Thael 2.1, Gavin v3.1, Sarah 1,3, WikaedeR v4, cbisson's Familiar Pack v5, Authentic Mischievous Fairy Dragon v4, Romantic Encounters v3, Mordan's Christmas Minimod v1.0.1, The Slithering Menace (Snakes) v 3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tactics v24, P&P Celestials v5, Tashia Remix v1.1, Solaufein v1.03, Nathaniel v4.2, Rogue ReBalancing v3.9, Sword Coast Stratagems II v6, BP-Balancer-v0.31, NPC Flirt Pack v1.02, IEP Extended Banter v2
  - added mods: Baldurdash Weidu v166, Ajantis BG1 Expansion Beta 0.1, Assassinations v2, Fading Promises v1, Sylmar Battlefield v1.025, Widescreen Mod v1
  - new descriptions: XP settings in the MegaMod (thanks to Leomar and Manduran), BG2Fixpack vs Baldurdash
- v5.3: The big overhaul: massive cut down, changed install order of a few mods, corrections; now with corresponding component numbers, split into BW version and expert version.
- updated mods: WeiDU v208, Dark Side of the Sword Coast v200, BG1 Mini Quests and Encounters v3, Ajantis BG1 Expansion Beta 0.4, Azengard Tactical Encounter Mod v3.0, Revised Battles v6.1, Dungeon Crawl v4, Weimer's Item Upgrade v37, Ariena v2.2, Kim1.51b, Ninafer 1.02, WikaedeR v4.1, Shards-OfIce-v3, Grimuars v3.2, Tower of Deception 3.1, Rogue ReBalancing by aVENGER v3.91, lylos v2.3, Sword Coast Stratagems II v7, BP-Balancer-v0.33
  - added mods: Northern Tales of the Sword Coast NTotSCv162, Secret of Bone Hill v215, The Vault v6, The Undying v1.02, Stuff of the Magi v3, Angelo v3, Miriam v1.02, Nikitalleria v1.0, Touchstone V1.0, Viconia Friendship V1.0, Resource Fixer v1, Solaufein Flirt Pack v4.0, P5Tweaks v2, One Pixel Productions v2.1, Flaming Swords v1.0, Flaming Short Swords, Colourable Quarterstaves, Restored ToB Heads v1.1, W\_GUI beta 0.1

## APPENDIX

- eliminated mods: Worship the Unseeing Eye-mod v2, Jonathan\_NPC\_BGT v0.1, Jandor, The Black Rose Part I: Market Prices, Item Value Tweaks ItmValueTweaks, KWolf\_NPC\_WeiDU, Lord of the Rings Item Pack v1.02, SP Items = Daniel Goodrich's Custom Item Collection, LuvNaliaWeiDU106, Matt Damon v1, Stivan the Hunter v1.0 (Alpha), Taim 1.2, Therrin NPC v2, Eldoth, Roar, Teddy v1, Vildra, Iron Modder 1 Pack - Iron Modder 9 Pack, CliffetteIMBonus, igi's Facing the Shade Lord again, K'aeloree's BWL Contest Items, Time-stop\_tweak\_v2, Tactics, Redemption v113
- new descriptions: Multi-Install Tool, Mods, bugs, patches and fair play - how BWP works technically and legally,
- Fixpack and Textpack (in German only) now patch the files instead of replace them
- v5.4: Corrections and updates
  - slightly changed install order
  - updated mods: One Pixel Productions v2.5, WeiDU BGT-WeiDU v1.06, Dark Side of the Sword Coast 205, Northern Tales of the Sword Coast v1.60a, Northern Tales of the Sword Coast (Patch) v1.62a, Secret of Bonehill v231, Secret of Bonehill (patch) 2.35, ThalantyrItemUpgradeMod v3, The Vault v6.1, Ajantis BG1 Expansion Beta 0.5, Selune's Armoury v2, Moongaze's Kari v1, The Slithering Menace (Snakes) v3.1, Unfinished Business für BGII v17, Semi-Multi-Clerics 0.2.2, Solaufein NPC v1.03, Keto v3, Revised Battles v6.3, Song and Silence v3, Kivan and Deheriana Companions for BG2 v8.1, BP\_BGT\_Worldmap\_v7a
  - added mods: Spell Revisions v2, Breagar v2.1, The Wheels of Prophecy v1, Unique Containers (Beta2), NSC Portraits v1.2, SCSII WM fix
  - deprecated mods: Arcane-Divine Spell Pack v1.1, Restored ToB Heads v1.1
- v5.5: Corrections and updates
  - completely revised Install.bat, re-arranged Textpack, new Smoothpack
  - updated mods: One Pixel Productions v2.61, BGT v1.07 WIP-08-09-28, BG1 Mini Quests and Encounters v4.1, The Lure of the Sirine's Call v8, ThalantyrItemUpgradeMod v3.3, Xan's friendship path for BG1 v5, Ajantis BG1 Expansion 2.1, Breagar und die Schlangen Abbathors v3.01, Sword Coast Stratagems v9, Assassinations v3, KWolf\_NPC\_WeiDU v1.1, Rolles v3, Xan BG2 v8, Thael v2.3, Kim 1.57, The Slithering Menace (Snakes) v 3.3, Quallo v1.1, ShardsOfIce-v4, Rogue ReBalancing by aVENGER v4
  - added mods: The Stone of Askavar v1.3, PnP Free Action (Beta 1), Experience Corrections v1, Enable conversations with charmed/dominated creatures v2
- v5.5.1: Minor corrections and updates, improved Install.bat
  - updated mods: Breagar und die Schlangen Abbathors v3.2, BGT NSC Portraits 1.3
- v5.5.2: Minor corrections and updates, improved Install.bat
  - updated mods: Breagar und die Schlangen Abbathors v3.3
- v5.6: Corrections and updates
  - again improved Install.bat
  - updated mods: Shadows Over Soubar v1.13, Check the Bodies v1.11, BGT-WeiDU v1.07 WIP-08-12-19, Dark Side of the Sword Coast v2.10, Northern Tales of the Sword Coast Dialog Revamp v163a, The Vault v6.4, Breagar und die Schlangen Abbathors v3.4, Expanded Thief Stronghold v2.15, Rogue ReBalancing by aVENGER v4.02, Adalon's Blood (Silberdrachenblut) v3, Assassinations v5, Azengard Tactical Encounter v4.0, The Undying v2.02, Kim v1.59, Sarah ToB v2 beta, Widescreen Mod v2
  - added mods: 1ppv3: Avatar Fixes, Item Revisions v2, Finch NPC v3, Rod of Refuge, The Butter Knife of Balduran, Cursed Items Revision v1, Level 1 NPCs
  - deprecated mods: Ninafer und Desecration of Souls; both of them are now included in The Undying.
- v5.7: Revision of some descriptions
  - updated mods: WeiDU v2.10, BG2 Fixpack-v7, One Pixel Productions v2.64, ThalantyrItemUpgradeMod v3.4, BG1NPC Project v17, Sword Coast Stratagems v10, Dark Side of the Sword Coast v2.15, Northern Tales of the Sword Coast v170a, Northern Tales of the Sword Coast Dialog Revamp v171, Secret of Bonehill v2.40, Bonehill Dialog Revamp v2.35, Adalon's Blood (Silberdrachenblut) v4, Azengard Tactical Encounter v5.0, CoM Encounters v1.03, Dark Ritual v1.03, IEP Extended Banter v3.2, Viconia Friendship v2.0, The Wheels of Prophecy v2, Refinements v3.20, BP-Balancer-v0.33b, BGT\_NSC Portraits v1.5, BP-BGT-Worldmap v7.1, Level 1 NPCs v1.2
  - added mods: Mazzy Friendship v1.0, Yoshimo Friendship v1.0, aTweaks v1.1, gMinion v1.8, Cambios y correcciones a los graficos de criaturas celestiales
  - reintroduction: Tactics v24
  - improved Fixpack.bat, Smoothpack.bat, Textpack.bat, Install.bat with additional option: Standard - More - Expert
- v6: new layout and new cover
  - again improved Install.bat
  - partially changed install order
  - .ids-files will be patched instead replaced by other mods

## APPENDIX

- updated mods: BG2\_Fixpack-v8, BGT v1.07, Rogue Rebalancing v4.04, The Vault v7, Lure of the Sirine's Call v9, BG1 NPC Project v17, Ascalons Breagar v4.01, Spell Revisions v2.9, BG1 Unfinished Business v7, Sword Coast Stratagems v12, Goo the Disembodied Floating Eyeball v3.0, The Undying v2.04, Thael NPC v2.31, Kim NPC v1.61, Allison NPC v1.7, Questor Revised v1, Unfinished Business for BG2 v18, Crossmod Banter Pack v8, BGT Tweak Pack v8, BG2\_Tweaks-v7, aTweaks v2.02, Widescreen Mod v2.1
  - added mods: BGSpawn system v1, Tales of Anegh v1.02beta5, Les Chroniques de Severian v1, Konalans' Tweaks v1.2, Bolsa, Charli v1.2, Darron v1.3, Nanstein, Vendedor DLAN v6, Recargador v2.0, Ninde v1.1, Xulaye v1, Huple, Mawgul, Mhoram v1.2, Uldar v0.75, de'Arnise Romance v2, Homeward Bound v2, Lucy the Wyvern v1, Haiass el lobo Beta1.2, Skooter the NPC v1, The Luxley Family v1.1
  - deprecated mods: "Rod of Refuge" and "Butter Knife of Balduran; both of them are included in "Konalans' Tweaks".
- v7:
- restructured install order
  - elimination of the previous installation after transition
  - again improved Install.bat
  - new Clean-Up.bat
  - download and installation now by **B&G World Setup**
  - updated mods: One Pixel productions v2.66, The Stone of Askavar v1.4, Assassinations v6, Er'vonyrah: Song Władajęcej v1.3, Adalon's Blood (Silberdrachenblut) v5, Improved Asylum v0.93, Jerry Zinger Show v2, Adventures in Papperland WeiDU v4, Ghost v2, Domains of Dread-WeiDU v2, Bag Bonus v1.0.2, Tortured Soul Quest v4, BloodOfTheMartyr\_WeiDU v4.1, Heart of the Wood v6, Return to Trademeet Item Pack v1 with translations, cbission's Familiar Pack v6, Authentic Mischievous Fairy Dragon v6, Anishai v1.3, Allison v1.8, Expanded Thief Stronghold v2.16, Konalan's Tweaks v2, Yasraena v9, Tsujatha v11, Sir Ajantis NPC for BG2 (Beta) v0.2.18, Homeward Bound v2 with translations, Yikari v 1.4, Shed's Mods v1.01, Quallo v.1.11, Questor Revised v1, Tower of Deception v3.2, Rogue ReBalancing v4.1, BPSeries 3.1, aTweaks v2.5
  - added mods: Baldur's Gate Adventure Pack Version 1.06, Baldur's Gate 1 Item Upgrade Version 1.02, Jan's Alchemy v2, The Sorcerer's Place Collection v8, Haldamir (Alpha) v0.5, Branwen NPC, Jandor v2, Vildra, Thrown Hammers v1
  - reintroduced mods: Arnel's Nalia Romance (LuvNalia) v1.06, Eldoth v1.10, Roar v1.11, Teddy v1.12
  - Mid-Biff and End-Biff replaced by Generalized Biffing
- v8:
- Now also in in Spanish
  - trilingual Install.bat with additional selection for Asian mods
  - no longer changes after the transition from BG1 to BG2 necessary
  - new description: Translation of mods
  - updated mods: BGTNeJ2 v1.1, Drizzt Saga v2.0, Herbs & Potions for BG1 v1.0.2, ThalantyrItemUpgrade-Mod v3.6, Ascalons Breagar v4.41, Huple 1.2, Bag Bonus v1.0.3, Improved Volcano! Pack Version 1.9, Herbs & Potions Addin for BG2 v1.0.4, Ruad Ro'fessa Item Upgrade v22, Underrepresented Items v6, Enhanced BG2 v1.1, Nanstein v1.1, Vendedor DLAN v6.1, Tales of Anegh v1.1, Deeper Shadows of Amn v2.2.4, Tsujatha v12, Saerileth v14, Neh'taniel 2.75, Yasraena v10, Lester v0.8, Horace v1.71, Anishai v1.4, Cassius v1.04, Alassa NPC v2, Cloakwood Squares v3, Goo the Disembodied Floating Eyeball v4.0, Sheena v1.7, Frennedan v1.0.3, Malthis v2, TurnipGolem v2, Haiass el Lobo v2.1, Wild Mage Additions v1.7, Tactics v25, Solaufein NPC v1.04, Getting Rid of Anomen v2, Crossmod Banter Pack v9, Song and Silence v4, Sword and Fist v4, Rogue ReBalancing by aVENGER v4.21, Cursed Items Revision v3, Celestiales v1.2, Adalon's Blood - Silberdrachenblut v8, Fading Promises v2, Expanded Thief Stronghold v2.17, Sir Ajantis NPC for SoA Beta v0.2.19, Alora NPC v1.1, Au Service d'Oghma v1.1, Moddie v1.1, Vildra 1.1, Ajoc's Minimod v1.6.3, Every Mod and Dog v4, Haiass el Lobo v2.1, Konalan's Tweaks v2.1, Victor's Improvements Pack v2.0, Teleport Spell v13, One Pixel Productions v2.70, One Pixel Productions v3: Avatar Fixes v2, BGT NPC Portraits v1.7, aTweaks v2.61, W-GUI (Beta) v0.2
  - added mods: BGTMusic with Songlist Patch, DarkHorizons v 1.03, D's Odd Quest Mod v1 (Imnesvale), Mer-setek, Mystigan v1.1, Laval! v1.0 BETA, OldModsPack, Revised Forgotten Wars Item Pack v1.0, Houyi v1.0, YLItemsPack v1.0, Dragon Summon v1, Unholy Gate Opening Ritual Book v5, Avi Maya Project v5.3, Rukerakiah, Rose NPC (Beta) v0.01, Larsha NPC v0.3, Cerberus v0.99, Alcool v8, Skie NPC v5, Improved Summons V2.01, Bard Song Switching (Icewind Mode) v1.3, Relationship V1.5, Macholy's Teammates Fight Scripts v2.5, D's Enemy Upgrade v1.1, 1ppv3 Female Dwarves, 1pp: Thieves Galores, Store Prices, Replacement Lightmaps v1.1
  - deprecated mods: BG1 Adventure Pack, BG1 CoM Forge/Item Upgrade (now included in Dark Horizons)
- v8.1:
- Install.bat with additional selection for BG2only installations
  - partially changed install order
  - updated mods: MKs BG1Textpatch Revised v3.0, MKs BG2Textpatch Revised v3.1, Experience Corrections v2, Enable Conversations v3, Baldurdash Weidu v1.68, Baldur's Gate Trilogy v1.08, Dark Horizons v2.02, BG1NPC Project v18, Herbs and Potions Add-in for Baldur's Gate 1.0.3, Xan BG1 Friendship Path v6, BG1

## APPENDIX

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Unfinished Business v8, BGT Tweak Pack v9, Tower Of Deception v3.3, Banter Packs v10, Sarah NPC v2.2, Mystigan v1.2, The Vault v7,1, Bolsa v3, Charlie v1.3, Darron v1.4, Nanstein v1.2, Mhoram v2, Mystigan v1.11, Amber v2.6, The Undying v2.05, Avi Maya v6.0, Mawgul v2, Au service d'Oghma v1.3, Yikari v1.5, Spellhold Gauntlet v1.16, Haiass el Lobo v2.2, Spell Revisions v3.0, Rogue ReBalancing by aVENGER v4.3, aTweaks v2.62, Sword Coast Stratagems II v11, BG2Tweaks v8, BGSpawn System v1.03, Replacement Lightmaps v1.3

- added mods: Ascalons Questpack v0.5 Beta, Tales of the Deep Gardens v3.1, Jan's Extended Quest v1.2, Slandor - The Minotaur and Lilacor v1.1, Zalnoya and the Shadow Thieves v1.2, Worgas, Raziel, Sarevok Romance v1, Item Randomiser v2, Full Plate & Packing Steel v2, Aurora's Shoes and Boots v2, Taimons tob\_hacks v0.5
- deprecated mods: Songlist Patch (now included in Baldur's Gate Trilogy), D's Enemy Upgrade v1.1, Store Prices (now included in Aurora's Shoes and Boots)

v8.2: minor corrections and updates

- partially changed install order
- updated description: AI modifications
- updated mods: BG1 Unfinished Business v9, BGSpawn System v1.04, Hard Times for BGT v2.2, Tales of Anegh v2.0, The Tortured Soul Quest v7, Fading Promises v4, Tales of the Deep Gardens v3.2, Improved Volcano! Pack v2.0, MunchMod v2.8, Ruad Ro'fhessa Item Upgrade v25, Magnificent Magic Shop v6, Jan's Alchemy v3, Unholy Gate Opening Ritual Book v6, Bolsa v4.1, Charli v2.1, Recargador v2.2, Mersetek v1.2, Alcool v9, Jan's Extended Quest v1.3, Rose v003, Mordan's Christmas Minimod v1.0.3, Quallo v1.12, Slandor - Minotaur and Lilacor v1.3, Zalnoya and the Shadow Thieves v1.3, Au service d'Oghma v1.4, Big Picture v179, Yikari NPC v1.6, Rogue ReBalancing by aVENGER v4.31, aTweaks v2.63, Auroras Shoes and Boots v3, P5Tweaks v3, Cursed Items Revision 3.1, Unique Containers v2, BP Series v3.5
- added mods: TS25 MiniMod, Tyris Flare NPC v3, Varshoon - an Illithid NPC v1, Quayle Project v4, Gloran NPC v2, Crefixer v1



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## R. WEIDU.LOG

```
// Log of Currently Installed WeiDU Mods
// The top of the file is the 'oldest' mod
// ~TP2_File~ #language_number #component_number // [Subcomponent Name -> ] Component Name [ : Version]
~SETUP-A6XPPATCH.TP2~ #0 #0 // Correct reporting of experience (EXE patch): 2
~SETUP-A6XPPATCH.TP2~ #0 #1 // Remove 110% scaling of some experience (EXE patch): 2
~SETUP-A6CHARMPATCH.TP2~ #0 #0 // Enable conversations with charmed/dominated creatures (EXE patch): 3
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #0 // BG2 Fixpack - Core Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #1 // BG2 Fixpack - Game Text Update: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #3 // BETA Core Fixes (please check the readme!): v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #100 // Party Gets XP for Sending Keldorn to Reconcile With Maria: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #101 // Improved Spell Animations: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #102 // Cromwell's Forging Actually Takes a Day: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #103 // Mixed-Use Dagger Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #104 // Ghreyfain's Holy Symbol Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #106 // Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes: v8
  BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #107 // Remove Dual-Classing Restriction from Archers and Stalkers: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #108 // Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #109 // Corrected Summoned Demon Behavior: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #110 // Additional Script Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #111 // Bard Song Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #112 // Wizard Slayers Cause Miscast Magic on Ranged Attacks: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #113 // Additional Alignment Fixes: v8 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #114 // Change Free Action to Protect Against Stun: v8 BWP Fix
~SETUP-BDTOBV168.TP2~ #0 #0 // Baldurdash Fix Pack for ToB, v1.68 WeiDU: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #2 // RESTORED TWISTED RUNE QUEST: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #3 // RESTORED HINDO'S DOOM: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #5 // IMPROVED COPPER CORONET: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #6 // RESTORED DAK'KON'S BLADE: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #7 // Improved Nymph (Woodland Being) Script by Goeran Rimen: BG2Fixpack adaption
~1PP.TP2~ #0 #0 // One Pixel Productions: v2 Everything but Potions (1): v2.7
~1PP.TP2~ #0 #6 // One Pixel Productions: v3 Paperdolls (human, half-orc, elven, halfling, dwarves) (7): v2.7
~ITEM_REV/ITEM_REV.TP2~ #0 #0 // Item Revisions by Demivrgvs: v2 (Hotfix 20091009)
~ITEM_REV/ITEM_REV.TP2~ #0 #1 // Masterwork Weapons: v2 (Hotfix 20091009)
~SETUP-ASCENSION.TP2~ #0 #1 // Tougher Abazigal (optional, requires ToB)
~SETUP-ASCENSION.TP2~ #0 #2 // Original Tougher Demogorgon (optional, requires ToB)
~SETUP-ASCENSION.TP2~ #0 #3 // Tougher Gromnir (optional, requires ToB)
~SETUP-ASCENSION.TP2~ #0 #4 // Tougher Illasera (optional, requires ToB)
~SETUP-ASCENSION.TP2~ #0 #5 // Tougher Yaga-Shura (optional, requires ToB)
~SETUP-OVERSIGHT.TP2~ #0 #0 // Tougher Sendai (ToB Required)
~SETUP-EXNEM.TP2~ #0 #0 // Exnem Vault v5, Install Items
~SETUP-EXNEM.TP2~ #0 #1 // Add items to creatures
~SETUP-EXNEM.TP2~ #0 #2 // Add items to areas (affects SOA areas only - not BGT, TDD, CtB, etc. areas)
~SETUP-NEJ2BIFFER.TP2~ #0 #0 // Biffing NeJv4.2 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup-NeJ2.exe
  FIRST to uninstall!: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #0 // Never Ending Journey v4.2 - Part 1: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #5 // Restored Twisted Rune Quest: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #7 // Never Ending Journey v4.2 - Part 2: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #8 // Melora NPC - Chaotic-Neutral Halfling Swashbuckler: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #9 // Leina NPC - True-Neutral Half-Elf Bard Of Melody: BWP v6 Fix
~SETUP-NEJ2.TP2~ #0 #10 // Areas & Sounds: BWP v6 Fix
~SETUP-NEJGUI.TP2~ #0 #0 // GUI registrar for Never Ending Journey
~SETUP-BGTNEJ.TP2~ #0 #0 // Continuous and Custom Kit Imoen: v1.1
~SETUP-NEJ2V602.TP2~ #0 #0 // Never Ending Journey v6.02 (cumulative patch)
~SETUP-NEJ2V602.TP2~ #0 #2 // Animations Compatibility Fix for "Tortured Souls"
~SETUP-TDD.TP2~ #0 #0 // The Darkest Day, v1.12: v1.12 BWP Fix
~SETUP-SOS.TP2~ #0 #0 // Shadows Over Soubar: 1.13
~SETUP-CTB.TP2~ #0 #0 // Check The Bodies: 1.11
~SETUP-CTB-CHORES.TP2~ #0 #0 // Candlekeep Chores: 2.2
~SETUP-CTB_FF.TP2~ #0 #0 // Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)
~SETUP-TS-BP.TP2~ #0 #0 // TORTURED SOULS v6.10 (BP Compatible Version)
~SETUP-ROT.TP2~ #0 #0 // Region Of Terror, v2.1
~SETUP-BGT.TP2~ #0 #0 // Baldur's Gate Trilogy - Core: 1.08 (31 Oct 09)
~SETUP-REEVORFIXER.TP2~ #0 #0 // Fix Reevor if he us messed up
```

## APPENDIX

~TXTMUSIC/TXTMUSIC.TP2~ #0 #0 // Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU  
~SETUP-BGTNEJ2.TP2~ #0 #0 // BGT-NeJ2 Compatibility Patch: v1.1  
~SETUP-BGTNEJ2.TP2~ #0 #3 // Custom Firewalker Kit and continuity for Shar-Teel: v1.1  
~SETUP-BGTNEJ.TP2~ #0 #2 // Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.: v1.1  
~SETUP-BGTNEJ.TP2~ #0 #4 // Boo - Familiar of Minsc (This component is not available in BG1!): v1.1  
~SETUP-BGTNEJ.TP2~ #0 #5 // Various Enhancements for BG1 (BGT required!): v1.1  
~SETUP-BGTNEJ.TP2~ #0 #6 // Merchant League Bank (BGT required!): v1.1  
~SETUP-BGTNEJ.TP2~ #0 #7 // More Items from BG1 (BGT required!): v1.1  
~SETUP-DARKHORIZONS.TP2~ #0 #0 // "Dark Horizons" Mod (Requires Tales of the Sword Coast TuTu or BGT): BGT v202  
~SETUP-DSOTSC.TP2~ #0 #0 // DSotSC for BGT-WeiDU: v215  
~SETUP-DSOTSC.TP2~ #0 #100 // Dark Side Interparty Banter: v215  
~SETUP-DSOTSC.TP2~ #0 #200 // Extended NPC Soundsets -> Additions only: v215  
~SETUP-DSOTSC.TP2~ #0 #400 // Alternate Bardo Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #410 // Alternate Bub Nikt Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #420 // Alternate Conchobhair Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #430 // Alternate CuChoinneach Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #440 // Alternate Ferthgil Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #450 // Alternate Jet'laya Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #460 // Alternate Keiria Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #470 // Alternate Skeezer Portrait: v215  
~SETUP-DSOTSC.TP2~ #0 #480 // Alternate Thorfinn Portrait: v215  
~SETUP-NTOTSC.TP2~ #0 #0 // NTotSC for BGT-WeiDU: v1.70a  
~SETUP-NTOTSCV171.TP2~ #0 #0 // Fix NTotSC Issues: v1.71  
~SETUP-BONEHILL.TP2~ #0 #0 // Bone Hill Mod (Requires BGT-WeiDU or Tutu): v2.40  
~SETUP-BONEHILLV245.TP2~ #0 #0 // Bone Hill Mod Upgrade (Requires Bonehill Core Package): v2.45  
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #0 // The Drizzt Saga for Tutu/BGT (modified for post Durlag Tower launch): v2.0  
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #1 // Install Worldmap v7 Support: v2.0  
~SETUP-VAULT.TP2~ #0 #0 // The Vault (erebusant's rework for BGT compatibility): v7  
~BGQE/SETUP-BGQE.TP2~ #0 #0 // Baldur's Gate Mini-Quests and Encounters Mod: 4.1  
~SETUP-TGC1E.TP2~ #0 #0 // The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8 -> Normal edition  
~SETUP-SIRINESCALL.TP2~ #0 #0 // The Lure of the Sirine's Call: v9  
~SOA/SETUP-SOA.TP2~ #0 #0 // The Stone of Askavar: 1.5  
~SETUP-AC\_QUEST.TP2~ #0 #0 // Ascalons Questpack: 0.5 Beta  
~BW\_HERBS/SETUP-BW\_HERBS.TP2~ #0 #0 // Herbs and Potions Add-in (BG1 / BG1Tutu / BGT) by Baronius: v1.0.3  
~SETUP-THALAN.TP2~ #0 #0 // Thalantyr - Item Upgrade: v3.6  
~SETUP-LOSTITEMS.TP2~ #0 #0 // Lost Items  
~SETUP-LOSTITEMS.TP2~ #0 #1 // Xan has Sorcerer class  
~SETUP-LOSTITEMS.TP2~ #0 #2 // Monk +3 AC and +1 THAC0 Bonus  
~SETUP-LOSTITEMS.TP2~ #0 #4 // Viconia has 18 WIS  
~BG1NPC.TP2~ #0 #0 // The BG1 NPC Project: Required Modifications: v18  
~BG1NPC.TP2~ #0 #1 // The BG1 NPC Project: Banters, Quests, and Interjections: v18  
~BG1NPC.TP2~ #0 #2 // The BG1 NPC Project: Give Edwin his BG2 portrait: v18  
~BG1NPC.TP2~ #0 #3 // The BG1 NPC Project: Give Imoen her BG2 portrait: v18  
~BG1NPC.TP2~ #0 #4 // The BG1 NPC Project: Give Jaheira her BG2 portrait: v18  
~BG1NPC.TP2~ #0 #5 // The BG1 NPC Project: Give Minsc his BG2 portrait: v18  
~BG1NPC.TP2~ #0 #6 // The BG1 NPC Project: Give Viconia her BG2 portrait: v18  
~BG1NPC.TP2~ #0 #7 // The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait: v18  
~BG1NPC.TP2~ #0 #8 // The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues: v18  
~BG1NPC.TP2~ #0 #9 // The BG1 NPC Project: Ajantis Romance Core (teen content): v18  
~BG1NPC.TP2~ #0 #10 // The BG1 NPC Project: Branwen's Romance Core (teen content): v18  
~BG1NPC.TP2~ #0 #11 // The BG1 NPC Project: Coran's Romance Core (adult content): v18  
~BG1NPC.TP2~ #0 #12 // The BG1 NPC Project: Dynaheir's Romance Core (teen content): v18  
~BG1NPC.TP2~ #0 #13 // The BG1 NPC Project: Shar-Teel Relationship Core (adult content): v18  
~BG1NPC.TP2~ #0 #14 // The BG1 NPC Project: Xan's Romance Core (teen content): v18  
~BG1NPC.TP2~ #0 #15 // The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran: v18  
~BG1NPC.TP2~ #0 #17 // The BG1 NPC Project: Alora's Starting Location -> Alora Starts in the Hall of Wonders: v18  
~BG1NPC.TP2~ #0 #27 // The BG1 NPC Project: Bardic Reputation Adjustment: v18  
~BG1NPC.TP2~ #0 #30 // The BG1 NPC Project: Sarevok's Diary Adjustments -> SixofSpades Extended Sarevok's Diary: v18  
~BG1NPC.TP2~ #0 #200 // The BG1 NPC Project: Player-Initiated Dialogues: v18  
~BG1NPCMUSIC/BG1NPCMUSIC.TP2~ #0 #0 // The BG1 NPC Project Music Pack -> Install All Audio: v5  
~SETUP-INDINPC.TP2~ #0 #0 // Indira NPC for BGT-WeiDU  
~MUR'NETH.TP2~ #0 #0 // The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU  
~MULGOREXAVIANPC/SETUP-MULGOREXAVIANPC.TP2~ #0 #0 // Mulgore and Xavia NPCs for BGT-WeiDU and Tutu, v5  
~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~ #0 #0 // Xan's friendship path for BG1, v6  
~CORANBGFRIEND/CORANBGFRIEND.TP2~ #0 #0 // Coran's Extended BG Friendship Talks, v1, October 20, 2007: v2  
~AJANTISBG1/SETUP-AJANTISBG1.TP2~ #0 #0 // Installs Ajantis BG1 Expansion Modification: 2.1  
~SETUP-FINCHNPCV3.TP2~ #0 #0 // Finch NPC for Tutu v3.0: LW-BGT v1.1

## APPENDIX

~SETUP-ACBRE.TP2~ #0 #0 // Breagar: Inhalte: 5.0  
~GAVIN/GAVIN.TP2~ #0 #0 // Gavin NPC for Tutu and BGT, 14April2008: v3.1  
~GAVIN/GAVIN.TP2~ #0 #1 // Gavin: Romance (mature content): v3.1  
~GAVIN/GAVIN.TP2~ #0 #2 // Gavin: Flirts (adult content): v3.1  
~GAVIN/GAVIN.TP2~ #0 #4 // Gavin: Alternate Portraits -> Original portrait by berelinde (default): v3.1  
~GAVIN/GAVIN.TP2~ #0 #10 // Gavin: Player Initiated Dialogue: v3.1  
~HUPLE\_NPC/SETUP-HUPLE\_NPC.TP2~ #0 #0 // Huple, NPC temporal: v1.0  
~HUPLE\_NPC/SETUP-HUPLE\_NPC.TP2~ #0 #1 // Charlas con Huple: v1.0  
~BG1UB/SETUP-BG1UB.TP2~ #0 #0 // Ice Island Level Two Restoration: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #1 // The Mysterious Vial: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #2 // Additional Elminster Encounter: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #8 // Safana the Flirt: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #9 // Appropriate Albert and Rufie Reward: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #10 // Place Entar Silvershield in His Home: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #11 // Scar and the Sashenstar's Daughter: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #12 // Quoningar, the Cleric: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #13 // Shilo Chen and the Ogre-Magi: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #14 // Edie, the Merchant League Applicant: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #15 // Flaming Fist Mercenary Reinforcements: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #16 // Creature Corrections: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #17 // Creature Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #18 // Creature Name Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #19 // Minor Dialogue Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #20 // Audio Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #21 // Store, Tavern and Inn Fixes and Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #22 // Item Corrections and Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #23 // Area Corrections and Restorations: 8  
~BG1UB/SETUP-BG1UB.TP2~ #0 #24 // Permanent Corpses: 8  
~SETUP-BGSPAWN.TP2~ #0 #0 // BGSpawn system based on levels & party members (NOTE: Baldur's Gate Trilogy - BGT required):  
1.04  
~SETUP-BGSPAWN.TP2~ #0 #1 // Choose the time between re-spawns: 1.04  
~SETUP-BGSPAWN.TP2~ #0 #2 // Vampiric Wolf Lord (inspired to DavidW Wolf of Ulcaster) NOTE: this changes some Vampiric Wolf in  
the game. It's used by BGSpawn-system: 1.04  
~SETUP-BGTTWEAK.TP2~ #0 #100 // Eldoth reminds of Skie's ransom: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #400 // Add Semaj's Cloak and Upgraded Koveras' Ring of Protection: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #800 // Import more items into Shadows of Amn (WARNING: This can be considered a cheat): 9 (31 Oct  
09)  
~SETUP-BGTTWEAK.TP2~ #0 #901 // Random activated traps in the pirate cave -> Install-time randomisation: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1000 // Bags of the Sword Coast: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1200 // Arkion reacts to player's reputation: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1400 // More bandit scalps: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1502 // Altered item shattering -> Make armor and shields shatter: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1809 // Import more NPCs into Shadow of Amn: Bub Snikt: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1810 // Import more NPCs into Shadow of Amn: Conchobhair Strongblade: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1811 // Import more NPCs into Shadow of Amn: Ferthgil Trollslayer: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1812 // Import more NPCs into Shadow of Amn: Jet'laya: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1813 // Import more NPCs into Shadow of Amn: Keiria Silverstring: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1814 // Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1815 // Import more NPCs into Shadow of Amn: Will Scarlet O'Hara: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #1900 // Restore BG2 XP bonus for traps, locks, and scrolls: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2001 // Protagonist's biography modifications -> Do not set BG1 biography for imported characters: 9 (31  
Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2100 // Exotic Weapons For Taerom: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2300 // Disable hostile reaction after charm: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2400 // Enemy items shatter: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2500 // Access Ulgoth's Beard west of Wyrms Crossing only: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2600 // Prevent access to Durlag's Tower from adjacent areas: 9 (31 Oct 09)  
~SETUP-BGTTWEAK.TP2~ #0 #2700 // Put Sword of Chaos +2 in Sarevok's inventory: 9 (31 Oct 09)  
~SETUP-HARDTIMES.TP2~ #0 #0 // Hard Times v2 (BGT): 2.2 (BGT)  
~SETUP-HARDTIMES.TP2~ #0 #1 // Hard Times: Ulcaster School Encounter: 2.2 (BGT)  
~TOA/SETUP-TOA.TP2~ #0 #1 // Tales of Anegh (WeiDU): v1.1  
~TOA/SETUP-TOA.TP2~ #0 #10 // Creature Balancing: v1.1  
~TOA/SETUP-TOA.TP2~ #0 #20 // AREA Balancing: v1.1  
~TOA/SETUP-TOA.TP2~ #0 #30 // Dialog & Script Balancing: v1.1  
~TOA/SETUP-TOA.TP2~ #0 #40 // Stores Balancing: v1.1  
~TOA/SETUP-TOA.TP2~ #0 #50 // Item Balancing: v1.1  
~GBTHFKP/GBTHFKP.TP2~ #0 #0 // Expanded Thief Stronghold: v2.18

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~SETUP-AJOCMOD.TP2~ #0 #0 // AjocMod Weidu: v1.6.3  
~SETUP-TTSQ.TP2~ #0 #0 // The Tortured Soul Quest - WeiDU: v7  
~EMAD/SETUP-EMAD.TP2~ #0 #0 // A Z-rated Adventure - an IM4 Non-Entry: v4  
~EMAD/SETUP-EMAD.TP2~ #0 #1 // The Promise of a Troll: v4  
~EMAD/SETUP-EMAD.TP2~ #0 #2 // A Bhaalspawn's Best Friend: v4  
~EMAD/SETUP-EMAD.TP2~ #0 #3 // Under Her Spell: v4  
~EMAD/SETUP-EMAD.TP2~ #0 #4 // Forgery: v4  
~EMAD/SETUP-EMAD.TP2~ #0 #5 // Character Medley: v4  
~SETUP-PLANARSPHEREMOD.TP2~ #0 #0 // PlanarSphereMod v2.6c: v2.6c  
~SETUP-PLANARSPHEREMOD.TP2~ #0 #1 // Planar Sphere Store: v2.6c  
~SETUP-PLANARSPHEREMOD.TP2~ #0 #2 // Waukeen's Promenade Store: v2.6c  
~SETUP-PLANARSPHEREMOD.TP2~ #0 #3 // Planar Sphere Return v2: v2.6c  
~TB#QUEST/TB#QUEST.TP2~ #0 #0 // The curse of Mprolla the spammer  
~TB#QUEST/TB#QUEST.TP2~ #0 #1 // The curse of Mprolla the cheater  
~TB#QUEST/TB#QUEST.TP2~ #0 #2 // A large battle  
~TB#QUEST/TB#QUEST.TP2~ #0 #3 // Underdark Mage Duel  
~BWQUEST.TP2~ #0 #0 // Black Rose Part I: Market Prices  
~C#SB\_SILBER/SETUP-C#SB\_SILBER.TP2~ #0 #0 // Adalon's Blood - Modification for BGII by Gandalf the white: 8  
~SETUP-SPGAUNT.TP2~ #0 #0 // Spellhold Gauntlet  
~SETUP-SPGAUNT.TP2~ #0 #1 // Irenicus Waiting in Spellhold  
~SETUP-SPGAUNT.TP2~ #0 #3 // Interjections for Spellhold Gauntlet (dialogue by Liam)  
~TOD/SETUP-TOD.TP2~ #0 #0 // Tower Of Deception Mod (Requires Throne Of Bhaal)  
~TOD/SETUP-TOD.TP2~ #0 #1 // Improved Astral Shard Guardian  
~TOD/SETUP-TOD.TP2~ #0 #2 // Encounter with Ustrain  
~DC/SETUP-DC.TP2~ #0 #0 // Dungeon Crawl, v5  
~ASSASSINATIONS/SETUP-ASSASSINATIONS.TP2~ #0 #0 // Assassinations mod for Baldur's Gate II, v7  
~FADINGPROMISES/SETUP-FADINGPROMISES.TP2~ #0 #0 // Fading Promises: 4  
~1SYLM-SETUP.TP2~ #0 #0 // Sylmar - Elves vs Orcs: v1.025 BWP Fix  
~SETUP-SOVEREIGN.TP2~ #0 #0 // Er'vonyrah: PieúÖ W>adajπcej  
~SETUP-SOVEREIGN.TP2~ #0 #1 // Historia pewnego Kronikarza  
~TOTDG/SETUP-TOTDG.TP2~ #0 #0 // Colours of Infinity: Tales of the Deep Gardens  
~TOTDG/SETUP-TOTDG.TP2~ #0 #1 // NPC Reactions (Aerie, Viconia, Jaheira, Anomen, Haer'Dalis, Keldorn)  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #0 // Detectable SpellÁiÁuÇ†ÇĚÉÁÉiÉfÉbÉhÇĀñĪlinÁvâ»äOÇĀĚÉRÉiÉĪ[ÉiÉiÉgÇ...iKóvĀj: v2  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #1 // ĘgĚçĀ[ÉäÇĀĕÉÇĀiĚñĪ: v2  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #2 // ĘuĚäĚbĚNĚçĀ[É^ĚXÇĀçĀÇĚ: v2  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #3 // Ç†ÇĚÉÁÉiÉfÉbÉhÇĀñĪlin: v2  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #4 // Ç†ÇĚÉÁÉiÉfÉbÉhÇĀñĪYÇ: v2  
~TS25MINI/SETUP-TS25MINI.TP2~ #0 #5 // Ç†ÇĚĀMiwĚlÇĀĀĀöä: v2  
~SETUP-AZENMOD.TP2~ #0 #0 // Azengard Tactical Encounter (erebusant's revamp): v5  
~SETUP-AZENMOD.TP2~ #0 #1 // Enhanced Trademeet Crypt: v5  
~SETUP-AZENMOD.TP2~ #0 #2 // Enhanced Chateau Irenicus: v5  
~SETUP-COM\_ENCOUNTERS.TP2~ #0 #0 // Chosen of Mystra's Encounters (Requires Throne of Bhaal)  
~SETUP-DSOA.TP2~ #0 #4 // Ghost Shadow Dragon: v2.2.4  
~SETUP-DSOA.TP2~ #0 #6 // Grothgar the Red Dragon: v2.2.4  
~SETUP-DSOA.TP2~ #0 #8 // Curse of the Underground Shade Lord: v2.2.4  
~SETUP-DOFD.TP2~ #0 #0 // DofD: v2  
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #0 // Improved Asylum Mod for BG2:ToB  
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #1 // Spellhold Lich  
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #2 // Improved Player Scripts  
~SETUP-FIRKRAAG.TP2~ #0 #0 // Super Firkraag Mod for BG2  
~SETUP-DARKRITUAL.TP2~ #0 #0 // Dark Ritual  
~SETUP-DARKRITUAL.TP2~ #0 #1 // Improved Cult of the Unseeing Eye  
~SETUP-DARKRITUAL.TP2~ #0 #2 // Improved Harper Fight  
~SETUP-DARKRITUAL.TP2~ #0 #3 // CoM Store 1  
~SETUP-IMNESVALE.TP2~ #0 #1 // Install Imnesvale Mod -> Hard  
~AM/AM.TP2~ #0 #0 // Alex Macintosh PC Conversion by MTS  
~BAGBONUS.TP2~ #0 #0 // Bonus Potioncase and Ammobelt to Deidre's store: v1.0.3  
~SETUP-RGENIE.TP2~ #0 #0 // Ribald's Genie  
~SETUP-BOM.TP2~ #0 #0 // Boards of Magick item pack!  
~SETUP-BG2SOA.TP2~ #0 #1 // Adds Items from Baldurs Gate to SoA -> Improved Mencar Pebblecrusher (Not so cheesy method)  
~SETUP-FR\_ROV.TP2~ #0 #0 // Freedom's Reign (SoA or ToB): v6  
~SETUP-FR\_ROV.TP2~ #0 #1 // Reign of Virtue (ToB): v6  
~SETUP-HEARTWOOD.TP2~ #0 #0 // Heart of the Wood (WeiDU-version): v6  
~BW\_HERBS\_BG2/SETUP-BW\_HERBS\_BG2.TP2~ #0 #0 // Herbs and Potions Add-in for BG2 by Baronius: v1.0.4 BWP v8 Fix  
~SETUP-VOLCANO.TP2~ #0 #0 // Improved Volcano! Pack: v1.9  
~SETUP-KWOLF.TP2~ #0 #0 // KWolf - new NPC (WeiDU): v1.1  
~SETUP-MUNCHMOD.TP2~ #0 #0 // Munchmod: v2.7

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~SETUP-RITEMPACK.TP2~ #0 #0 // Enhanced Girdle of Fortitude  
~SETUP-RITEMPACK.TP2~ #0 #1 // Patrick's Chainmail  
~SETUP-RITEMPACK.TP2~ #0 #2 // Weakened Cloak of Mirroring  
~SETUP-RITEMPACK.TP2~ #0 #3 // Replaced Crom Faeyr  
~SETUP-RITEMPACK.TP2~ #0 #4 // Fixed Dragon Plate Armor  
~SETUP-RITEMPACK.TP2~ #0 #5 // Ring of Power  
~SETUP-RITEMPACK.TP2~ #0 #6 // Improved Anomen's Ring  
~SETUP-RITEMPACK.TP2~ #0 #7 // Weakened Celestial Fury  
~SETUP-RITEMPACK.TP2~ #0 #8 // BG1 Ring of Wizardry  
~SETUP-ROLLES.TP2~ #1 #0 // Rolles Safyer  
~SETUP-ROLLES.TP2~ #1 #1 // Bag of Holding in Irenicus Dungeon  
~RTTITEMPACK/RTTITEMPACK.TP2~ #0 #0 // Install RTT Item Pack? \*\*The items are added to the "special" store of Ribald (Adventure's Mart, Waukeen's Promenade) available after SpellHold.\*\*: v1  
~SETUP-RUAD.TP2~ #0 #0 // Ruad Ro'fhessa (SoA): v22  
~SETUP-RUAD.TP2~ #0 #1 // Ruad Ro'fhessa (ToB): v22  
~TZSHOP01/SETUP-TZSHOP01.TP2~ #0 #0 // The Magnificent Magic Shop: v6  
~ABYSTORE/ABYSTORE.TP2~ #0 #0 // Unusual Oddities Shop  
~SETUP-UNDERREP.TP2~ #0 #0 // Underrepresented Items From Icewind Dale 2  
~SETUP-ITEMUPGRADE.TP2~ #0 #0 // Shadows Of Amn Item Upgrades  
~SETUP-ITEMUPGRADE.TP2~ #0 #1 // Throne Of Bhaal Item Upgrades  
~SETUP-SPITEMPACK.TP2~ #0 #2 // Davoran's Spell Pack  
~SETUP-SPITEMPACK.TP2~ #0 #3 // Shadow Daemon's Spells Pack  
~CLIFFKEY/SETUP-CLIFFKEY.TP2~ #0 #1 // A Mod for the Orderly - Add a Keyring to Faerun! See readme for more details about the choices below. -> Consistency Plus version: v2  
~SETUP-BLOODMORT.TP2~ #0 #0 // New Spell - Blood Of The Martyr: v4.1  
~SETUP-EBG2.TP2~ #0 #0 // Additional merchant with new items: v1.1  
~SETUP-EBG2.TP2~ #0 #1 // Interjections: v1.1  
~SETUP-EBG2.TP2~ #0 #2 // Tomes and manuals: v1.1  
~SETUP-EBG2.TP2~ #0 #4 // Additional portraits: v1.1  
~SETUP-EBG2.TP2~ #0 #5 // Lost item descriptions: v1.1  
~SETUP-EBG2.TP2~ #0 #6 // Dragonsuit & Glory of Balduran (ToB): v1.1  
~SETUP-EBG2.TP2~ #0 #7 // New racial enemies: v1.1  
~SETUP-EBG2.TP2~ #0 #18 // Miscellaneous tweaks: v1.1  
~SETUP-FOODMOD.TP2~ #0 #0 // Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal): v1.02  
~SETUP-RUPERT.TP2~ #0 #0 // Rupert the Dye Merchant (for BG2 or TuTu/BGT)  
~SETUP-SELUNEARMOURY.TP2~ #0 #0 // Selune's Armoury v2  
~SETUP-ROTBARMORSET.TP2~ #0 #0 // Realm of the Bhaalspawn Armor Set  
~STUFFOFTHEMAGI/SETUP-STUFFOFTHEMAGI.TP2~ #0 #0 // Stuff of the Magi: v4  
~KONTWK/SETUP-KONTWK.TP2~ #0 #11 // Rod of Refuge  
~KONTWK/SETUP-KONTWK.TP2~ #0 #13 // Butter Knife of Balduran  
~KONTWK/SETUP-KONTWK.TP2~ #0 #14 // Hackmaster +12  
~KONTWK/SETUP-KONTWK.TP2~ #0 #15 // Scipio's Barrel  
~BOLSA/BOLSA.TP2~ #1 #0 // Bolsa: v4  
~SETUP-CHARLI.TP2~ #0 #0 // Charli, El mediano vendedor v1.2  
~SETUP-DARRON.TP2~ #1 #0 // Darron: v1.4  
~NANSTEIN/NANSTEIN.TP2~ #2 #0 // Nanstein, Chief Mage Engineer of Mountain Sansimportance: Nanstein V1  
~MHORAM.TP2~ #1 #0 // Mhoram NPC v1.2  
~SETUP-VENDEDOR\_DLAN.TP2~ #0 #0 // Vendedor DLAN para SoA v6.1  
~SETUP-VENDEDOR\_DLAN.TP2~ #0 #1 // Vendedor DLAN para ToB v6.1  
~RECARGA.TP2~ #1 #0 // Recarga: v2.1  
~SETUP-ALCHEMY.TP2~ #0 #0 // Jan's Alchemy: v3  
~SETUP-SPSTUFF.TP2~ #0 #4 // Creslyn's BG2 Item Pack: v8  
~MERSKSTORE/SETUP-MERSKSTORE.TP2~ #2 #0 // Mersetek: V1.1  
~MYSTIGAN/SETUP-MYSTIGAN.TP2~ #1 #0 // Mystigan the Merchant(ToB Required)  
~SETUP-LAVAIT!.TP2~ #0 #0 // Lavait! - BG2  
~SETUP-BBBKBG.TP2~ #0 #0 // Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag  
~SETUP-BBPBAG.TP2~ #0 #0 // Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5, BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag  
~SETUP-BBQUIV.TP2~ #0 #0 // Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5, BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver  
~SETUP-BBQUIVB.TP2~ #0 #0 // Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4, BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver  
~SETUP-BBQUIVC.TP2~ #0 #0 // Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4, BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition Belt  
~SETUP-BBSCCS.TP2~ #0 #0 // Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BBSCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case

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~SETUP-BBSCARDR.TP2~ #0 #0 // Installation of Item BBSCARDR - Scimitar of the Arch-Druid  
~SETUP-OLDMODSPACK.TP2~ #0 #0 // OldModsPack - items, spells and shops: v1  
~SETUP-RFWIP.TP2~ #0 #0 // Revised Forgotten Wars Projects: Item Pack V0.1  
~SETUP-HOUYI.TP2~ #0 #0 // Ἰούφι»μῆρῖ»ἰ...Ἄμῖv1.0  
~SETUP-YLITEMS.TP2~ #0 #0 // YLITEMS  
~DRAGONSUMMON/SETUP-DRAGONSUMMON.TP2~ #0 #0 // Dragon Summoning Spell: v1  
~SETUP-DSR.TP2~ #0 #0 // Demon-summoning-ritual (WeiDU): v6  
~SETUP-AMBER.TP2~ #0 #0 // Amber the NPC MOD for BGII:SoA: v2.5  
~SETUP-TSUJATHA.TP2~ #0 #0 // Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari: v12  
~SEVERIAN/SETUP-SEVERIAN.TP2~ #0 #0 // Les Chroniques de Severian SoA V.01E Auteur : Cool Coyote Website : <http://legendesstudios.free.fr/> Forum : <http://weiducmando.forumsactifs.com/forum.htm> Installation ToB require! Consultez le ReadMe!  
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~SETUP-BTL.TP2~ #0 #0 // Beyond the Law - Kova & Kiyone  
~SETUP-BTL.TP2~ #0 #1 // Alternate Soundset for Kiyone - Female4  
~SETUP-BTL.TP2~ #0 #2 // Better Balanced BTL Items  
~SETUP-BTL.TP2~ #0 #3 // Portraits for Minor Non-Joinable BTL NPCs  
~C#AJANTIS\_SVA/SETUP-C#AJANTIS\_SVA.TP2~ #1 #0 // Sir Ajantis NPC for BGII-SoA: open Beta 0.2.19  
~SETUP-TASHIA.TP2~ #0 #0 // Tashia NPC Mod -> Full version (ToB required): v1.1  
~SETUP-TASHIA.TP2~ #0 #2 // Tashia Add-on Pack by Bri and Lord Ernie (English only, Tashia ToB Required) -> Action Style dialogues:  
v1.1  
~CHLOE.TP2~ #0 #0 // Chloe NPC mod v1.3  
~SETUP-KIVAN.TP2~ #0 #0 // Kivan of Shilmista: v8.1  
~SETUP-KIVAN.TP2~ #0 #2 // Select Deheriana's Class -> Wild Mage: v8.1  
~SETUP-KIVAN.TP2~ #0 #6 // Select Kivan's Portrait -> Install Herd's Alternative Portrait for Kivan.: v8.1  
~SETUP-KIVAN.TP2~ #0 #7 // Install ToB Portion of the Mod: v8.1  
~SETUP-FADE.TP2~ #0 #0 // Fade: An NPC for Baldur's Gate II  
~SETUP-KIDO.TP2~ #0 #0 // Kido the Jester (Requires Throne of Bhaal)  
~SETUP-KIDO.TP2~ #0 #3 // Which of Kido's portraits do you wish to install? -> Kido's old portraits (of version 1.0 till 2.1)?  
~SETUP-ARIENA.TP2~ #0 #0 // Ariena the Half-orc (Requires Throne of Bhaal)  
~SETUP-ARIENA.TP2~ #0 #1 // Which of Ariena's portraits do you wish to install? -> Default portraits?  
~SETUP-KINDREK.TP2~ #0 #0 // Kindrek v2.4 (BG2:SoA & TOB NPC) created by nethrin  
~KITANYA/SETUP-KITANYA.TP2~ #0 #0 // Kitanya Conversation/Romance Mod for BG2  
~KITANYA/SETUP-KITANYA.TP2~ #0 #1 // Wizardslayer Bugs Fix  
~SETUP-NEH'TANIEL.TP2~ #0 #0 // Neh'taniel NPC Mod: v2.75  
~STAR.TP2~ #0 #0 // SilverStar Mod  
~SETUP-VALEN.TP2~ #0 #0 // Valen  
~XAN/SETUP-XAN.TP2~ #0 #0 // Xan NPC MOD for Baldur's Gate II, v9  
~XAN/SETUP-XAN.TP2~ #0 #3 // Install alternate class for Xan? -> Change Xan's class to Sorcerer  
~XAN/SETUP-XAN.TP2~ #0 #5 // BG1-style flaming swords  
~XANBG2VOICE/SETUP-XANBG2VOICE.TP2~ #0 #0 // Xan's BG2 voice for BG1, v2  
~SETUP-YASRAENA.TP2~ #0 #0 // Yasraena (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari: v10  
~SETUP-ALORA.TP2~ #0 #0 // Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal): 1.1  
~AURENASEPH/SETUP-AURENASEPH.TP2~ #0 #0 // Auren Aseph V6.2 for BG2:ToB  
~SETUP-THEUNDYING.TP2~ #0 #0 // "The Undying" Mod (Requires Throne of Bhaal)  
~SETUP-THEUNDYING.TP2~ #0 #1 // Smarter Enemies  
~SETUP-THEUNDYING.TP2~ #0 #2 // Harder Enemies  
~THAEL/THAEL.TP2~ #0 #0 // THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.31  
~HANNA.TP2~ #0 #0 // Hanna NPC (Requiere ToB)  
~HANNA.TP2~ #0 #1 // Castillo De¥Arnise Mejorado  
~HANNA.TP2~ #0 #3 // Genio del Infierno mejorado  
~HANNA.TP2~ #0 #4 // Dragon de Irenicus mejorado  
~HANNA.TP2~ #0 #5 // Dragon del infierno mejorado  
~HANNA.TP2~ #0 #6 // Cripta de Caravasar mejorada  
~SETUP-KIM.TP2~ #2 #0 // Kim for BG2:SOA (ToB: required) version 1.62  
~SETUP-KIM.TP2~ #2 #1 // Installation of the readjusted axe  
~SETUP-LESTER.TP2~ #0 #0 // Lester the NPC for BGII: v0.8  
~TIAX/SETUP-TIAX.TP2~ #0 #0 // Tiax NPC MOD for Baldur's Gate II, v1  
~SARAHTOB/SETUP-SARAHTOB.TP2~ #0 #0 // Sarah NPC Romance Mod for BG2:ToB: Beta 2.0  
~SETUP-HUBELPOT.TP2~ #0 #0 // SConrad's IM6-entry: Hubelpot Thistledown, the Vegetable Merchant NPC-mod: BWP v6 Fix  
~SETUP-HUBELPOT.TP2~ #0 #1 // Hubelpot's Kit -> Default kit, the Totemic Druid: BWP v6 Fix  
~ANGELO/SETUP-ANGELO.TP2~ #0 #0 // Angelo NPC MOD for Baldur's Gate II, v3  
~SETUP-MIRIAM.TP2~ #0 #0 // Chosen of Mystra's Miriam NPC Mod (Requires Throne of Bhaal)  
~SETUP-NIKITA.TP2~ #0 #0 // Nikitalleria NPC Mod (Requires Throne of Bhaal)  
~TOUCHED/SETUP-TOUCHED.TP2~ #0 #0 // Touch the Moon NPC (Requires Throne of Bhaal)  
~TOUCHED/SETUP-TOUCHED.TP2~ #0 #1 // Install Wild Elf Fighter Kit  
~NINDE/NINDE.TP2~ #0 #0 // Ninde NPC Mod for BGII: SoA: v1.1  
~XULAYE/XULAYE.TP2~ #0 #0 // Xulaye NPC Mod for BG2:SoA

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~XULAYE/XULAYE.TP2~ #0 #1 // Xulaye's Player Initiated Dialogues  
~XULAYE/XULAYE.TP2~ #0 #2 // Korgan Fights at the Pits  
~HALDAMIR/SETUP-HALDAMIR.TP2~ #0 #0 // Haldamir: 0.5 ALPHA  
~AVIM/SETUP-AVIM.TP2~ #0 #0 // Avi Maya NPC SoA/ToB  
~RUKRAKIA/SETUP-RUKRAKIA.TP2~ #0 #0 // "ΣÄ~@ðÛ~∞æΔ NPC Romance ΠμÅ (TOB only)"  
~SETUP-SAERILETH.TP2~ #0 #0 // Saerileth Romance Mod (BG2:SoA & TOB NPC) created by nethrin and Sillara: v14  
~SKIE/SETUP-SKIE.TP2~ #0 #0 // Skie NPC - BG2  
~WORGAS/WORGAS.TP2~ #0 #0 // Worgas  
~TYRISFLARE/SETUP-TYRISFLARE.TP2~ #0 #0 // Tyriss Flare NPC: v2  
~VARSHOON/SETUP-VARSHOON.TP2~ #0 #0 // Varshoon - an illithid NPC for BG2  
~SETUP-ALASSA.TP2~ #0 #0 // Alassa NPC: v2  
~ALLISON/SETUP-ALLISON.TP2~ #0 #0 // Allison (One-Day NPC) v1.6  
~SETUP-ANISHAI.TP2~ #0 #0 // Anishai one-day NPC: v1.4  
~SETUP-BONSBRUCEV2.TP2~ #0 #0 // Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2  
~SETUP-CASSIUS.TP2~ #0 #0 // Cassius NPC Mod (Requires Throne of Bhaal): v1.04  
~SETUP-GHARETH.TP2~ #0 #0 // Ghareth NPC (Requires Throne of Bhaal)  
~SETUP-HESSANPC.TP2~ #0 #0 // Hessa NPC Mod (Requires Throne of Bhaal)  
~SETUP-JCBRUCE.TP2~ #0 #0 // Compton's Bruce the Cockney Barfighter (Requires TOB)  
~SETUP-WIKAEDER.TP2~ #0 #0 // Wikaede Revisited v4.1 by Moongaze  
~SETUP-WILLYB.TP2~ #0 #0 // Willie Bruce (BG2:SoA & TOB NPC) created by nethrin: v3  
~SETUP-FOXMONSTER.TP2~ #0 #0 // Moddie, "the fox monster in your backpack": v1.2  
~SETUP-VILDRA.TP2~ #0 #0 // Vildra for BG2:SoA: v1.1  
~SETUP-JANDOR.TP2~ #0 #0 // JandorNPC-WeiDU: v2  
~SETUP-ELDOTH.TP2~ #0 #0 // Eldoth - The reunion  
~ROAR/SETUP-ROAR.TP2~ #0 #0 // Roar - a taciturn monk  
~TEDDY/SETUP-TEDDY.TP2~ #0 #0 // Teddy - a half orkish barbarian  
~SETUP-CWS.TP2~ #0 #0 // Cloakwood Squares -- The Mod: v3  
~JZ/SETUP-JZ.TP2~ #0 #0 // The Jerry Zinger Show  
~DEARNISE/SETUP-DEARNISE.TP2~ #0 #0 // de'Arnise Romance for Baldur's Gate II, v2  
~SETUP-BANTERPACK.TP2~ #0 #0 // Pocket Plane Banter Pack for BG2: Shadows of Amn  
~SETUP-BANTERPACK.TP2~ #0 #2 // Pocket Plane Banter Pack for BG2: Throne of Bhaal  
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #0 // Extended NPC-NPC Interaction SoA: 3.2  
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #1 // Extended Minsc/Aerie Interaction ToB: 3.2  
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #2 // Imoen "Retrospection" dialogue for BGII: ToB: 3.2  
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #3 // Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Kulyok): 3.2  
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #4 // NPC Conflict Revisions: 3.2  
~VICONIA/SETUP-VICONIA.TP2~ #0 #0 // Viconia Friendship: 2  
~MAZZY/SETUP-MAZZY.TP2~ #0 #0 // Mazzy Friendship: 1  
~YOSHIMO/YOSHIMO.TP2~ #0 #0 // Yoshimo Friendship Mod for BGII: SoA: 1  
~SETUP-EDWINROMANCE.TP2~ #0 #0 // EdwinRomance  
~SETUP-EDWINTOB.TP2~ #0 #0 // Edwin Romance ToB  
~SETUP-EDWINTOB.TP2~ #0 #1 // New ending for Viconia Romance by Laufey  
~SETUP-EDWINFLIRTS.TP2~ #0 #0 // Edwin Flirts 0.1b  
~IMOEN.TP2~ #0 #0 // 'Imoen Romance Add-on Mod BG2:SoA(ToB required!)v1.201'  
~ALCOOL/ALCOOL.TP2~ #1 #0 // A Night out in the Taverns: V0.9  
~JANQUEST/SETUP-JANQUEST.TP2~ #1 #0 // Jan's Extended Quest  
~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~ #0 #0 // Cliffette's 'History' BWI contest entry  
~SETUP-CHIARA.TP2~ #0 #0 // Chiara - Ein Charakter aus dem Rosenranken-Forum  
~SETUP-ELVAN-ALL.TP2~ #0 #0 // Elvanshalee fuer SoA oder ToB Pic von Kay Allen  
~SETUP-ELVAN-ALL.TP2~ #0 #1 // Elvanshalee fuer Knight Kits Pic von Kay Allen  
~SETUP-GOO.TP2~ #0 #0 // Goo the Disembodied Floating Eyeball: v4  
~SETUP-HORACE.TP2~ #0 #0 // Horace - BGII: v1.71  
~SETUP-HORACE.TP2~ #0 #1 // Bone Collector: v1.71  
~SETUP-KARI.TP2~ #0 #0 // Moongaze's Kari v1  
~SETUP-MALTHIS.TP2~ #0 #0 // Malthis, der Saebelrassler!: Version 2  
~SBS.TP2~ #0 #0 // Summon Bhaalspawn  
~SBS.TP2~ #0 #1 // Install Skie Portrait (Original Mod Portrait)  
~SETUP-VANIM.TP2~ #1 #0 // A new NPC: Vanim, a notorious assassin  
~SETUP-BIDDE.TP2~ #0 #0 // Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin  
~AZURE/AZURE.TP2~ #0 #0 // Nature's Ally Druid kit(Required for NPC Azure)  
~AZURE/AZURE.TP2~ #0 #1 // Azure NPC  
~SETUP-FRENNEDAN.TP2~ #0 #0 // Frennedan-Mod fuer Baldur's Gate II: 1.03  
~SETUP-BRANWENNPC.TP2~ #0 #0 // Branwen NPC  
~SETUP-MAWGULNPC.TP2~ #1 #0 // Mawgul NPC  
~ULDAR/SETUP-ULDAR.TP2~ #0 #0 // ULDAR, el Barbaro Semiorco: v0.76  
~ROSE/SETUP-ROSE.TP2~ #0 #0 // Rose NPC for BG:T: v0.03 OPEN BETA



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~SETUP-LARSHA.TP2~ #0 #0 // Larsha  
~SETUP-RAZIEL.TP2~ #0 #0 // Raziell NPC  
~QUAYLE/SETUP-QUAYLE.TP2~ #0 #0 // Quayle - BG2  
~SETUP-GLORAN.TP2~ #0 #0 // Przylaczalny NPC Gloran  
~SETUP-AIP.TP2~ #0 #0 // Adventures In Papperland: v5  
~SDMODS/SDMODS.TP2~ #0 #0 // Shed's Mods  
~SETUP-TURNIPGOLEM.TP2~ #0 #0 // Turnip Golem Encounter: v2  
~SETUP-MDX.TP2~ #0 #0 // Xmas Mod: v1.0.2  
~SETUP-HF\_HHG.TP2~ #0 #0 // The Quest for the Holy Hand Grenade: v1  
~SETUP-FIXQUALLO.TP2~ #0 #0 // Let the cadaver crawler live  
~CAL.TP2~ #0 #0 // Install the Cal(culator) mod?  
~SETUP-QUESTOR.TP2~ #0 #0 // Questor: Revised v1  
~SETUP-SNAKES.TP2~ #0 #0 // The Slithering Menace (for BGII:ToB only)  
~CONTEST/SETUP-CONTEST.TP2~ #0 #0 // Facing the Shade Lord Again  
~SETUP-BWL\_CONTEST.TP2~ #0 #0 // K'aeloree's BWL Contest Items  
~THOGHMA/SETUP-THOGHMA.TP2~ #2 #0 // A Quest in the service of Oghma: v1.3  
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #0 // The Price Of Friendship: v5  
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #1 // Some of My Best Friends Are Slimes: v5  
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #2 // You Could Restore the Summon Cow Spell, But Why?: v5  
~SKOOTERTHENPC/SETUP-SKOOTERTHENPC.TP2~ #0 #0 // Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)  
~LUCY/SETUP-LUCY.TP2~ #0 #0 // Lucy the Wyvern: 1  
~SETUP-CERBERUS.TP2~ #0 #0 // The Cerberus mod for BG2:SoA, version 0.99  
~SETUP-SLANDOR.TP2~ #0 #0 // The Minotaur and Lilacor  
~ZALNOYA/SETUP-ZALNOYA.TP2~ #0 #0 // Zalnoya and the Shadow Thieves  
~NPC\_TWEAK.TP2~ #0 #0 // Anomen: v4  
~NPC\_TWEAK.TP2~ #0 #1 // Cernd: v4  
~NPC\_TWEAK.TP2~ #0 #2 // Nalia: v4  
~SETUP-UB.TP2~ #0 #3 // "Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #0 // The Kidnapping of Boo by Cliffette: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #2 // Kalah and What He Was Promised: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #4 // Gorje Hilldark and the Extended Illithium Quest: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #5 // The Pai'Na/Spider's Bane Quest: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #6 // Restored Crooked Crane Inn: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #7 // Restored Encounters: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #8 // Artemis Entreri in Bodhi's Lair: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #9 // Corrected "Xzar's Creations": v18 BWP Fix  
~SETUP-UB.TP2~ #0 #10 // Restored Hell Minions, by SimDing0: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #12 // Item Restorations: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #15 // NPC Portrait Restorations: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #16 // Corrected BAMS and Scripts: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #17 // Corrected Character Names and Biographies: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #18 // Restored Minor Dialogs: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #19 // Restored Bhaalspawn Powers, by David Gaider: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #21 // Throne of Bhaal Minor Restorations: v18 BWP Fix  
~SETUP-UB.TP2~ #0 #24 // Sarevok's Remorse: v18 BWP Fix  
~SETUP-GHOST.TP2~ #0 #0 // Ghost - WeiDU-version: v2  
~SETUP-FAMILIARPACK.TP2~ #0 #0 // FamiliarPack - WeiDU: v6  
~VIC.TP2~ #0 #0 // Victor's Improved Races: v2.0  
~VIC.TP2~ #0 #1 // Victor's Wizards Know Better(have more Lore): v2.0  
~VIC.TP2~ #0 #3 // Lich Slayer Scimitar: v2.0  
~VIC.TP2~ #0 #4 // The Djin Merchant: v2.0  
~VIC.TP2~ #0 #6 // Romance Friendly Imprisonment(by Galactygon): v2.0  
~VIC.TP2~ #0 #9 // Victor's Special Encounters: v2.0  
~SETUP-GMINION.TP2~ #0 #0 // gMinion v1.8: v1.8 BGT-expansion\_v2  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #0 // Spell Revisions: v3  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #10 // Deva and Planetar Animations: v3  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #20 // Mirror Image Fix: v3  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #30 // Dispel Magic Fix: v3  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #40 // Cure Sleep Fix: v3  
~SPELL\_REV/SETUP-SPELL\_REV.TP2~ #0 #50 // Remove Disabled Spells from Spell Selection Screens: v3  
~SETUP-FAIRYDRAGON.TP2~ #0 #0 // Authentic mischievous Fairy Dragon: v6  
~SETUP-D0QUESTPACK.TP2~ #0 #0 // General AI Improvements: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #1 // Creature & Area Improvements -> All Creature & Area Improvements: BWP Fix 6.0.6  
~SETUP-SEMI\_MULTI\_CLERICS.TP2~ #0 #0 // Semi-multi-clerics  
~SETUP-SPELLPACKB5.TP2~ #0 #0 // Spell Pack (Core Files and Graphics)  
~SETUP-SPELLPACKB5.TP2~ #0 #21 // Casting sounds changes -> Improved BGII Casting Sounds

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~SETUP-SPELLPACKB5.TP2~ #0 #2 // Entangle, Magical Stone, Sanctuary, Sunscorch  
~SETUP-SPELLPACKB5.TP2~ #0 #23 // Battlefate, Call Upon Faith, Faerie Fire  
~SETUP-SPELLPACKB5.TP2~ #0 #3 // Chant, Flame Blade, Spiritual Hammer, Alicorn Lance, Beast Claw, Produce Flame, Moon Motes  
~SETUP-SPELLPACKB5.TP2~ #0 #24 // Moment, Seeking  
~SETUP-SPELLPACKB5.TP2~ #0 #4 // Call Lightning, Invisibility Purge, Miscast Magic, Spike Growth, Random Casualty, Prayer, Moonblade, Stormshell, Elysium's Tears  
~SETUP-SPELLPACKB5.TP2~ #0 #25 // Circle of Bones, Holy Smite, Mold Touch, Unholy Blight  
~SETUP-SPELLPACKB5.TP2~ #0 #5 // Thorn Spray, Recitation, Cloud of Pestilence, Static Charge, Adamantite Mace  
~SETUP-SPELLPACKB5.TP2~ #0 #26 // Blood Rage, Mental Domination  
~SETUP-SPELLPACKB5.TP2~ #0 #7 // Flame Strike, Undead Ward, Animal Rage, Produce Ice, Spike Stones  
~SETUP-SPELLPACKB5.TP2~ #0 #27 // Insect Plague, Iron Skins, Smashing Wave (replaces Greater Command!), Wall Of Fire  
~SETUP-SPELLPACKB5.TP2~ #0 #8 // Entropy Shield, Whirlwind  
~SETUP-SPELLPACKB5.TP2~ #0 #28 // Blade Barrier, Hammer of Retribution, Seclusion, Sol's Searing Orb  
~SETUP-SPELLPACKB5.TP2~ #0 #29 // Earthquake, Fire Storm, Mist of Eldath, Spacewarp  
~SETUP-SPELLPACKB5.TP2~ #0 #9 // Implosion  
~SETUP-SPELLPACKB5.TP2~ #0 #10 // Charm Person  
~SETUP-SPELLPACKB5.TP2~ #0 #30 // Armour, Burning Hands, Color Spray, Friends, Spook  
~SETUP-SPELLPACKB5.TP2~ #0 #31 // Agannazar's Scorchers, Detect Invisibility, Glitterdust, Hypnotic Pattern, Stinking Cloud, Melf's Acid Arrow, Vocalize, Web  
~SETUP-SPELLPACKB5.TP2~ #0 #32 // Fireball, Ghost Armour, Invisibility 10-foot radius, Lightning Bolt, Wraithform  
~SETUP-SPELLPACKB5.TP2~ #0 #33 // Larloch's Minor Drain, Vampiric Touch  
~SETUP-SPELLPACKB5.TP2~ #0 #34 // Confusion (priest and wizard)  
~SETUP-SPELLPACKB5.TP2~ #0 #11 // Dimension Door (replaces Teleport Field!)  
~SETUP-SPELLPACKB5.TP2~ #0 #12 // Flame Arrow, Ice Storm, Improved Invisibility, Otiluke's Resilient Sphere, Wizard Eye  
~SETUP-SPELLPACKB5.TP2~ #0 #35 // Finger of Death, Animate Dead (wizard and priest for both spells)  
~SETUP-SPELLPACKB5.TP2~ #0 #13 // Cloudkill, Cone of Cold, Shadow Door, Domination, Chaos, Invulnerability to Normal Weapons, Lower Resistance  
~SETUP-SPELLPACKB5.TP2~ #0 #15 // Death Spell, Misdread, Invulnerability to Magical Weapons, Death Fog, Disintegrate  
~SETUP-SPELLPACKB5.TP2~ #0 #16 // Chain Lightning  
~SETUP-SPELLPACKB5.TP2~ #0 #17 // Prismatic Spray, Mordenkainen's Sword, Mass Invisibility  
~SETUP-SPELLPACKB5.TP2~ #0 #20 // Black Blade of Disaster, Power Word Kill  
~SETUP-SPELLPACKB5.TP2~ #0 #37 // Meteor Swarm, Time Stop, Wail of the Banshee  
~WILDMAGE/SETUP-WILDMAGE.TP2~ #0 #0 // Wild Mage Additions: New Wild Magic Spells  
~WILDMAGE/SETUP-WILDMAGE.TP2~ #0 #3 // Misc spell modifications  
~TELEPORT/TELEPORT.TP2~ #1 #0 // Teleport spell for BG2:SoA  
~TELEPORT/TELEPORT.TP2~ #1 #1 // Teleport spell for BG2:ToB  
~SETUP-RES\_FIXER.TP2~ #0 #0 // Resource Fixer: v1  
~SETUP-BPV179.TP2~ #0 #0 // Big Picture AI/Enhancement Mod, version 179 weidu (beta)  
~SETUP-BPV179.TP2~ #0 #1 // Improved Suldanessallar  
~SETUP-BPV179.TP2~ #0 #2 // Improved Spellhold  
~SETUP-BPV179.TP2~ #0 #3 // Wand of Orcus Add-In  
~SETUP-BPV179.TP2~ #0 #4 // Improved Small Teeth Pass, by Kensai Ryu  
~SETUP-BPV179.TP2~ #0 #5 // Improved Kangaxx Encounter, by Kensai Ryu  
~SETUP-BPV179.TP2~ #0 #6 // Kensai Ryu's Improved Crypt King  
~SETUP-BPV179.TP2~ #0 #7 // Kensai Ryu's Gnome Fighter/Illusionist in the Docks  
~SETUP-BPV179.TP2~ #0 #8 // Improved Random Encounters, by Gebhard Blucher and Kensai Ryu  
~SETUP-BPV179.TP2~ #0 #9 // Gebhard Blucher's Lich in the Docks  
~SETUP-BPV179.TP2~ #0 #10 // Red Badge, Poison-Based Encounter, by Westley Weimer  
~SETUP-BPV179.TP2~ #0 #11 // Kuroisan the Acid Kensai, by Westley Weimer  
~SETUP-BPV179.TP2~ #0 #12 // The Ritual, by Westley Weimer  
~SETUP-BPV179.TP2~ #0 #13 // Improved Xvart Village, for BGT-weidu  
~SETUP-BPV179.TP2~ #0 #15 // Ascension for BP  
~SETUP-SCS.TP2~ #0 #10 // Detectable Spells: v12  
~SETUP-SCS.TP2~ #0 #20 // Allow enemy AI to detect the party's magic items: v12  
~SETUP-SCS.TP2~ #0 #30 // Correct various errors on race, class etc: v12  
~SETUP-SCS.TP2~ #0 #1001 // Make Protection from Normal Missiles block magical missiles -> Only +1 and better missiles penetrate Protection from Normal Missiles, and +1 missiles are replaced by nonmagical Masterwork versions: v12  
~SETUP-SCS.TP2~ #0 #2000 // Make elemental arrows more like their BG2 counterparts: v12  
~SETUP-SCS.TP2~ #0 #2020 // Re-introduce potions of extra-healing: v12  
~SETUP-SCS.TP2~ #0 #3001 // Standardise spells: BG1 vs BG2 -> Introduce BG2 spell scrolls into BG1: v12  
~SETUP-SCS.TP2~ #0 #3050 // Better NPC management: v12  
~SETUP-SCS.TP2~ #0 #3070 // Move NPCs to more convenient locations: v12  
~SETUP-SCS.TP2~ #0 #4000 // Skip Candlekeep: v12  
~SETUP-SCS.TP2~ #0 #4010 // Remove blur effect from displacer cloak: v12  
~SETUP-SCS.TP2~ #0 #4020 // Stackable ankheg shells, winterwolf pelts and wyvern heads: v12  
~SETUP-SCS.TP2~ #0 #4030 // Move Boo out of quick access and into Minsc's pack: v12  
~SETUP-SCS.TP2~ #0 #4050 // Ease-of-use player AI: v12

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~SETUP-SCS.TP2~ #0 #5000 // Smarter general AI: v12  
~SETUP-SCS.TP2~ #0 #5010 // Better calls for help: v12  
~SETUP-SCS.TP2~ #0 #5024 // Potions for NPCs -> Three quarters of the potions dropped by slain enemies break and are lost: v12  
~SETUP-SCS.TP2~ #0 #5033 // Smarter mages -> Mages use spells from BG1 and BG2; mages pre-buff: v12  
~SETUP-SCS.TP2~ #0 #5043 // Smarter priests -> Priests use spells from BG1 and BG2; priests pre-buff: v12  
~SETUP-SCS.TP2~ #0 #5060 // Harder giant and phase spiders: v12  
~SETUP-SCS.TP2~ #0 #5050 // Smarter deployment: v12  
~SETUP-SCS.TP2~ #0 #5070 // Smarter sirines and dryads: v12  
~SETUP-SCS.TP2~ #0 #5080 // Slightly harder carrion crawlers: v12  
~SETUP-SCS.TP2~ #0 #5090 // Smarter basilisks: v12  
~SETUP-SCS.TP2~ #0 #6000 // Improved doppelgangers: v12  
~SETUP-SCS.TP2~ #0 #6010 // Tougher Black Talons and Iron Throne guards: v12  
~SETUP-SCS.TP2~ #0 #6020 // Improved deployment for parties of assassins: v12  
~SETUP-SCS.TP2~ #0 #6030 // Dark Side-based kobold upgrade: v12  
~SETUP-SCS.TP2~ #0 #6040 // Relocated bounty hunters: v12  
~SETUP-SCS.TP2~ #0 #6050 // Improved Ulcaster: v12  
~SETUP-SCS.TP2~ #0 #6060 // Improved Balduran's Isle: v12  
~SETUP-SCS.TP2~ #0 #6070 // Improved Durlag's Tower: v12  
~SETUP-SCS.TP2~ #0 #6080 // Improved Demon Cultists: v12  
~SETUP-SCS.TP2~ #0 #6090 // Improved Cloakwood Druids: v12  
~SETUP-SCS.TP2~ #0 #6100 // Improved Bassilus: v12  
~SETUP-SCS.TP2~ #0 #6110 // Improved Drasus party: v12  
~SETUP-SCS.TP2~ #0 #6120 // Improved Red Wizards: v12  
~SETUP-SCS.TP2~ #0 #6130 // Improved Undercity party: v12  
~SETUP-SCS.TP2~ #0 #6140 // Improved minor encounters: v12  
~SETUP-SCS.TP2~ #0 #6150 // Tougher chapter-two end battle: v12  
~SETUP-SCS.TP2~ #0 #6160 // Tougher chapter-three end battle: v12  
~SETUP-SCS.TP2~ #0 #6170 // Tougher chapter-four end battle: v12  
~SETUP-SCS.TP2~ #0 #6180 // Tougher chapter-five end battle: v12  
~SETUP-SCS.TP2~ #0 #6190 // Tougher chapter-six end battle: v12  
~SETUP-SCS.TP2~ #0 #6200 // Improved final battle: v12  
~SETUP-TACTICS.TP2~ #0 #3 // Improved Sahuagin City: BWP v8.2 Fix  
~SETUP-TACTICS.TP2~ #0 #32 // Mike Barnes' Improved North Forest: BWP v8.2 Fix  
~SETUP-TACTICS.TP2~ #0 #33 // Mike Barnes' Marching Mountains: BWP v8.2 Fix  
~SETUP-TACTICS.TP2~ #0 #37 // Streamlined Trolls: BWP v8.2 Fix  
~SETUP-TURNABOUT.TP2~ #0 #0 // Ascension: Turnabout  
~SETUP-TURNABOUT.TP2~ #0 #1 // Balthazar Epilogue Portrait, by Cliffette  
~SETUP-D0QUESTPACK.TP2~ #0 #11 // Improved Oasis II -> IO2 Dialogue & Combat Enhancement: BWP Fix 6.0.6  
~SETUP-LONGERROAD.TP2~ #0 #0 // Longer Road v 1.5  
~SETUP-LONGERROAD.TP2~ #0 #2 // Restore Irenicus's original portrait from SoA.  
~WHEELS/SETUP-WHEELS.TP2~ #0 #0 // The Wheels of Prophecy: v2  
~CELESTIALS/SETUP-CELESTIALS.TP2~ #0 #0 // PnP Celestials: v5  
~SETUP-GRIMUARS.TP2~ #0 #1 // Grimuars for BG2 WITH TACTICS  
~SETUP-GRIMUARS.TP2~ #0 #2 // Additional Grimuars Store  
~SETUP-GRIMUARS.TP2~ #0 #4 // Tougher Gaal  
~SETUP-GRIMUARS.TP2~ #0 #5 // Tougher Ardhata  
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~ #0 #0 // Homeward Bound - V 2 - January 19, 2008  
~TOBR/SETUP-TOBR.TP2~ #0 #0 // Gromnir: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #1 // Melissan: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #2 // Solar: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #3 // Yaga Shura: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #4 // Grove of the Ancients: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #5 // Pocket Plane: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #6 // Fight Five in Any Order: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #7 // Amkethran: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #8 // Fire Temple: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #9 // Oasis: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #10 // Saradush: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #12 // Cleansing the Temple: beta 4  
~TOBR/SETUP-TOBR.TP2~ #0 #13 // The Witch of the Wealdath: beta 4  
~SETUP-SOLAUFELN.TP2~ #0 #0 // Solaufein Romance for Baldur's Gate II (SoA & ToB)  
~SETUP-RPGSOLAFLIRTPACK.TP2~ #0 #0 // The RPG Solaufein Flirt Pack for BG2 (Rated NC17)  
~SETUP-SHEENA.TP2~ #0 #0 // Install A Half Dragon Tale: v1.7  
~KELSEY.TP2~ #0 #0 // Kelsey v2.1: for BG2 - SoA  
~KELSEY.TP2~ #0 #1 // Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE  
~SETUP-KELSEYTOB.TP2~ #0 #0 // Kelsey: ToB - Version 2

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~SETUP-KELSEYTOB.TP2~ #0 #1 // Kelsey/Solaufein Romance Conflict (OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE)

~SETUP-KELSEYTOB.TP2~ #0 #2 // Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended)

~SETUP-KELSEYTOB.TP2~ #0 #3 // Install Default Kelsey portrait set by Wynne Lurty? (set 1 of 3)

~SETUP-GROA.TP2~ #0 #0 // Getting Rid of Anomen - A cutscene for the Kelsey romance.: v1.2

~SETUP-KETO.TP2~ #0 #0 // Keto-SOA NPC V2

~SETUP-KETO.TP2~ #0 #1 // Keto/Kelsey Interaction (Requires Kelsey-SOA)

~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #0 // Nathaniel NPC Mod for BGII

~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #1 // Choose a portrait for Nathaniel -> Default portrait by Feuille

~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #4 // Solaufein Conflict

~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #5 // Kelsey Content

~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #0 // Luxley Family Mod for BGII:SoA

~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #1 // Portraits for non-joinable NPCs

~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #2 // Nathaniel Content

~SETUP-KIARA-ZAIYA.TP2~ #0 #0 // Kiara-Zaiya for BG2 SOA: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #1 // Custom Kiara-Zaiya soundset (available separately): v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #2 // Alternate High level abilities by TG Maestro: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #3 // Original Amaralis battles: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #4 // Tougher Kiara vampire: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #5 // Revised Suldalanessar: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #6 // Jao and party for SOA: another tough fight: v1.6 Fr-Es-Ge

~SETUP-KIARA-ZAIYA.TP2~ #0 #7 // Tougher Irenicus at the tree of life: v1.6 Fr-Es-Ge

~YIKARI/YIKARI.TP2~ #0 #0 // Yikari, a monk NPC

~YIKARI/YIKARI.TP2~ #0 #1 // Compatibility with Item Upgrade SoA

~YIKARI/YIKARI.TP2~ #0 #2 // Compatibility with Item Upgrade ToB

~IYLOS/IYLOS.TP2~ #0 #0 // Iylos NPC for BGII:ToB: 2.3

~IYLOS/IYLOS.TP2~ #0 #1 // Install extended content (PID, more interjections, friendship, scenery & plot dialogues?): 2.3

~IYLOS/IYLOS.TP2~ #0 #6 // How much time would you like in between Iylos' PC dialogues? -> 60 Minutes: 2.3

~SETUP-NPCFLIRT.TP2~ #0 #0 // Aerie Flirt Pack For SOA

~SETUP-NPCFLIRT.TP2~ #0 #1 // Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #2 // Aerie Flirt Pack For TOB

~SETUP-NPCFLIRT.TP2~ #0 #3 // Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #4 // Jaheira Flirt Pack for SOA

~SETUP-NPCFLIRT.TP2~ #0 #5 // Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #6 // Jaheira Flirt Pack for TOB

~SETUP-NPCFLIRT.TP2~ #0 #7 // Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #8 // Viconia Flirt Pack for SOA

~SETUP-NPCFLIRT.TP2~ #0 #9 // Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #10 // Viconia Flirt Pack for TOB

~SETUP-NPCFLIRT.TP2~ #0 #11 // Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #12 // Anomen Flirt Pack for SOA

~SETUP-NPCFLIRT.TP2~ #0 #13 // Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)

~SETUP-NPCFLIRT.TP2~ #0 #14 // Anomen Flirt Pack for TOB

~SETUP-NPCFLIRT.TP2~ #0 #15 // Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)

~SETUP-REVISEDBATTLES.TP2~ #0 #0 // Improved Battles - "erebusant's Patching Version" v6

~SETUP-REVISEDBATTLES.TP2~ #0 #1 // Improved Drizzt

~SETUP-REVISEDBATTLES.TP2~ #0 #2 // Improved Mencar Pebblecrusher

~SETUP-REVISEDBATTLES.TP2~ #0 #3 // Improved Mad Cleric

~SETUP-REVISEDBATTLES.TP2~ #0 #4 // Improved House Jae'llat

~SETUP-REVISEDBATTLES.TP2~ #0 #5 // Improved Lord Roenall

~SETUP-REVISEDBATTLES.TP2~ #0 #6 // Improved Master Brain

~SETUP-REVISEDBATTLES.TP2~ #0 #7 // Improved Wraith Sarevok

~SETUP-REVISEDBATTLES.TP2~ #0 #8 // Improved Cohrvale, Bregg & Alamas

~SETUP-REVISEDBATTLES.TP2~ #0 #11 // Improved Firkraag FR\_ROV Compatibility Patch -> Improved Firkraag

~SETUP-REVISEDBATTLES.TP2~ #0 #13 // Improved Fire Giants (requires ToB)

~SETUP-REVISEDBATTLES.TP2~ #0 #14 // Improved Shade Lord

~SETUP-REVISEDBATTLES.TP2~ #0 #15 // Improved Trademeet Crypt

~SETUP-REVISEDBATTLES.TP2~ #0 #16 // Improved Dungeon

~SETUP-REVISEDBATTLES.TP2~ #0 #17 // Much Improved Temple Sewers Party

~SETUP-REVISEDBATTLES.TP2~ #0 #18 // Improved Kiser Jhaeri (requires ToB)

~SETUP-REVISEDBATTLES.TP2~ #0 #19 // Improved Falahar

~SETUP-REVISEDBATTLES.TP2~ #0 #20 // Improved Drow Pit Fights

~SETUP-REVISEDBATTLES.TP2~ #0 #21 // Improved Chromatic Demon

~SETUP-REVISEDBATTLES.TP2~ #0 #22 // Knights of Dark Renown

~SETUP-REVISEDBATTLES.TP2~ #0 #27 // Modify .CRE Proficiencies, Abilities & Effects. This component MUST be installed.

~SETUP-D0QUESTPACK.TP2~ #0 #5 // Additional Shadow Thieves Content: BWP Fix 6.0.6

~SETUP-D0QUESTPACK.TP2~ #0 #4 // Miscellaneous Enhancements: BWP Fix 6.0.6

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~SETUP-D0QUESTPACK.TP2~ #0 #6 // Alternative Harper/Xzar Plot: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #7 // Extended Reynald Sequence: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #8 // Intrigue In The Copper Coronet: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #9 // Rahul Kanakia's Potion Quest: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #10 // Revised Hell Trials: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #14 // Burglary Of The Bookkeeper: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #15 // New Fate For The Dryads' Acorns: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #16 // The Tragedy Of Besamen: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #17 // Further Slaver Involvement: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #18 // Sending The Solamnic Knights Home: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #19 // Nazariel The Lich: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #20 // Reward Negotiation: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #21 // Infernal Thievery: BWP Fix 6.0.6  
~SETUP-D0QUESTPACK.TP2~ #0 #13 // Saving Sanik In Brynnlaw: BWP Fix 6.0.6  
~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~ #0 #0 // The Gibberlings Three Anniversary Mod  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #6 // Paladin Patch by Falkentyne  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #8 // Extended Mage/Cleric Spell Tables by Kevin Dorner  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #9 // All-Blunt Dwarven Thrower by Kevin Dorner  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #25 // Install All Items Identified in Selence's Shop  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #30 // Install Quest Pack Compatability patch by Moongaze  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #32 // Install Kelsey Compatability patch by Moongaze  
~RE/SETUP-RE.TP2~ #0 #0 // Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters  
~RE/SETUP-RE.TP2~ #0 #1 // Storms and Lightning, by berelinde (Weathermistress Ada, adult content)  
~RE/SETUP-RE.TP2~ #0 #2 // Aimi's Magic, by berelinde (adult content)  
~RE/SETUP-RE.TP2~ #0 #3 // Anishai's Deft Hands, by cmorgan  
~RE/SETUP-RE.TP2~ #0 #4 // An Evening with Aran, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #5 // Bjornin's Desire, by jastey (adult content)  
~RE/SETUP-RE.TP2~ #0 #6 // Bodhi's Allure, by Kulyok (adult content)  
~RE/SETUP-RE.TP2~ #0 #7 // Trademeet with Guildmistress Busya, by magrat  
~RE/SETUP-RE.TP2~ #0 #8 // The Gambling Cambion, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #9 // Chanelle's Gifts, by cmorgan (adult content)  
~RE/SETUP-RE.TP2~ #0 #10 // A Night with Coran, by magrat  
~RE/SETUP-RE.TP2~ #0 #11 // Cyric's Test, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #12 // A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content)  
~RE/SETUP-RE.TP2~ #0 #13 // A Lonely Dryad, by Kulyok (adult content)  
~RE/SETUP-RE.TP2~ #0 #14 // Edwin's Softer Side, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #15 // Eldoth' Exploits, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #16 // Elhan's Expansion, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #17 // Firkraag's Unsheathed Sword  
~RE/SETUP-RE.TP2~ #0 #18 // Gaelan's Contract, by Evaine Dian  
~RE/SETUP-RE.TP2~ #0 #19 // A Walk with Garren Windspear, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #20 // Enter Haer'Dalis, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #21 // Hendak's Heart, by jastey  
~RE/SETUP-RE.TP2~ #0 #22 // Ilona, a Merchant's Daughter, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #23 // Jarlaxle's Fascinations, by Catseye  
~RE/SETUP-RE.TP2~ #0 #24 // A Night with Lais in Imnesvale, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #25 // Laran's Promise, by berelinde (adult content)  
~RE/SETUP-RE.TP2~ #0 #26 // The Love Song of Logan, Lord Coprith, by Ajnos  
~RE/SETUP-RE.TP2~ #0 #27 // Mekrath and Nymphology, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #28 // Mira's Special Stock, by berelinde  
~RE/SETUP-RE.TP2~ #0 #29 // Noober Returns, by cmorgan  
~RE/SETUP-RE.TP2~ #0 #30 // Rebecca the Gypsy, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #31 // Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content)  
~RE/SETUP-RE.TP2~ #0 #32 // Old Ribald's Speciality, by Evaine Dian  
~RE/SETUP-RE.TP2~ #0 #33 // Sir Ryan Trawl, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #34 // Saemon, a Pirate, by Kulyok (adult content)  
~RE/SETUP-RE.TP2~ #0 #35 // Dreaming of Sendai, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #36 // Sheri the Bardess, by cmorgan (adult content)  
~RE/SETUP-RE.TP2~ #0 #37 // Solaufein in the Lust Chambers, by jastey  
~RE/SETUP-RE.TP2~ #0 #38 // Phaere's Reward, by berelinde (Talak, pleasure slave, adult content)  
~RE/SETUP-RE.TP2~ #0 #39 // Spell Research with Teos, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #40 // A fling with Yoshimo, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #41 // Isabelle's Fears, by gertjanvh (adult content)  
~RE/SETUP-RE.TP2~ #0 #42 // Anne's Rescue, by gertjanvh (adult content)  
~RE/SETUP-RE.TP2~ #0 #43 // The Queen, by Domi  
~RE/SETUP-RE.TP2~ #0 #44 // Valygar Romance, by Kulyok  
~RE/SETUP-RE.TP2~ #0 #45 // Rehearsal with Chandra, by Western Paladin

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~RE/SETUP-RE.TP2~ #0 #46 // Goldander Blackenrock: After a Party, by magrat  
~RE/SETUP-RE.TP2~ #0 #47 // A Chat with Vie kang, by magrat  
~RE/SETUP-RE.TP2~ #0 #48 // Bravery or Folly? by Aeryn (Sarevok, adult content)  
~RE/SETUP-RE.TP2~ #0 #49 // Blame the Moon, by Aeryn (Cernd)  
~RE/SETUP-RE.TP2~ #0 #50 // Cernick's Confession, by Cal Jones  
~SAREVOKROMANCE/SAREVOKROMANCE.TP2~ #0 #0 // Aeryn's Sarevok Romance for BGI: Throne of Bhaal: 1  
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #0 // Crossmod Banter Pack for Shadows of Amn: 8  
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #1 // Crossmod Banter Pack for Throne of Bhaal: 8  
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #2 // Crossmod Romance Conflicts: 8  
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #0 // Thrown Hammers: v1 LW-BGT  
~SETUP-ASHESOFEMBERS.TP2~ #0 #14 // Sensible weapon restrictions for SoA (non-mod weapons)  
~SETUP-ASHESOFEMBERS.TP2~ #0 #15 // Sensible weapon restrictions for ToB (non-mod weapons)  
~SONG\_AND\_SILENCE/SETUP-SONG\_AND\_SILENCE.TP2~ #0 #0 // Changes to trueclass bards and thieves, and unmodded game kits (required for other components): v4  
~SONG\_AND\_SILENCE/SETUP-SONG\_AND\_SILENCE.TP2~ #0 #1 // Add new bardic store and thief items: v4  
~SETUP-OVERSIGHT.TP2~ #0 #2 // Class Tweaks/Fixes  
~SETUP-OVERSIGHT.TP2~ #0 #3 // Altered Spells  
~SETUP-OVERSIGHT.TP2~ #0 #6 // Monk High Level Abilities  
~SETUP-OVERSIGHT.TP2~ #0 #7 // Holy Liberator  
~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #0 // Divine Remix Core Components (Required for Everything)  
~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #100 // Cleric Remix  
~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #200 // Druid Remix  
~SWORD\_AND\_FIST/SETUP-SWORD\_AND\_FIST.TP2~ #0 #1 // Monk Remix: v4  
~RR/SETUP-RR.TP2~ #0 #0 // Proper dual-wielding implementation for Thieves and Bards: v4.31  
~RR/SETUP-RR.TP2~ #0 #1 // Thief kit revisions: v4.31  
~RR/SETUP-RR.TP2~ #0 #3 // Proper racial adjustments for thieving skills: v4.31  
~RR/SETUP-RR.TP2~ #0 #4 // Bard kit revisions: v4.31  
~RR/SETUP-RR.TP2~ #0 #6 // Proper spell progression for Bards: v4.31  
~RR/SETUP-RR.TP2~ #0 #7 // Additional equipment for Thieves and Bards: v4.31  
~RR/SETUP-RR.TP2~ #0 #8 // Upgradeable Equipment: v4.31  
~RR/SETUP-RR.TP2~ #0 #9 // Revised Thievery -> Use PnP thievery potions and prevent their effects from stacking: v4.31  
~RR/SETUP-RR.TP2~ #0 #11 // Chosen of Cyric encounter: v4.31  
~SETUP-REFINEMENTS.TP2~ #0 #10 // Revised High Level Abilities  
~SETUP-REFINEMENTS.TP2~ #0 #30 // Shapeshifting fix -> Heal on shifting back to human (Default)  
~SETUP-REFINEMENTS.TP2~ #0 #40 // Universal lesser mage robes  
~SETUP-ASHESOFEMBERS.TP2~ #0 #0 // Sensible weapon restrictions for MODS  
~SETUP-ASHESOFEMBERS.TP2~ #0 #2 // Unique weapons (bolas and katars)  
~SETUP-ASHESOFEMBERS.TP2~ #0 #3 // Throwing Spears  
~SETUP-ASHESOFEMBERS.TP2~ #0 #4 // Wizard Slayer kit MR bonus (8% + 4%/level)  
~SETUP-ASHESOFEMBERS.TP2~ #0 #12 // New Armour (Scale, Banded, and Field Plate)  
~SETUP-ASHESOFEMBERS.TP2~ #0 #16 // SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)] [Requires Sensible Weapons for SoA  
~SETUP-ASHESOFEMBERS.TP2~ #0 #17 // ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)] [Requires Sensible Weapons for ToB  
~SETUP-ASHESOFEMBERS.TP2~ #0 #18 // SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)] [Requires Sensible Weapons for SoA  
~SETUP-ASHESOFEMBERS.TP2~ #0 #19 // ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)] [Requires Sensible Weapons for ToB  
~SETUP-ASHESOFEMBERS.TP2~ #0 #20 // SoA Keldorn's new proficiencies (Crossbow becomes Spear)] [Requires Sensible Items for SoA  
~SETUP-ASHESOFEMBERS.TP2~ #0 #21 // ToB Keldorn's new proficiencies (Crossbow becomes Spear)] [Requires Sensible Items for ToB  
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #100 // Nature's Beauty Tweak. (v2.10)  
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #150 // Imprisonment Fix. (v2.10)  
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #200 // Flesh to Stone Fix. (v2.10)  
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #300 // Drop Weapons in Panic Effect Removal. (v2.10)  
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #1250 // More cheating Wishes: -> Cheesy Limited Wish & Wish. (v2.10)  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #0 // Improved Angelic Summons(ToB Required)  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #1 // Improved Demonic Summons(ToB Required)  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #2 // Improved Elemental Summons(ToB Required)  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #3 // Use IWD Version Mordenkainen Sword after Iv21  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #4 // Improved Animate Dead(ToB Required)  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #5 // Improved Call Woodland Being  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #6 // Improved Animal Summons  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #7 // Improved Monster Summons  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #8 // Replace Carrion Summons with Summon Beholder  
~SETUP-IMPROVEDSUMMONS.TP2~ #1 #9 // Replace Wyvern Call with Summon Vampire

## APPENDIX

- ~SETUP-IMPROVEDSUMMONS.TP2~ #1 #10 // Others(Efreet,Djinni,etc.)
- ~SETUP-Z#MISC.TP2~ #0 #1 // Improved Statue of Riddles
- ~SETUP-Z#MISC.TP2~ #0 #17 // Expanded Spell Progression for Rangers
- ~SETUP-Z#MISC.TP2~ #0 #18 // Expanded Spell Progression for Bards
- ~SETUP-Z#MISC.TP2~ #0 #19 // Expanded Spell Progression for Paladins
- ~SCSII/SETUP-SCSII.TP2~ #0 #1000 // Detectable spells (required for most other components): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2010 // More consistent Breach spell (always affects liches and rakshasas; doesn't penetrate Spell Turning): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2050 // Make individual versions of Spell Immunity available, so that players can use them in Contingencies etc.: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2080 // Cap damage done by Skull Trap at 12d6: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2110 // Reduce the power of Inquisitors' Dispel Magic -> Inquisitors dispel at 1.5 x their level (not twice their level): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2120 // Slightly weaken insect plague spells, and let fire shields block them: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #2130 // Cosmetic change: stop Stoneskins from changing your character's colour: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3010 // Remove the invisibility power of the Staff of the Magi: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3020 // Move Vhailor's Helm into Throne of Bhaal: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3030 // Move the Cloak of Mirroring: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3040 // Move the Robe of Vecna into Throne of Bhaal: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3050 // Replace +1 magical weapons with Fine ones: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3070 // Make the healing and resurrection powers of the Rod of Resurrection into separate abilities: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3530 // Faster Bears: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #3990 // Increase the price of a license to practise magic in Athkatla -> License costs 10,000 gp: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #4000 // Increase the price asked by Gaylan Baele -> Gaylan wants 40,000 gold pieces: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #4010 // Make Freedom scrolls available earlier: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #4030 // Retrieve Dropped Items from Hell: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #4050 // Make party members less likely to die irreversibly: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #5000 // Ease-of-use party AI: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #5010 // Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #5030 // Remove the blur graphic effect from the Displacer Cloak: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6000 // Smarter general AI: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6010 // Better calls for help: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6021 // Potions for NPCs -> One third of the potions dropped by slain enemies break and are lost: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6030 // Improved Spiders: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6050 // Improved fiends -> Fiends have fast, uninterruptable innate magic: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6060 // Smarter genies -> Genies have fast, uninterruptable innate magic: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6080 // Smarter celestials -> Celestials have fast, uninterruptable innate magic: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6090 // Give dragons more staying power by increasing their hit points: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6100 // Smarter dragons -> Dragons have fast, uninterruptable innate magic: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6108 // Enemy mages (and Elder Orbs) use Simulacrum and Project Image spells (this component will have no effect unless you install Smarter Mages or Smarter Beholders): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6110 // Smarter beholders -> Give beholder rays some chance to "burn through" spell protections: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6123 // Smarter mind flayers -> Illithids have enhanced damage resistance; Illithids can see through invisibility (matches Tactics mod): v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6130 // Improved Vampires: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6135 // Smarter githyanki: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6137 // Add high-level abilities (HLAs) to ToB mages -> All ToB mages who can cast 9th-level spells get HLAs: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6139 // Add high-level abilities (HLAs) to SoA mages -> All SoA mages who can cast 9th-level spells get HLAs: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6151 // Smarter Mages -> Mages only cast short-duration spells instantly at start of combat if they are created in sight of the PC: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6181 // Add high-level abilities (HLAs) to ToB priests -> All ToB priests who can cast 9th-level spells get HLAs: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6201 // Add high-level abilities (HLAs) to SoA priests -> All SoA priests who can cast 7th-level spells get HLAs: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6161 // Smarter Priests -> Priests only cast short-duration spells instantly at start of combat if they are created in sight of the PC: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6210 // Smarter Illasera: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6220 // Smarter Yaga-Shura: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6230 // Smarter Abazigal: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6240 // Smarter Gromnir: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6250 // Smarter Melissan: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6260 // Give Ascension demons SCSII scripts and abilities: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6270 // Give Ascension versions of Irenicus and Sendai SCSII scripts and abilities: v11
- ~SCSII/SETUP-SCSII.TP2~ #0 #6900 // Make the starting dungeon slightly harder: v11

## APPENDIX

~SCSII/SETUP-SCSII.TP2~ #0 #7000 // Improved Shade Lord: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7010 // Spellcasting Demiliches: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7020 // More resilient trolls: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7030 // Increase difficulty of level-dependent monster groupings -> Mildly increased difficulty: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7040 // Improved Random Encounters: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7051 // Improved d'Arnise Keep ("Tactics Remix") -> Enhanced spirit trolls (as in Tactics): v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7060 // Slightly improved Faldorn: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7071 // Improved Bodhi (Tactics Remix) -> Original Tactics Improved Bodhi with SCSII scripting: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7075 // Party's items are taken from them in Spellhold: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7078 // Improved battle with Irenicus in Spellhold: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7090 // Improved Beholder hive (adapted from Quest Pack): v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7100 // Prevent resting in the Illithid city: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7110 // Slightly Improved Drow -> Upgrade Ust Natha's defences: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7120 // Slightly Improved Watcher's Keep: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7126 // Improved Irenicus in Hell (Tactics remix) -> Tactics-SCSII hybrid: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7130 // Improved Fire Giant temple: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7140 // Enhanced Sendai's Enclave: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7150 // Improved Abazigal's Lair: v11  
~SCSII/SETUP-SCSII.TP2~ #0 #7160 // Improved Minor Encounters: v11  
~HAIASS/SETUP-HAIASS.TP2~ #0 #0 // Haiass the Wolf: v2.2  
~HAIASS/SETUP-HAIASS.TP2~ #0 #10 // Haiass can be resurrected -> Moderate penalty (Constitution -4 temporarily): v2.2  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #40 // Change Viconia's Skin Color to Dark Blue: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #110 // Icon Improvements: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1010 // More Interjections: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1020 // Alter HP Triggers for NPC Wounded Dialogues: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1090 // Exotic Item Pack: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1130 // Reputation Resets in BG2 (BGT Only): v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1180 // Female Edwina: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2040 // Universal Clubs: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2090 // Change Experience Point Cap -> Remove Experience Cap: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2140 // Expanded Dual-Class Options: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2192 // Limit Ability of Storekeepers to Identify Items -> Hybrid of Both Methods: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2300 // Triple-Class HLA Tables: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3031 // Easy Spell Learning -> 100% Learn Spells and No Maximum Cap: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3050 // Remove fatigue from restoration spells: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3060 // Remove "You Must Gather Your Party..." Sound (Weimer): v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3121 // Happy Patch (Party NPCs do not fight or complain about reputation) -> NPCs  
can be angry about reputation but never leave (Salk): v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3170 // No Drow Avatars On Party In Underdark: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3183 // Romance Cheats: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3190 // Rest Anywhere (Japheth): v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4000 // Adjust Evil joinable NPC reaction rolls: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4010 // Improved Fate Spirit Summoning: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4110 // Give Kagain A Legal Constitution Score of 19: v8  
~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4050 // Change Jaheira to Neutral Good: v8  
~RR/SETUP-RR.TP2~ #0 #2 // Thief High Level Ability revisions: v4.31  
~RR/SETUP-RR.TP2~ #0 #5 // Bard High Level Ability revisions: v4.31  
~SETUP-D0TWEAK.TP2~ #0 #4 // Tweaked Weapon Enchantments  
~SETUP-D0TWEAK.TP2~ #0 #5 // Additional Racial Enemies  
~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #31 // Install Ding0 Tweak Compatability patch by Moongaze  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #10 // Revised Shield Bonuses: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #11 // Dual Wielding Changes for Light and Heavy Weapons: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #12 // Items of Protection Can Be Worn with Magical Armor: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #13 // Halberds Can Slash, Too: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #14 // Remove Cleric Weapon Restrictions from Multi-Classed Clerics: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #15 // Prevent Druids from Wearing Helmets: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #16 // Restrict Fighter/Druids to Armor that Druids Can Wear: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #17 // Weapon Changes: v2 (Hotfix 20091009)  
~ITEM\_REV/ITEM\_REV.TP2~ #0 #18 // Backstabbing Penalties for Inappropriate Weapons -> Backstabbing Penalties Only: v2 (Hotfix  
20091009)



## APPENDIX

~UNIQUEARTIFACTS/SETUP-UNIQUEARTIFACTS.TP2~ #0 #2 // Unique Artifacts v1.12 -> Expanded  
~CURSED\_ITEMS/CURSED\_ITEMS.TP2~ #0 #0 // Salk's cursed items revisions: v3.1  
~CURSED\_ITEMS/CURSED\_ITEMS.TP2~ #0 #10 // Stone of Recall: v3.1  
~MIXMOD/MIXMOD.TP2~ #0 #5 // Increased Ammo Stacks -> Increase Ammo by 300%  
~MIXMOD/MIXMOD.TP2~ #0 #12 // Increased Gem and Jewelry Stacking -> Increase Gem and Jewelry by 300%  
~MIXMOD/MIXMOD.TP2~ #0 #19 // Increased Potion Stacking -> Increase Potion by 300%  
~MIXMOD/MIXMOD.TP2~ #0 #26 // Increased Scroll Stacking -> Increase Scroll by 300%  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #100 // Restore innate infravision to Half-Orc characters: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #101 // Prevent skeletal undead from being affected by Illithids' Devour Brain attack: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #102 // Change Spiritual Hammer into a ranged force weapon: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #103 // Allow Dispel/Remove Magic to take down Globes of Invulnerability: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #110 // Magical arrows and bolts deal bonus damage equal to their enchantment level: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #120 // Restore innate disease immunity to Paladins: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #125 // Rangers' Animal Empathy improves with experience: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #130 // Additional racial traits for Dwarves: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #140 // Additional racial traits for Gnomes: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #200 // Allow Breach to take down Stoneskin effects applied by items: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #201 // Instant casting for warrior innates: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #202 // Consistently spell-like Bhaalpowers: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #203 // Make druidic shapeshifting uninterrupted: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #204 // Prevent Misdread clones from singing Bard songs: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #205 // Prevent Project Image and Simulacrum clones from using quickslot items: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #210 // Restore the Dispel Magic vulnerability to Nishruu and Hakeashars: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #216 // Bard songs break invisibility -> Only the Jester song breaks invisibility: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #220 // Simple Thief script: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #230 // Simple Bard script: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #300 // Use Icewind Dale's Dimension Door animation: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #301 // Change the appearance of Valygar's armor: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #302 // Change the appearance of the Robe of Vecna: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #303 // Give Shambling Mounds their proper soundset: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #310 // Distinctive creature coloring: v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #500 // Slightly expanded storage capacity for containers -> Use the recommended storage capacity value (999): v2.63  
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #600 // Expanded temple services: v2.63  
~SETUP-BARDSONG\_BG2\_IWD.TP2~ #2 #2 // Bard Song Switching Patch for TOB with Rogue ReBalancing Pack (No Lingering Songs)  
~SETUP-NMR-V1.5.TP2~ #2 #0 // NM-Relationship:Relationship system core script  
~SETUP-NMR-V1.5.TP2~ #2 #1 // NM-Relationship:Relationship system core skills  
~SETUP-NMR-V1.5.TP2~ #2 #2 // NM-Relationship:Relationship system Added contents (Animal's "profession")  
~SETUP-NMR-V1.5.TP2~ #2 #3 // NM-Relationship:Common teammates dialogue installation(MULTIG.D)  
~SETUP-NMR-V1.5.TP2~ #2 #4 // NM-Relationship:Relationship system to the expansion of the original BG2 script.1  
~SETUP-NMR-V1.5.TP2~ #2 #5 // NM-Relationship:Relationship system to the expansion of the original BG2 script.2  
~SETUP-NMR-V1.5.TP2~ #2 #6 // NM-Relationship:Relationship system to the expansion of the original BG2 script.3  
~SETUP-NMR-V1.5.TP2~ #2 #8 // NM-Relationship:The dialogue about TOB Part revision  
~SETUP-NMR-V1.5.TP2~ #2 #9 // NM-Relationship:For the original "Ghost appearance NPC", "GENERAL" Part revision  
~SETUP-NMR-V1.5.TP2~ #2 #10 // NM-Relationship:Relationship system core skills' hotkey "E"  
~SETUP-NMR-V1.5.TP2~ #2 #7 // NM-Relationship:The dialogue about BG1 and BG2 part revision  
~SETUP-NMRCPBP.TP2~ #2 #0 // The compatible mod between NM-Relationship and BPv177  
~SETUP-NMRCPBP.TP2~ #2 #1 // The compatible mod between NM-Relationship and BPv177  
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #1 // Full Plate And Packing Steel: Between You And Harm (alternate armour system): v2  
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #102 // Full Plate And Packing Steel: Field Improvisation (convenience tweak, remove restrictions on combining protective items): v2  
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #204 // Full Plate And Packing Steel: Little He Knows Where a Foe May Lurk (everyone can backstab at x2, thieves/assassins do better): v2  
~SETUP-BP SERIES.TP2~ #0 #0 // BP Series v3.5 by seanas (w/ revisions by Horred the Plague): v3.5  
~SETUP-NMR-PC.TP2~ #1 #0 // Install Macholy's Teammates fight scripts V2.5  
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #10 // Drop Items on Frozen Death: v3  
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #20 // Drop Items on Disintegration: v3  
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #30 // Drop Items on Imprisonment: v3  
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #40 // Drop Items on Petrification: v3  
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #50 // Restore SoA Background Music for Promenade Cutscene: v3  
~SETUP-XPMOD.TP2~ #0 #1 // Creature XP Reduction -> Reduce to 50%  
~SETUP-XPMOD.TP2~ #0 #12 // Quest XP Reduction -> Reduce to 50%  
~SETUP-BP-BALANCER.TP2~ #0 #3 // XP for Spell Learning -> At 4% from your current configuration  
~SETUP-BP-BALANCER.TP2~ #0 #8 // XP for Disarming Traps -> At 4% from your current configuration  
~SETUP-BP-BALANCER.TP2~ #0 #13 // XP for Pick Pocket -> At 4% from your current configuration  
~SETUP-BP-BALANCER.TP2~ #0 #16 // Installing files needed for the components of the group "Balancing XP and items of several mods"

## APPENDIX

- ~SETUP-BP-BALANCER.TP2~ #0 #18 // Restore original BG1 creatures' XP and items -> Also remove SOME (partly random) overpowered custom items from other Mods
- ~SETUP-BP-BALANCER.TP2~ #0 #21 // Item and XP Balancing for 'Dark Side of the Sword Coast (v2.15)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevant items)
- ~SETUP-BP-BALANCER.TP2~ #0 #24 // Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.70a)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevant items)
- ~SETUP-BP-BALANCER.TP2~ #0 #27 // Item and XP Balancing for 'Secret of Bone Hill (v2.40)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevant items)
- ~SETUP-BP-BALANCER.TP2~ #0 #30 // Item and XP Balancing for 'DrizztSaga (v1.0)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevant items)
- ~AURORA/SETUP-AURORA.TP2~ #0 #0 // Aurora's Shoes and Boots: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #10 // Small portraits for NPCs -> Merchants and minor NPCs: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #105 // Change store buying prices -> Reduce to 50%: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #180 // Change store selling prices -> Increase by 200%: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #210 // Change gem and jewelry prices -> Reduce to 50%: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #247 // Change quest gold rewards -> Reduce to 50%: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #420 // Realistic random treasures -> Both 1 and 2 (no treasures lost): v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #467 // Change creature gold carried -> Reduce to 25%: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #500 // PnP Helmed and Battle Horrors: v3
- ~AURORA/SETUP-AURORA.TP2~ #0 #520 // Realistic Kobold Commandos: v3
- ~RANDOMISER/RANDOMISER.TP2~ #0 #1300 // Randomise items -> Randomise with WeiDU. No items are lost: v2
- ~RANDOMISER/RANDOMISER.TP2~ #0 #10100 // Remove Protection from Undead scrolls from stores -> All scrolls from all stores: v2
- ~1PP.TP2~ #0 #1 // One Pixel Productions: v2 New Potion Graphics (2): v2.7
- ~1PP.TP2~ #0 #3 // One Pixel Productions: v3 Flame Short Swords (4): v2.7
- ~1PP.TP2~ #0 #4 // One Pixel Productions: v3 Flame Short Swords item patches (5): v2.7
- ~1PP.TP2~ #0 #5 // One Pixel Productions: v3 Flame Short Swords mod item patches (6): v2.7
- ~1PP.TP2~ #0 #10 // One Pixel Productions: v3 Colourable Quarterstaves core (11): v2.7
- ~1PP.TP2~ #0 #11 // 1PP: Colourable Quarterstaves core item patches (12): v2.7
- ~1PP.TP2~ #0 #12 // One Pixel Productions: v3 Colourable Quarterstaves mod patches (13): v2.7
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #0 // 1PP: Avatar fixes \* female elves w. leather armour [EFB2]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #1 // 1PP: Avatar fixes \* female elves w. chain mail [EFB3]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #2 // 1PP: Avatar fixes \* female elven cleric w. plate armour [EFC4]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #3 // 1PP: Avatar fixes \* female elven fighter w. plate armour [EFF4]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #4 // 1PP: Avatar fixes \* female human unarmoured [HFB1]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #5 // 1PP: Avatar fixes \* female human w. leather armour [HFB2]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #6 // 1PP: Avatar fixes \* female human w. chain mail [HFB3]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #7 // 1PP: Avatar fixes \* female human cleric w. plate mail [HFC4]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #8 // 1PP: Avatar fixes \* female human fighter w. plate mail [HFF4]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #9 // 1PP: Avatar fixes \* female human unarmoured mage [HFW1]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #10 // 1PP: Avatar fixes \* female human mage w. light robe [HFW2]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #11 // 1PP: Avatar fixes \* fixed halfling progression [IFB1, IFB2, IFB3]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #12 // 1PP: Avatar fixes \* fix frame error on cleric plate [IFC4]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #13 // 1PP: Avatar fixes \* dwarves w. chain mail [DMB3]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #14 // 1PP: Avatar fixes \* male elves w. chain mail [EMB3]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #15 // 1PP: Avatar fixes \* male human w. leather armour [HMB2]
- ~1PP\_AVATARS/SETUP-1PP\_AVATARS.TP2~ #0 #16 // 1PP: Avatar fixes \* male human w. chain mail [HMB3]
- ~1PP\_FEMALE\_DWARVES/SETUP-1PP\_FEMALE\_DWARVES.TP2~ #0 #0 // Separate Avatars for Female Dwarves -> Separate Avatars for Female Dwarves - Baldur's Gate II
- ~1PP\_THIEVES\_GALORE/SETUP-1PP\_THIEVES\_GALORE.TP2~ #0 #1 // 1ppv3: Unique Thief Avatars (patch) -> BGII - Unique Thief Avatars (patch)
- ~1PP\_THIEVES\_GALORE/SETUP-1PP\_THIEVES\_GALORE.TP2~ #0 #2 // 1ppv3: Unique Thief Avatars (content)
- ~1PP\_THIEVES\_GALORE/SETUP-1PP\_THIEVES\_GALORE.TP2~ #0 #3 // 1ppv3: Improved Improved Galactygon's Avatar Switching
- ~SETUP-NSCPORTRAITS.TP2~ #0 #0 // Portraits for BG1(BGT): v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1 // Portraits for BG2 and ToB: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #10 // Portraits for Dark Side of the Sword Coast: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #20 // Portraits for Northern Tales of the Sword Coast: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #21 // Alternate Portrait for Will Scarlet of NTotSC: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #30 // Portraits for Secret of Bone Hill: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #50 // Portraits for Stone of Askavar: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #300 // Portraits for BG1 Mini-Quests and Encounters: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #305 // Portraits for Lure of the Sirines Call: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #310 // Portraits for Grey Clan Episode I: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1000 // Portraits for The Darkest Day: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1001 // Alternate NPC-Portraits for The Darkest Day: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1030 // Portraits for Region of Terror: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1031 // Alternate NPC-Portraits for Region of Terror: v1.7
- ~SETUP-NSCPORTRAITS.TP2~ #0 #1310 // Portraits for Assassinations: v1.7

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~SETUP-NSCPORTRAITS.TP2~ #0 #1320 // Portraits for Dungeon Crawl: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #1330 // Portraits for Romantic Encounters: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #1340 // Portraits for Big Picture: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #2000 // Portraits for Ascalons Breagar: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #2010 // Portraits for Amber NPC: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #3000 // Alternate Portrait for Goo NPC: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #3010 // Alternate Portrait for Kim NPC: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #5000 // Alternate Female Charakter-Creation Portraits: v1.7  
~SETUP-NSCPORTRAITS.TP2~ #0 #5010 // Alternate Male Character-Creation Potraits: v1.7  
~CONTAIN/SETUP-CONTAIN.TP2~ #0 #10 // Unique Containers -> Unique icons and names: v2  
~SETUP-CELESTIALES.TP2~ #0 #0 // Correccion a la animacion de las armas de devas y planetareos (Corrections of the animation of the weapon of devas and planetars) (Korrektur der Animation der Waffen der Devas und Planetare): v1.2  
~SETUP-CELESTIALES.TP2~ #0 #1 // Sustitucion de los graficos de devas y planetareos rojos (Substitution of the creature graphics of the red devas and planetars) (Ersatz der Grafiken der roten Devas und Planetare): v1.2  
~SETUP-CELESTIALES.TP2~ #0 #2 // Sustitucion de los graficos de devas y planetareos azules y de Solar (Substitution of the creature graphics of the blue devas and planetars and the solars) (Ersatz der Grafiken der blauen Devas, Planetare und Solarier): v1.2  
~SETUP-LIGHTMAPS.TP2~ #1 #0 // Corrected lightmaps for BG TuTu/BGT/Baldur's Gate  
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Worldmap for Baldur's Gate v7.1 - including colored Baldur's Gate map icons -> New Worldmap for use with Mega Modification...: v7.1  
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #2 // Worldmap for Throne of Bhaal -> Use new Worldmap for Throne of Bhaal as well: v7.1  
~SCSII/SETUP-SCSII.TP2~ #0 #4020 // Make Watchers' Keep accessible between SoA and ToB: v11  
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #0 // Nythrun's Level 1 NPCs: List party-joinable NPCs (required to install any other components): v1.2eib9  
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #1 // Tweak weapon proficiencies for some classes (a la Ashes of Embers and aVENGER's Rogue Rebalancing?: v1.2eib9  
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #3 // Joinable NPCs more closely match the player character's experience?: v1.2eib9  
~SETUP-BGTMUSIC.TP2~ #0 #2 // Baldur's Gate Trilogy - Music -> Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music (WARNING: patches BGMain.exe)  
~W\_GUI/SETUP-W\_GUI.TP2~ #2 #0 // W\_GUI  
~WIDESCREEEN/WIDESCREEEN.TP2~ #0 #0 // Widescreen Mod: Widescreen Mod v2.2  
~CREFIXER/SETUP-CREFIXER.TP2~ #0 #0 // Creature Slot Fixer: v1  
~GENERALIZED\_BIFFING/GENERALIZED\_BIFFING.TP2~ #0 #0 // generalized biffing: v1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #80 // Non-cumulative blindness effect (THAC0 malus): v0.5.1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #100 // Enlarge tooltip scroll: v0.5.1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #110 // Apply profsmax.2da restrictions on char creation (BGT): v0.5.1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #120 // "Scrollable" mage spellbook: v0.5.1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #121 // "Scrollable" priest spellbook: v0.5.1  
~TOB\_HACKS/TOB\_HACKS.TP2~ #0 #130 // Fix cure drunkenness effect (#164): v0.5.1